



Presents

# Witch

## The Cards Collection

Text by Grogling

Cards by Mystified Michael

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# THE WITCH

Wounds: 1D6+6  
 Move: 4  
 Weapon Skill: 2  
 Ballistic Skill: 5+  
 Strength: 2  
 Toughness: 3  
 Initiative: 4  
 Attacks: 1  
 Escape pinning: 4+  
 Willpower: 3



**Equipment:** 1D6+6 Spite Stones, 1D3+1 potions of her choice

**Weapon:** Gnarled Staff

A witch may only use a staff or daggers as melee weapons.

**Armour:** Black Cloak

A witch may use furs over this cloak but cannot use any other armour.

**Treasure:** The Witch may only use items of treasure that the Wizard can use.

**Special Rules:** See backside of this card

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

## THE WITCH - SPECIAL RULES

### POTIONS

The witch makes her living by mixing potions and selling them. To create a potion takes 1 week and costs 50 gold per witches level. When a week of brewing and spell casting is up roll a D6 and consult the table below.

1 Potion fails	2 or 3 One Potion made
4 or 5 Two Potions made	6 Three Potions made

### MAGIC AND SPELLS

The witch starts an adventure with 5 mana points per battle level. Every turn she gains 1 point of natural mana from all around her. The exceptions are on a power roll of 1 when she gets nothing or a power roll of 5 or 6 when she gets 2 points. These points are cumulative.

There is a limit to the amount of mana a witch can control. For every point over 10+ her starting mana, the Witch must roll a D6 during the power phase. She takes 1 damage and loses a mana point for every '1' rolled. All mana points reset at the end of an adventure.

The Witch has accumulated a wide range of spells throughout her life which have helped her survive this long. She may use all of these spells from level 1. All spells cost 4 mana points to cast. Unlike the wizard, who has been trained extensively in casting she is self taught and because of this the Witch is not able to cast spells as fast.

Every spell cast (in one turn) after the first costs a cumulative +1 mana; i.e first spell = 4 mana, second spell = 5 mana, third spell = 6 mana etc.



## CLAWS OF STEEL

*The witch's hands turn into metallic talons until combat ends.*

She can attack with both hands until the end of this combat, giving her +1 attacks at her normal damage dice +1/battle level. The Claws prevent any further spell casting by the witch until combat is over or if she allows the spell to finish early.

ATTACK



## CURSE

*Witches aren't just benevolent characters. When annoyed, they can be spiteful to the extreme.*

Curse gives the target -1 on all WS and BS rolls until combat ends. The effects of this spell are cumulative but a natural 6 always hits.

ATTACK



## HEX

*This is another example of the Witches dark side.*

Hex gives the target -1 attack for 2 turns. The effects of this spell are cumulative.



ATTACK



## RAY OF SPITE

*The witch can concentrate all of her hatred into a beam of malevolence.*

This beam will last for 4 squares in a straight line (including diagonal lines).

Anything on that line will suffer 1d6 wounds per witch's level with no modifiers for armour.



ATTACK



## WITHER

*The Witch has an excellent understanding of how life and death works. Sometimes she may use this to heal others but she can also turn this knowledge into a dangerous weapon.*

This spell enables the Witch to drain (Battle Level)D6+6 from an enemy. This damage is non-regeneratable.



ATTACK



## AURA OF CALM

*Through focusing her mind, the Witch is able to bring an Aura of Calm among her fellow characters.*

On a D6 roll of 3, 4, 5 or 6 she can heal 1+(1 per battle level) wounds on all party members.



HEALING



## HEALING TOUCH

*A gentle warmth passes from the witch's hands into the injured character's body.*

Roll 1d6. On a 2 to 6 the target character gains 3 wounds per witch's level.



HEALING



## KISS OF LIFE

*The Witch learned the secrets of death long ago.*

The Witch is able to bring a character on zero hit points back to 1 life even if this warrior has been dead for several turns. She cannot do this once she leaves the room though as the character's soul will leave. This spell will only work on a character once per adventure.



HEALING



## CHARM

*This spell bestows the Witch with the ability to enter an enemy's mind and befriend it temporarily.*

The target cannot be undead nor have more hit points than the Witch at the time of casting. Once charmed, the creature will be under the control of the Witch and will act as requested until combat is over. If the creature survives until the end of combat it will become confused and wander off.

SPECIAL

## BLACK CLOACK

Gives +1 toughness.

A witch may use furs over this cloak but cannot use any other armour.



Witch - starting equipment

## GNARLED STAFF

This magical staff, twisted with the witches hatred and spite, does same damage as a sword. It also counts as a magical weapon due to the malice imbued into it.



Witch - starting equipment

## SPITESTONES

These stones have been cursed by the Witch while she travels. They are thrown as a missile weapon and if they hit they do 1D6+Battle Level damage and the enemy loses one attack that turn. The Witch regains 1D3 Spite Stones for every week spent travelling to a settlement and they last until the end of the next dungeon. The Witch can also tap into the magic of these stones. If she smashes a stone on the floor, she will gain her Battle Level in Mana for that turn as the hatred seeps back into her body.



