



Escape the witch!

Watch out! You've been thrown in a dungeon by an evil witch!

See if the potions from her stolen satchel can help you overpower the evil hag...

There are 7 potions in the witch's bag, but all the labels have fallen off!



Identify the numbered potions to get some superpowers and take out the evil witch! Watch out though... not all the potions are good for you...



Clues

- Clue 1:** A potion that is a multiple of 7 will make you fly!
- Clue 2:** Any potion that has a factor of three will change your size.
- Clue 3:** Prime numbers are deadly to you.
- Clue 4:** A potion with one factor will stop you in your tracks.
- Clue 5:** Cubes and squares are not your friends
- Clue 6:** Select a potion with 6 factors and you will turn invisible!

