

DESCRIPTION OF THE BLOODY MANTRAS



2 Qi

Return to play two Ladders (if available) on spaces of the Catacomb board from which they've been removed by Wu-Feng and whose Village tiles aren't haunted (it is possible that only one ladder will be returned to play).



Move the Ghost card on the top of the draw pile to the bottom of the pile, without looking at it.



A Taoist gains 1 Qi.



A Taoist takes 1 Tao token of his choice and places the Weakening Mantra (even if the power is inactive or not used in the game).



A Ghost is sent to the discard pile (the abilities from the right stone aren't applied).



One of Wu-Feng's visible Curse tokens is returned to the reserve.



A Taoist is moved to any point in the Village or the Catacombs.

3 Qi



A Taoist takes 2 Tao tokens of his choice and places the Weakening Mantra (even if the power is inactive or not used in the game).



All Skeletons in play are exorcised (the 2 special Skeletons are always returned to Wu-Feng's board).



A Taoist regains his Yin-Yang token.



A Taoist and a Ghost are moved: the Taoist can be moved to any point in the Village or the Catacombs.



A Demon is removed from the Catacombs and returned to Wu-Feng's board (its ability is not applied).
The Shadow of Wu-Feng is not affected by this mantras.



Place the two Buddhas on free Ghost spaces.

4 Qi



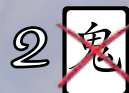
All Demons are removed from the Catacombs and returned to Wu-Feng's board (their abilities are not applied).
The Shadow of Wu-Feng is not affected by this mantras.



All haunted Village tiles are turned over to their active side.



The Taoists share 1 Yin-Yang token and 2 Qi tokens amongst themselves.



2 Ghosts are sent to the discard pile (their abilities from their right stone, if any, are not applied).



The Taoists choose 4 Ghost cards from the discard pile and place them in the order of their choice at the bottom of the Ghost draw pile.

WHITE MOON MANTRAS



The first villager of the pile on the tile where the portal is found is saved.



The first villager of the pile on the tile where the portal is found, or any Villager in the Cemetery is saved.



Two villagers are saved (either from the pile on the tile where the portal is found or from the Cemetery).

Clarification: if no villager is the tile on which the portal is found, the Taoists can save the first villager from any pile.

DESCRIPTION OF THE CURSES

IMPORTANT: ALL CHOICES MADE DUE TO A CURSE (Ladders, target Taoist, discarded Tao tokens, etc) are made by Wu-Feng.

RANK 1



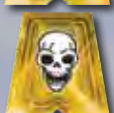
Wu-Feng removes 1 Qi token from a Bloody Mantra.



Wu-Feng draws 1 Incarnation card and adds it to his hand.



Wu-Feng draws 1 Ghost and plays it using one of the three choices (a, b, c).



Wu-Feng puts a Skeleton token onto a free space.



Wu-Feng removes a ladder from the Catacomb board.



Wu-feng immobilizes a Taoist and puts his figure on its side. The Taoist will have to use his next movement to get back up. The use of the Pavilion of the Wind and the "Dance of the Twin Winds" power of the Red Taoist allow a Taoist to get back up. The "Dance of the Peaks" of the Red Taoist allows a Taoist to get back up and move once.



Wu-Feng chooses a Taoist and rolls the Curse die with the Taoist as a target.



Wu-Feng forces a Taoist to discard 1 Tao token.

RANK 2



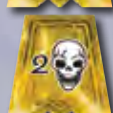
Wu-Feng removes all the Qi from a Bloody Mantra.



Wu-Feng removes from the game the last Ghost card from the draw pile (without looking at it).



Wu-Feng moves a Ghost to a free space (or spaces occupied by a Buddha).



Wu-Feng puts into play 2 Skeleton tokens on free spaces (or spaces occupied by Buddhas).



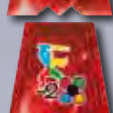
Wu-Feng activates a Demon/Shadow of Wu-Feng.



Wu-Feng moves a Taoist to any space of the Catacomb board.



Wu-Feng removes 1 Qi from a Taoist. (Wu-Feng can thus sometimes kill a Taoist).



Wu-Feng removes 2 Tao tokens from a Taoist.

RANK 3



Wu-Feng removes 1 Bloody Mantra card from the game (the Qi are returned to the reserve, the Mantra is replaced).



Wu-Feng removes from the game the last two Ghost cards from the draw pile (without looking at them).



Wu-Feng places in the Village any Ghost in the discard pile. He cannot summon a Demon or throw a Curse with it.



Wu-Feng puts into play up to 3 Skeleton tokens.



Wu-Feng removes 2 Ladders from the game.



Wu-Feng haunts a tile of his choice.



Wu-Feng forces a Taoist to discard his Yin-Yang.



Wu-Feng chooses a Taoist and rolls the Curse die twice with the Taoist as a target.

RANK 4



Wu-Feng draws 1 Incarnation card and then puts one into play from his hand.



Wu-Feng summons all available Demons from his board.



Wu-Feng haunts a tile of his choice, then removes 1 Qi from a Taoist.



Wu-Feng reveals and discards one pile of Catacomb Tokens. If an Urn is present, its effects are resolved and it is placed on Wu-Feng's board. All other tokens are discarded **WITHOUT** their effects (positive or negative) being resolved.

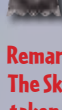
WHITE MOON



•Wu-Feng moves a visible villager from one Village tile to an adjacent Village tile.



•Wu-Feng removes a crystal from the mystic barrier and returns it to the reserve.



•Wu-Feng kills the top villager of any pile.



•Wu-Feng moves the portal to any Village tile.

Remarks:

The Skeletons put in play using Curses are always taken from the 3 skeleton tokens on Wu-Feng's board, within the limit of those available.

Wu-Feng can throw a Curse even if it has no effect.