



# The Infernal Die








At the beginning of a game, if all Taoists agree, they can allow Wu-Feng to use the Infernal Die:

- for the rest of the game, each time the Wu-Feng player rolls the Curse die, he/she can choose to roll the Infernal Die instead.

All rules which apply to the Curse die also apply to the Infernal Die (such as the Green Taoist's powers, etc...).

## Effects of the Infernal Die

-  No effect.
-  The first active village tile in front of the ghost becomes haunted.
-  Wu-Feng activates a Demon/Shadow of Wu-Feng.
-  Wu-Feng throws the Curse of the color of his choice.
-  Wu-Feng puts a Skeleton token onto a free space.

Score: If they claim a victory, the Taoists score 2 extra points for having allowed Wu-Feng to use the Infernal Die.

