



# Brother Pi-Ro



## Ghosts Deck

Add the four new ghosts to the deck. Shuffle the deck, and then remove four random ghosts and proceed to build the deck as appropriate for the level of your game. If you are very brave, you can leave the 4 extra ghosts in the deck (+4 points in the event of a victory).

## Terror

Until this ghost is defeated, place a haunting marker on the tile in front of the ghost. The tile is not turned face-down to its haunted side, but its power is useless because the villagers are frightened. It is impossible to nullify the haunting of a terrorized tile.

## Terror effect (*Guardhouse expansion*) with White Moon

- Taoïstes cannot have a villager moving IN or OUT of a terrorised tile.
- This is only for villagers moving with a taoist move.
- All other villagers move still possible (haunting, Mystic Barrier).

