



BALANCE MASTER



The light need the help of the fate. The balance master wait for good adventurers

If the fate token falls on the light side use this side of the balance master.

If you are
Good: You can replenish your fate or prey: 1-4 ignored ; 5: win a fate; 6: win a spell

Neutral: You can buy a spell for one gold

Bad: Roll a dice on the following table:
1 - The balance master fears that you may help to destroy the equilibrium of the world. Lose 1 life.
2-3 : You may be a problem in the future, lose 2 faye if possible.
4-5: Finally you are not a person whith any interest, he ignores you.
6:Some times the light may need bad guys... win a fate.



BALANCE MASTER



The dark is necessary to maintain the balance. Some bad things must be done.

If the fate token falls on the dark side use this side of the balance master.

If you are
Bad: You can replenish your life or prey: 1-4 ignored ; 5: win a life; 6: win a spell

Neutral: You can buy a fate for one gols each.

Good: Roll a dice on the following table:
1 - The balance master fears that you may help to destroy the equilibrium of the world. Lose 1 life.
2-3 : You may be a problem in the future, lose 2 faye if possible.
4-5: Finally you are not a person whith any interest, he ignores you.
6:Some times the even in the darkest hours we need a hero... win a fate.



FATE CARDS

A fate card is a card exactly as power cards in Relic. They have powers and a number. This power can replace the result of a die thrown. There are light fate cards and dark fate cards. Backs are different.

Light Fate cards can change a dice you thrown and has a power which helps you.

Dark fate cards can change a dice thrown by another character and has power which works with other characters.

You can use the cards to replace a dice using its value or use its power at any time except if it is written on the card. Fate cards are considered as fate tokens. If you need to flip a fate token randomly discard a card and take a new one. Each time a player draws a fate card, he takes it from the top of one of the fate decks and keeps it facedown so that the other players cannot see it. A player may look at his own Fate cards at any time.

PLAYING FATE CARDS

Playing fate cards is always optional. The text on a fate card indicates when the card can be played and describes the special ability it provides. Additionally, all fate cards feature a number on its image. You can replace the result of a dice by the value of this image.

After playing it the fate card is discarded. Each time you may obtain a fate token take a fate cards instead

THE BALANCE MASTER

The enchanted people came back to world of talisman. The gates of woodland are open. From the deepest of this the power flows through the land. Each inhabitant becomes master of his life. They feel that they can help themselves with a little bit of conviction. In these times of great hopes a creature emerges. Bringer of fate, the balance master will help ...or not each person he meets.

The balance master begins the game in the forest.

Each time a fate card is played the balance master move one or two spaces immediatly.

The balance master moves like the Death. He can't go through the river, he can pass through the sentinel space or the tavern. He cannot go into the inner region.

If the Balance master reach your space at the end of a turn. Flip a fate token. Put the balance master card on it's face according of the flip result and encounter it. If you got the space of the balance master you can choose to encounter him without spinning the token, use the actual face of the Balance Master

This expansion is designed to be used with the wood land expansion but you can us it without.

We recommend using the leywalker figure for the Balance Master but of course anything can be used, it is as you want.