Witch - starting equipment

## HEALING POTION

Heals 1D6 wounds/level



Potions

The Witch usually survives on money made by selling potions and thus, will expect payment of 50 gold/level for each potion the other warriors use or 5% of the gold they find in the dungeon.



## POTION OF LUCK

Bestow reroll on character (only one allowed per adventure)



Potions

The Witch usually survives on money made by selling potions and thus, will expect payment of 50 gold/level for each potion the other warriors use or 5% of the gold they find in the dungeon.



## POTION OF SKILL

+1 Attack/2 levels (round down) for 1 turn



Potions

The Witch usually survives on money made by selling potions and thus, will expect payment of 50 gold/level for each potion the other warriors use or 5% of the gold they find in the dungeon.



## POTION OF STRENGTH

+1 Strength/level for 1 turn



Potions

The Witch usually survives on money made by selling potions and thus, will expect payment of 50 gold/level for each potion the other warriors use or 5% of the gold they find in the dungeon.



## POTION OF TOUGHNESS

+1 Toughness/level for 1 turn



Potions

The Witch usually survives on money made by selling potions and thus, will expect payment of 50 gold/level for each potion the other warriors use or 5% of the gold they find in the dungeon.



## ASTRAL PROTECTION

Ingredient: **Dark Elf Skin**  
The Witch gains Magic Resistance 4+ until the end of combat.



Potions

These potions are unlike normal potions and can only be safely drunk by a witch. (See Advanced Potions rules)



## BREATH FIRE

Ingredient: **Dragon Spittle**  
6D6 damage to a 2 by 2 square area adjacent to the Witch.



Potions

These potions are unlike normal potions and can only be safely drunk by a witch. (See Advanced Potions rules)



## DRAIN LIFE

Ingredient: **Vampire Tooth**  
The next successful attack made by the drinker will drain (vampire level) x D6 hit points. These hitpoints are gained by the drinker. The drinker's total number of hitpoints may not exceed his starting number.

Potions

These potions are unlike normal potions and can only be safely drunk by a witch. (See Advanced Potions rules)



## ELIXIR OF COURAGE

Ingredient: **Minotaur Horn**  
Add 2 to all Fear and Terror rolls made by the drinker for this dungeon.



Potions

These potions are unlike normal potions and can only be safely drunk by a witch. (See Advanced Potions rules)



## GIANT STRENGTH

Ingredient: **Giant Blood**  
This potion imbues a strength of 7 and two extra damage dice until the end of combat.



Potions

These potions are unlike normal potions and can only be safely drunk by a witch. (See Advanced Potions rules)



## GRASP OF DOOM

Ingredient: **Lich Hair**  
The next successful attack will do damage equal to the drinkers current hit points. This damage ignores armour, toughness and 'ignore pain' rolls.

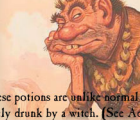
Potions

These potions are unlike normal potions and can only be safely drunk by a witch. (See Advanced Potions rules)



## GROSS STUPIDITY

Ingredient: **Orc Lord Spleen**  
The drinker gains Ignore Blows 4 and Ignore Pain 4 until the end of combat.



Potions

These potions are unlike normal potions and can only be safely drunk by a witch. (See Advanced Potions rules)



## VISION OF TERROR

Ingredient: **Gorgon Eyes**  
This foul tasting liquid gives visions of all encounters for an entire dungeon.



Potions

The player may see all encounter cards/rolls before entering a room.

It does not effect random encounters.

These potions are unlike normal potions and can only be safely drunk by a witch. (See Advanced Potions rules)



## AURA OF FEAR

The Witch exudes a feeling of doom towards her enemies, crushing their will to fight her.

Gain Fear (n) where n is the Witch's battle level.



Witch - Skill

## FAST LEARNER

The Witch has developed the ability to learn spells cast against her.

Any spell cast by an enemy that effects the Witch can be learned on a successful willpower roll at -1.

The casting cost of these spells is equal to the dungeon level it was learned in plus 2.



Witch - Skill

## FLY

The Witch has learned to fly on her broomstick or staff. The Witch has the Fly ability: i.e. being able to move anywhere within movement range, ignoring pinning and obstacles.



Witch - Skill

## FORESIGHT

The Witch is able to see some future events and thus avoid them.

She is able to turn two rolls on the hazard table or settlement table into uneventful weeks/days.



Witch - Skill

## LIFE OF SUFFERING

After years of suffering and persecution the Witch has learned to withstand physical torture and pain.

The Witch gains the skill Ignore Pain (2).



