

Powers of the Taoists



Takes a Tao token of his choice before his movement



Enfeeblement token: Reduces resistance of one ghost by -1.



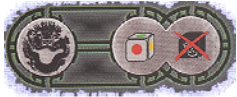
May fly to any village tile.



May move any other Taoist by one space.



May re-roll the Curse die and any number of Tao dice.



Gets the fourth Tao die. Never rolls the Curse die.



Can either perform 2 exorcisms or request aid from villagers twice.



Can perform an exorcism and request aid from a villager.

Turn sequence

Yin Phase (Ghosts)

1. Ghost actions (haunt, curse etc.)
2. Board overrun? Lose 1 Qi. Else:
3. Bring new ghost into play.

Yang Phase (Taoists)

1. Move Taoist
2. Exorcise OR request aid from villager
3. Place Buddha (if any)

Powers of the villagers



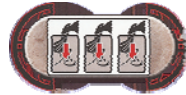
Place one permanent Tao token on this space which aids any exorcism.



Resurrect dead Taoist with 2 Qi. Roll Curse die afterwards.



Lose 1 Qi and exorcise one Ghost without reward or suffering.



Move all Haunting figurines on one board back to their cards.



Take Buddha figurine Place it on a free stone in your next turn.



Move one Ghost and one Taoist to any free space.



Roll 2 Tao dice and get corresponding tokens.



Gain +1 Qi and +1 Tao marker. Then bring new ghost into play.



Turn 1 haunted village tile to its active side. Then bring new ghost into play.

Powers of the ghosts



Taoist loses 1 Qi.



Taoist loses 1 Tao token.



Bring new ghost into play.



Applies to the group (i.e. all players & boards).



Ghost captures one Tao die until defeated.



Ghost nullifies power of its board until defeated.



No player may use Tao tokens until ghost is defeated.



Tao dice have no effect on this ghost.



Place Haunting figurine on the ghost card.



Place Haunting figurine directly on the board.



Ghost haunts the first active village tile.



Roll Curse die.



Taoist gains a Tao token.



Taoist gains two Tao tokens.



Taoist gains 1 Qi or retrieves his YinYang token.



Incarnation returns 1 Qi and the YinYang token to 1 Taoist.



Curse die



Taoist loses one Qi.



Ghost haunts the first free village tile.



Taoist loses all his Tao tokens.



Bring a new ghost into play.