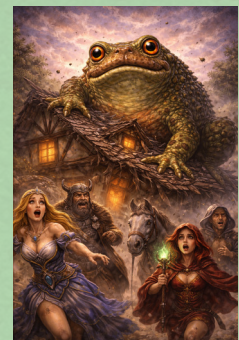


TALISMAN



Adventurer: Excuse me, could you he....
Enchantress: Are you here begging me for some magic strength boost, or more wisdom?
Adventurer: ...eehh... well, I have heard you do this.
Enchantress: For free?
Adventurer: So I have heard, yes.
Enchantress: Good for you. Let me give you a huge gift then. Gigantic even.
Adventurer: Wow, that would be nice. Thank you!
Enchantress: Thank me later. Bufo bufo gigas!!!



WELCOME TO TALISMAN TOADS

This expansion is meant to make becoming a toad a little more fun, easing up on the risk of a actually dying and have to start over. With this expansion you might even earn something while you are a toad.

You can use this expansion in various ways. Decide as group how you want to play.

Full replacement: Whenever you become a toad, shuffle the toad cards from this expansion and draw one at random.

Random: Roll a die. On a 1-3 you become a normal Toad, on a 4-6 you become a random toad from this expansion.

Incremental: The first time you become a Toad you will be a normal Toad. The second time you draw a random toad from this expansion. From the third time an onwards you pick what toad you want to become.

RULES

The general rule, as with the normal toad, is that you leave all your Objects, Followers and gold when you are turned into a toad. And while you are a toad you cannot pick up any of these either.

Some of these expanded toads allow you to keep some of this and even find more while being a toad. Anything these toads keep or pick up will stay with you when you turn back to normal.

Charm Toad: Keep and can have followers.

Heroic Toad: Can carry (and use) one object. (eg. a weapon or an armor, even a Talisman)

Rich Toad: Keep gold. Can have any amount of gold.



CHARM TOAD

Special Abilities

You are now a Charm Toad for 3 turns.

Leave all your Objects and gold on the space where you were turned into a Charm Toad. You can have followers.

While you are a Charm Toad you have:
 Strength: 1 Craft: 1
 Move: One space per turn (no die roll). Take all followers you land on.
 Life: Retain your character's lives
 Fate: Retain your character's fate
 At the start of your turn, draw cards until you get a follower, discard the other cards.

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Charm Toad.

Start: Same as character • Alignment: Neutral

Strength: 1

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers

DRACONIC TOAD



Special Abilities

You are now a Draconic Toad for 3 turns.

Leave all your Objects, Followers, and gold on the space where you were turned into a Draconic Toad.

While you are a Draconic Toad you have:
 Strength: 1 Craft: 1
 Move: One space per turn (no die roll)
 Life: Retain your character's lives
 Fate: Retain your character's fate
 Before a battle you may breath fire. Roll 2 dice and deal that much damage to the enemy(s).

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Draconic Toad.

Start: Same as character • Alignment: Neutral

Strength: 1

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers



EXTRA SLIMY TOAD



Special Abilities

You are now an Extra Slimy Toad for 3 turns.

Leave all your Objects, Followers, and gold on the space where you were turned into an Extra Slimy Toad.

While you are an Extra Slimy Toad you have:
 Strength: 1 Craft: 1
 Move: One space or Two spaces per turn (you decide before you move)
 Life: Retain your character's lives
 Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.
 Any character entering your space must move 1 step further. Any Enemy in your space get -3 in battle or -1 in Psychic Battle.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while an Extra Slimy Toad.

Start: Same as character • Alignment: Neutral

Strength: 1

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers



GHOST TOAD



Special Abilities

You are now a Ghost Toad for 3 turns.

Leave all your Objects, Followers, and gold on the space where you were turned into a Ghost Toad.

While you are a Ghost Toad you have:
 Strength: 1 Craft: 1
 Move: One space per turn (no die roll)
 Life: Retain your character's lives
 Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.
 You cannot engage in a Battle, only Psychic Battles.
 You are not effected by, or can use, Strangers.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Ghost Toad.

Start: Same as character • Alignment: Neutral

Strength: 1

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers



GIGANTIC TOAD



Special Abilities

You are now a Gigantic Toad for 3 turns.

Leave all your and gold on the space where you were turned into a Gigantic Toad. Discard your objects and followers.