Witch - Skill

<div>LUCK OF THE WITCH</div> <p>The Witch gains an extra reroll once per adventure.</p>  <div>Witch - Skill</div> 	<div>MENTAL SHIELD</div> <p>The Witch can try to block hostile magical forces with her mind. The Witch gains Magic Resistance 5+.</p> <p>Resisted spells can still be learned with the 'Fast Learner' ability.</p>  <div>Witch - Skill</div>	<div>SEER</div> <p>The Witch has an intuitive knowledge of events about to happen. The Witch is not subject to 'ambush' attacks and can reposition herself to any empty space within 3 movement places after enemies have been placed on the board.</p>  <div>Witch - Skill</div>
<div>SMELL GOLD</div> <p>Life has been a struggle for the Witch. Food and money have been difficult to come by and thus she has developed a supernatural ability to smell any gold nearby. Before leaving a room for the first time the Witch may roll a D6. On a 4+ she finds (her battle level)D6 x 50 gold. If it is an objective room she finds (her battle level)D6 x 100gold</p>  <div>Witch - Skill</div>	<div>SPELL STORAGE</div> <p>The Witch can store spells in her staff. The staff holds 1 spell for every 2 battle levels of the character. These spells can be cast at any time without using mana. Each spell may only be cast once per dungeon. Whilst containing spells, the staff is also a more effective weapon and will ignore 1 armour point for every unused spell it contains. The Witch must choose which spells are in the staff before entering a dungeon. Multiple spells of the same type are allowed.</p>  <div>Witch - Skill</div> <div>SPELLS</div>	<div>VISION OF BEAUTY</div> <p>The Witch has learned to change her appearance with magic. She can now appear as a beautiful young maiden. For one battle per adventure, the enemy find her so enchanting that they must pass an initiative test before each attack against her. If they fail, the assailants just stand still, bewitched by her beauty. This ability also gives the witch +2 on her 'Persecution Table' rolls.</p>  <div>Witch - Skill</div>
<div>BOAR</div> <p>Gain +1 Strength</p> <p>If the Witch reaches zero hit points roll a D6. The familiar dies on a roll of '1'. They may also be killed by the Witch if she no longer requires their service. Beware though! If a familiar dies, the Witch loses one hit point permanently.</p>  <p>The familiar may stay in the witches cave while she adventures, keeping a watch over her few possessions and remaining safe from harm. If she chooses otherwise, it will follow her but will always stay hidden from combat.</p> <div>Witch - Familiar</div>	<div>CAT</div> <p>Gain +1 Movement</p> <p>If the Witch reaches zero hit points roll a D6. The familiar dies on a roll of '1'. They may also be killed by the Witch if she no longer requires their service. Beware though! If a familiar dies, the Witch loses one hit point permanently.</p>  <p>The familiar may stay in the witches cave while she adventures, keeping a watch over her few possessions and remaining safe from harm. If she chooses otherwise, it will follow her but will always stay hidden from combat.</p> <div>Witch - Familiar</div>	<div>DRAGONFLY</div> <p>Improve BS by 1</p> <p>If the Witch reaches zero hit points roll a D6. The familiar dies on a roll of '1'. They may also be killed by the Witch if she no longer requires their service. Beware though! If a familiar dies, the Witch loses one hit point permanently.</p>  <p>The familiar may stay in the witches cave while she adventures, keeping a watch over her few possessions and remaining safe from harm. If she chooses otherwise, it will follow her but will always stay hidden from combat.</p> <div>Witch - Familiar</div>
<div>FOX</div> <p>Gain +1 WS</p> <p>If the Witch reaches zero hit points roll a D6. The familiar dies on a roll of '1'. They may also be killed by the Witch if she no longer requires their service. Beware though! If a familiar dies, the Witch loses one hit point permanently.</p>  <p>The familiar may stay in the witches cave while she adventures, keeping a watch over her few possessions and remaining safe from harm. If she chooses otherwise, it will follow her but will always stay hidden from combat.</p> <div>Witch - Familiar</div>	<div>OWL</div> <p>All spell cost one less mana</p> <p>If the Witch reaches zero hit points roll a D6. The familiar dies on a roll of '1'. They may also be killed by the Witch if she no longer requires their service. Beware though! If a familiar dies, the Witch loses one hit point permanently.</p>  <p>The familiar may stay in the witches cave while she adventures, keeping a watch over her few possessions and remaining safe from harm. If she chooses otherwise, it will follow her but will always stay hidden from combat.</p> <div>Witch - Familiar</div>	<div>TOAD</div> <p>Can store the witches battle level in mana. She may use these points once per adventure.</p> <p>If the Witch reaches zero hit points roll a D6. The familiar dies on a roll of '1'. They may also be killed by the Witch if she no longer requires their service. Beware though! If a familiar dies, the Witch loses one hit point permanently.</p>  <p>The familiar may stay in the witches cave while she adventures, keeping a watch over her few possessions and remaining safe from harm. If she chooses otherwise, it will follow her but will always stay hidden from combat.</p> <div>Witch - Familiar</div>