



## The Cursed Children

*Willing to sink to any depth to recover his ashes, Wu-Feng has laid a terrible curse on the children of the village.*

*If they fall to the claws of his goons, they will be unable to find eternal rest and their souls will be condemned to wander endlessly near the dwellings of the village.*

*The Taoists will have to do everything they can to protect them...*

### Set-up

Two points differ from the standard set-up:

1. Use the **Cemetery** tile specific to this scenario (its capacity is 9 spaces).
2. The placement of the villagers is specific to this scenario.

### Placement of Villagers

- Among the 24 villager tiles, separate the 8 villager tiles corresponding to the **Children**: Daughter Sun, Daughter Li, Son Hua, Son Zhou, Brother Miao, Sister Miao, Son Xiang, Little Chang



- With the 16 remaining villager tiles, form 8 piles of 2 villager tiles, face-down. Place one pile on each village tile, other than the one with the **Portal**.
- Then, on each of these 8 piles, randomly place one of the **Children** villager tiles, face up.

### 1, 2 or 3 player game

in configurations for games with less than 4 players, some Villagers must be saved before the beginning of the game. Before placing the **Children** tiles, reveal the 8 top-most villagers and save the amount of tiles indicated in the normal rules (1, 2 or 3). Then reveal the face-down Villagers (1, 2 or 3) then place the 8 **Children** tiles.

### Rules

When a **Children** villager is killed, its negative effect is applied but the child is not placed on the cemetery tile.

The active player must place the **Children** villager tile on a free ghost space of his or her choice. That **Child** is now **cursed**.

*Special situation: If no spaces are free when a Child is killed, the active player discards the ghost of his or her choice (other than an incarnation of Wu-Feng) to free a space. The effects of the discarded ghost's right stone are not applied.*

*If the only free space contains a Buddha figure, that figure is replaced on the Buddhist Temple tile and the Children tile then takes its space.*

The spaces in which **cursed Children** villager tiles are found are condemned: consider these to be occupied by a ghost.

**Cursed Children** can neither be exorcised nor moved by the use of the **Pavilion of the Winds** village tile. To remove them from the game board, the Taoists can use the **Cemetery** village tile (if it is in play). The tile's action allows the activating player to remove one **cursed Children** villager from a player board and place it on the cemetery tile (it is no longer considered **cursed**).

Note: the "Life Potion" artifact allows its user to bring a **cursed Child** directly back into play on the cemetery tile.



### Score

When calculating your game's score, add **4 points** to your total.