While you are a Gigantic Toad you have:
 Strength: 7 Craft: 1
 Move: One space per turn (no die roll)
 Life: Retain your character's lives
 Fate: Retain your character's fate
 Remove all upturned cards from any space you enter. No cards can be placed on your space.

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Gigantic Toad.

Start: Same as character • Alignment: Neutral

Strength: 7

Fate: *

Craft: 1

Gold

Objects

Followers



HEROIC TOAD



Special Abilities

You are now a Heroic Toad for 3 turns.

Leave all your Objects but one, Followers, and gold on the space where you were turned into a Heroic Toad.
You can carry and use 1 Object

While you are a Heroic Toad you have:
Strength: 2 Craft: 1
Move: One space per turn (no die roll)
Life: Retain your character's lives
Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.
You cannot cast or gain Spells, though you may keep the ones you had.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Heroic Toad.
Start: Same as character • Alignment: Neutral

Strength: 2

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers



MAGE TOAD



Special Abilities

You are now a Mage Toad for 3 turns.

Leave all your Objects, Followers, and gold on the space where you were turned into a Mage Toad.

While you are a Mage Toad you have:
 Strength: 1 Craft: 3
 Move: 1
 Life: Retain your character's lives
 Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.
 You can cast one Spells per turn. You always have one Spell.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Mage Toad.
 Start: Same as character • Alignment: Neutral

Strength: 1

Craft: 3

Fate: *

Gold

Life: *

Objects

Followers



PROPHET TOAD



Special Abilities

You are now a Prophet Toad for 3 turns.

Leave all your Objects, Followers, and gold on the space where you were turned into a Prophet Toad.

While you are a Prophet Toad you have:
 Strength: 1 Craft: 1
 Move: One space per turn (no die roll)
 Life: Retain your character's lives
 Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.
 At the start of your turn you may look at the top 3 adventure cards, put 1 back on top of the deck and discard the others.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Prophet Toad.

Start: Same as character • Alignment: Neutral

Strength: 1

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers



RICH TOAD



Special Abilities

You are now a Rich Toad for 3 turns.

Leave all your Objects and Followers on the space where you were turned into a Rich Toad. At the start of each turn, gain 1 gold.

While you are a Rich Toad you have:
 Strength: 1 Craft: 1
 Move: 1
 Life: Retain your character's lives
 Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Rich Toad.
 Start: Same as character • Alignment: Neutral

Strength: 1

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers



SCARY TOAD

Strength: 1

Craft: 1



Objects

Special Abilities

You are now a Scary Toad for 3 turns.

Leave all your Objects, Followers, and gold on the space where you were turned into a Toad.

While you are a Toad you have:

Strength: 1 Craft: 1
Move: One space per turn (no die roll)
Life: Retain your character's lives
Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.

You cannot cast or gain Spells, though you may keep the ones you had.

If you land on an Enemy, or draw an Enemy, roll a die and move the Enemy that many steps in any direction.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Toad.

Start: Same as character * Alignment: Neutral

Fate: *

Gold

Life: *

Followers



SPEEDY TOAD



Special Abilities

You are now a Speedy Toad for 3 turns.

Leave all your Objects, Followers, and gold on the space where you were turned into a Speedy Toad.

While you are a Speedy Toad you have:
 Strength: 1 Craft: 1
 Move: Roll die as normal. If you roll a 6 you may instead move across the Storm River.
 Life: Retain your character's lives
 Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Speedy Toad.
 Start: Same as character * Alignment: Neutral

Strength: 1

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers



TIME TOAD



Special Abilities

You are now a Time Toad.

Leave all your Objects, Followers, and gold on the space where you were turned into a Time Toad.

While you are a Time Toad you have:
 Strength: 1 Craft: 1
 Move: One space per turn (no die roll)
 Life: Retain your character's lives
 Fate: Retain your character's fate

You cannot add the additional Strength and Craft points to your character.
 You cannot cast or gain Spells, though you may keep the ones you had.
 At the start of your turn, roll a die. If you roll less than the number of turns you have been the Time Toad you return to normal.
 At the end of your turn, roll a die. If you roll 5-6, take another turn.

When you return to normal your character will be as before, minus Objects, Followers, gold, and lives lost while a Time Toad.

Start: Same as character • Alignment: Neutral

Strength: 1

Craft: 1

Fate: *

Gold

Life: *

Objects

Followers

