

Village Tiles Play Aid

Cemetery



Between the tombstones covered with weeds, the gravedigger guards the door between two kingdoms.

A dead Taoist may rise from the dead to come back in play. He receives 2 Qi tokens from the supply. The figurine is placed on the cemetery tile. Then the active player roll the Curse die.

Note: if the Haunting face is obtained, then the Cemetery tile becomes haunted. From the next turn on, the player plays normally.

Taoist Altar



Thanks to their altar and their rituals of protection, the faithful disciples help you chase away a ghost that is haunting a village tile.

Nullify the haunting of one Village tile by turning its active side face-up, and then **bring a ghost into play.**

Herbalist's Shop



On its dusty shelves, this shop offers all kinds of components for mystical rituals.

Roll 2 Tao dice and take Tao tokens of the corresponding colors from the supply, depending on the availability. For any white face, take a Tao color of your choice.

Sorcerer's Hut



In the hut's moisture, the village sorcerer is always ready to help. His black magic is powerful, but it comes at a high price...

Send any ghost in play to the discard, without taking into account its associated ability or reward (on the right stone). **Lose one Qi point.**

Night Watchman's Beat



Braving the cold air of the alleys, the night watchman makes his rounds, and lights the lamps of the village.

Repulsed by the light, the hauntings shrink back.

All Haunting figurines on one board (to choose) retreat one step back onto the card. Note: this action has no effect if the haunting figurine is already on the card.

Buddhist Temple



Faced with darkness, the Taoists can count on the Strength and Wisdom of Buddha, and the offerings from the faithful. The Wisdom of Buddha is a valuable aid in the struggle against Hell.

Take a Buddha figurine, and place it during a next turn on an empty ghost space facing your Taoist. This action cannot be applied if no Buddha is available on the tile.

Circle of Prayer



Being one mind in the struggle against Wu-Feng, the monks of the Circle of Prayer concentrate to weaken a particular type of ghosts.

Place a Tao token from the supply on this tile, or perform an exchange with the one already present.

During an exorcism, this Tao token decreases by 1 the resistance of all ghosts of the corresponding color. (a ghost with a resistance of 3 has a resistance of 2). This applies for all the Taoists. The Tao token stays on the tile as long as it is not exchanged.

Note: if a ghost reaches a resistance level of zero upon the only action of this Tao token, it needs to be attacked by a Taoist before being automatically discarded.

Pavilion of the Heavenly Winds



Behind the diaphanous veils of its Pavilion, the Mistress of Winds commands the elements, moving Taoists and Ghosts as she pleases

Move a ghost of your choice to any free space (this space may be occupied by a Buddha figurine), then move a Taoist (not yours) to be one tile.

Note: When the ghost moves, all his properties follow him (power deactivation marker, enfeeblement mantra, etc.). The potential Haunting figurine then is placed in the same relative position.

Tea House



This establishment provides a cup of hot tea and a relaxing atmosphere to give you a breather, As for the ghosts - well, they never rest...

Take a Tao token of any color from the supply, gain one Qi point, then **bring a ghost into play.**

Abilities of the Ghosts



The player (or the neutral board) brings a ghost in play.



The ghost haunts the first active Village tile in front of it.



The player or the neutral board loses one Qi.



Haunter: place a haunting figurine on the card when the ghost comes into play. Such ghost is a haunting ghost. It will move forward at every Yin phase of the board on which it stands.



When this kind of ghost appears, then place the haunting figurine directly on the haunting icon of the board, in front of the ghost card. The rest of its haunting cycle is normal.



The player (or the neutral board) must **roll the curse die**. Note: when the ghost is destroyed by a Buddha or the Sorcerer, you don't have to roll the curse die.



The player receives 1 Qi OR his Yin-Yang token back. Note: when the ghost is destroyed by a Buddha or the Sorcerer, this reward does not apply.



The player receives 1 Tao token of his choice (if available). Note: when the ghost is destroyed by a Buddha or the Sorcerer, this reward does not apply.



As long as this ghost is not defeated, the power of the board where the ghost card has been placed cannot be used (place an Inactive Power token on the power stone of the board).



Tao dice have no effect on this ghost. The Circle of Prayer, Tao tokens, Buddhas, and the sorcerer are still effective.



As long as this ghost is not defeated, players cannot use their Tao tokens (you can still use the Circle of Prayer). Put the Inactive Tao marker on the table to remind you of this curse.



As long as this ghost is not defeated, it holds a Tao die captive. Place one die on the ghost card. Players have then temporarily one die less to perform the exorcisms.



The Group. This ability applies to all players and potential neutral boards.



The player receives 2 Tao tokens of his choice (if available). Note: when the ghost is destroyed by a Buddha or the Sorcerer, this reward does not apply.



The active player loses 1 Tao token, if he has any.



Each incarnation returns 1 Qi token and 1 Yin-Yang token to the group. The players decide to whom they will assign these rewards.



The ghosts are characterized by their **Color (1)**, **Resistance (2)**, **Abilities (3)**, and sometimes **Reward (4)**. These concepts are detailed in the rules and in one of the play aids.

The ghosts' abilities are grouped according to the moment they are activated:

- abilities in the left stone must be applied when the ghost enters the game.
- abilities in the center stone must be applied each turn (Yin phase).
- abilities in the right stone must be applied when the ghost is exorcised (see Curse and Reward).

If a ghost has several abilities, they are applied

from left to right.

When a ghost is placed on the discard pile, all its abilities disappear.