

# TRANSFORMATIONS

*DUANE R. HAUT II*

## 1 SETTING UP

Shuffle the Transformations deck and place it off to the side of the board. Anytime you are required to be turned into a Toad, draw the top card from the deck. Instead of becoming a Toad, you are now transformed into the animal whose card you have drawn.

## 2 RULES

- All transformations last three Turns.
- When you are transformed, drop all Gold, Objects and Followers on the space where you were transformed and you begin using the statistics listed on the Transformation card, instead of your Character's.
- While you are transformed, you may not add the additional Strength or Craft of your Character. You may neither cast nor gain Spells, though you keep the ones you had. When you return to normal, your Character will be as before, minus Objects, Gold, Followers and any Lives lost.
- Even if an animal's Craft is 3, animals can not cast Spells.
- Characters that are immune from being turned into a Toad, are not immune from being transformed into any other animal.