Required Materials

You will need:
- Pens or Pencils
- Paper
- Candy Land™ card set with special cards and "double-colour" cards removed
- Friends

Character Creation

Name your character. Choose a profession (Woodsman, Healer, Priest, etc) and a descriptor (Big, Agile, Studious, etc) for your character. Write these on your paper. Profession is associated with Primary colours, descriptor with Secondary colours. These associations are used when narrating play.

Game Rules

The Game Master sets the scene and flips a card. Players choose who takes the card and narrates their character's action.

Warm colours (red, orange, yellow) are good results. Cool colours (blue, green, purple) are bad. A player may only have one of each colour. Once all players have a colour, those cards are discarded.

Example of Play

GM describes a goblin attack and flips a red card. The big huntsman takes the card and narrates his character's counterattack. GM describes the goblins' reaction and flips a purple card. The scholarly priest takes the card and narrates his character getting trapped while trying to find a language the goblins understand.

Witch Hunt

A game of revenge by Geoff Lamb

Witch Hunt

Find some friends and brave the dark woods in search of revenge on a good, old-fashioned...

After years of losing children to the witch in the woods, your village has had enough.

Sample Adventure

Mayor Keeton gathers the PCs as a witch-hunting party.

Key scenes:
- **Enchanted vines** (plants, entangling) at the forst edge.
- **Wolf pack** (animals, stealthy) deep in the forst.
- **Trolls** (Enormous, stupid) under the bridge.
- **Sprites** (swarm, mischievous) in a fairy circle.
- **Granny Totenkinder** (witch, evil) and her gingerbread minions.