

Effects of the Villagers



Long Family (1 member)

Curse: a green Tao token is removed from play until the end of the game.

Reward: the active player gains the «Life Potion».



Chang Family (1 member)

Curse: a red Tao token is removed from play until the end of the game.

Reward: the active player gains the «Moon Dust».



Teng Family (1 member)

Curse: a yellow Tao token is removed from play until the end of the game.

Reward: the active player gains the «Scroll of Unity».



Weng Family (1 member)

Curse: a blue Tao token is removed from play until the end of the game.

Reward: the active player gains the «Firework».



Wu Family (2 members)

Curse: an incarnation of Wu-Feng is taken from the box and put into play according to the rules.

Reward: the players can put in play on free Haunting stones any available Buddhas (from the «Buddhist Temple» tile or from the box if the latter isn't in play). Depending on the tile's availability, the Buddhas will be returned to the Buddhist Temple or to the box after use. If there are no free spaces on which to place the Buddhas, this reward is lost.



Miao Family (2 members)

Curse: a black Tao token is removed from play until the end of the game.

Reward: the active player gains the «Shield of Time» Artifact



Xiang Family (2 members)

Curse: a villager of the players' choice from among those visible in play is killed; the active player places it on the Graveyard and applies its negative effect normally.

Reward: the players share among themselves 5 Tao tokens, one of each color (black, yellow, red, blue, green) if they are available.



Sheng Family (2 members)

Curse: the tile on which this villager was becomes haunted.

Reward: the active player gains the «Vengeful Claw» Artifact.



Sun Family (3 members)

Curse: a ghost is put into play by the active player, as per the normal rules.

Reward: the active player gains the «Armor of the Just» Artifact.



Li Family (3 members)

Curse: the last card of the Ghost deck is removed from the game (and kept hidden). There is therefore less time left before having to defeat Wu-Feng.

Reward: the players split 3 Qi points among themselves.



Zhou Family (3 members)

Curse: a player or a neutral board of the players' choice must lose 1 Qi point.

Reward: the Mystic Barrier is setup at the end of the turn: missing Moon Crystals are added from the reserve or from those possessed by the Taoists.



Hua Family (3 members)

Curse: the active player lies his Taoist figurine down on the tile where it currently is. Its next movement will have to be spend to get up, it will therefore not be able to move (the red Taoist's «Dance of the Twin Winds» ability allows him to get up and move one square). This curse has no effect on a neutral board.

Reward: the active player gains the «Divine Sword» Artifact.

Description of the Artifacts



Life Potion

During his Yang Phase, a player may discard the Life Potion so that any Taoist can gain 1 Qi point from the reserve. A dead Taoist can be targeted, bringing him back to life with 1 Qi (without rolling the curse die) on the Graveyard tile, or on the central tile of the village if the Graveyard tile is not in play. The Life Potion may bring a killed villager back into the game under the same conditions.



Moon Dust

During his Yang Phase, a player can discard the Moon Dust to take a Moon Crystal from the reserve.



Scroll of Unity

During his Yang Phase, after moving, a player can discard the Scroll of Unity to place all other living Taoists on the same tile as his own Taoist. Each monk in turn must choose if he will come and if he will take a villager with him.

In a single-player game, this effect is changed: after his movement, the player can gain all neutral Power tokens present on the central tile.



Firework

During his Yang Phase, a player can discard the Firework to benefit from the action of any other tile without having to be on it.



Vengeful Claw

After a failed exorcism where no ghost dies, the owner of the Vengeful Claw can take ONE Tao token of the color of one of the ghosts targeted by that exorcism. Only one Tao token per game turn can be gained this way. This works on the incarnations of Wu-Feng and when using the Kung-Fu school.



Armor of the Just

The owner of the Armor of the Just ignores abilities found on the left stone of ghosts who enter play on his board or who are moved to his board. When a ghost is moved, only the captive die and the Inactive Tao are now ignored. **This artifact does not work on the incarnations of Wu-Feng.**



Shield of Time

When during his turn the holder of the Shield of Time draws a ghost of his board color (the power tokens don't work for this artifact), the ghost is pushed back to the end of the deck and the player draws a new one. It may work several times in a turn. **This artifact does not work on the incarnations of Wu-Feng.**



Divine Sword

During each of his exorcisms, the owner of the Divine Sword places one of his Tao dice on the white face and only rolls the other two. The player thus gains one automatic success. The powers of the green Taoist function normally. This artifact works on the incarnations of Wu-Feng.

Artefact use is optional : its owner is free to use its power during his or her game turn.

Ghost Abilities



Devourers

A ghost with the Devourer Ability kills a villager - the villager at the top of the first stack on the tiles in front of him. If no villagers are to be found on the three tiles in front of the ghost, the players must choose any other villager visible elsewhere; this villager is devoured.



Moon Crystal Gain

A new reward appears on some ghosts with the Devourer ability: gaining a Moon Crystal. If no Moon Crystal is available in the reserve, this reward has no effect.



Moon Crystal and Yin-Yang Token Gain

A new reward appears on the new incarnations of Wu-Feng: gaining a Moon Crystal and a Yin-Yang token. Players decide how to split these rewards.