

OKKO

CHRONICLES

SCENARIO
BOOK
THE PALACE OF PUPPETS



INTRODUCTION

This Scenario Book comprises two campaigns, each made up of three scenarios and which take place in the lands and palaces of the Ataku Clan. Intrigue surrounds each of the numerous families that make up the clan, like the armored carapaces of their fearsome Bunraku. The Ataku Clan's mastery of the manufacture of the giant, combat puppets is matched only by their expertise in the art of handling them.

Throughout this book, the following symbols and terms are used to indicate the difficulty of a given scenario:



Scenarios with this symbol are part of the A Puppet's Strings campaign.



Scenarios with this symbol are part of the Corruption of the Heart campaign.



INITIATE: A scenario that uses this symbol is designed for players wishing to discover the basic principles of Okko Chronicles.



NOVICE: Scenarios using this symbol offer players a shorter game with some degree of challenge.



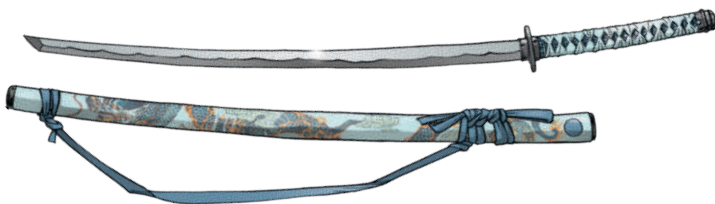
WARRIOR: Scenarios that bear this symbol are designed for experienced players of Okko Chronicles.



EPIC: Scenarios marked with this symbol are designed to offer players longer games filled with danger and complex challenges.



This symbol indicates the suggested number of Heroes required to undertake this adventure. If you want to play one of these scenarios with fewer Heroes, add a Follower to your party.



FOLLOWERS

If a scenario calls for the inclusion of a Follower, randomly select **1 Follower token** from the supply and place it face down on the indicated Follower position.

If the randomly selected **Follower token** is later revealed to be that of a Hero already in play, the Oni player draws **1 Event card**. While adjacent to a face down **Follower token**, a Hero may spend **1 Action** to reveal it. If the Hero does not already have a Follower, they may immediately attach the corresponding character's **Follower card** to their **Character card**.



COURTIER CLUE CARDS

When a scenario calls for the Heroes to conduct an investigation, as indicated in the Rule Book, in addition to those Courtiers used in the scenario, you should also add **1 additional Courtier Clue card** to the **Clue deck** for each Hero player.

The corresponding **Courtier token** is then placed on an unoccupied **blue Courtier position**.

1 Evidence token, taken at random, is placed on each **green Evidence position**.

1 Parchment token, taken at random, is placed on each **yellow Parchment position**.

Finally, **1 Chest token**, taken at random, is placed on each **red Chest position**.



HEROES' MISSION: This paragraph explains exactly what the Heroes will have to do to win the scenario.

SCENARIO SETUP

Cases where a scenario modifies or entirely ignores the rules of the game are noted here.

This paragraph may not always appear in each scenario.

SPECIAL RULES

Some scenarios may include additional rules that are unique to that adventure.

VICTORY CONDITIONS

Information concerning all of Tikku's Recollections used in the scenario and the means by which they may be earned are explained here.

ENDING THE GAME

Some scenarios may not involve an investigation, so a Final Battle cannot take place. In these instances, the conditions that end the game are described here.

Campaigns

EQUIPMENT & FOLLOWERS: During this campaign, each Hero retains their **Equipment** and **Follower cards** from one scenario to another.

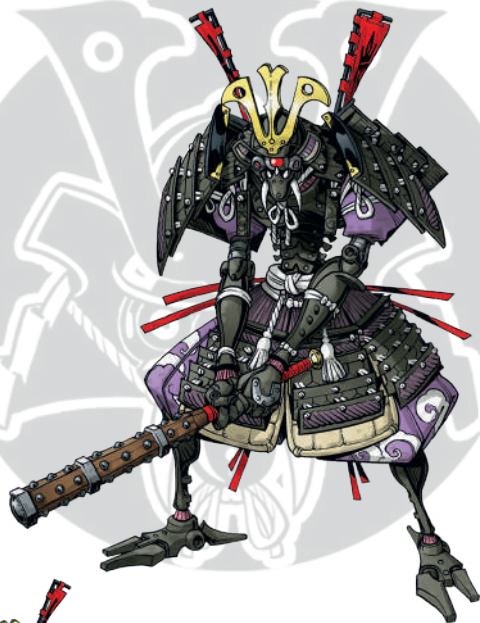
Note: Courtiers recruited as Followers are discarded at the end of the scenario.

Example: Okko starts the campaign with only his starting equipment (Katana) and no Follower. In the first scenario of the campaign, he recovers some Light Armor and recruits the Daimyo's Son as a Follower. As a result, he will start the campaign's second scenario with the following **Equipment cards:** Katana, Light Armor; however, the Daimyo's Son may no longer accompany him.

TYPES OF CAMPAIGN: Both the A Puppet's Strings and Corruption of the Heart campaigns presented in this Scenario Book are Simple Campaigns.

In a Simple Campaign, once players have completed a scenario, they begin the next one until they have completed the last scenario in the campaign.

FINAL VICTORY: The winners of a simple campaign are the side (Heroes or Oni) that wins the most scenarios.



If you have a second Bunraku, place it on the indicated location in those scenarios that use them. This second Bunraku follows all of the same rules and conditions as the first Bunraku.

MISSION TILES: Tikku's Recollections below are associated with the indicated Mission Tiles.



A PUPPET'S STRINGS

An enigmatic employer has dispatched Isako, a young puppeteer, on a secret and perilous mission deep in the heart of Ataku lands.

Posing as a simple puppeteer, Isako must steal the plans for a new model of combat Bunraku secretly being designed in one of the heavily guarded Ataku palaces.

Isako must be one of the Heroes to play this campaign.



CORRUPTION OF THE HEART

This campaign revolves around the legendary demon hunter, Kubban. Following his tragic transition from zealous inquisitor to corrupted spirit, this campaign will see the Oni employ Kubban as both a devastating Mortal Thrall, and a terrifying Supernatural Creature...





A PUPPET'S STRINGS CAMPAIGN: ACT 1

• The Palace of Celestial Cocoon's •






ISAKO
STARTING ZONE

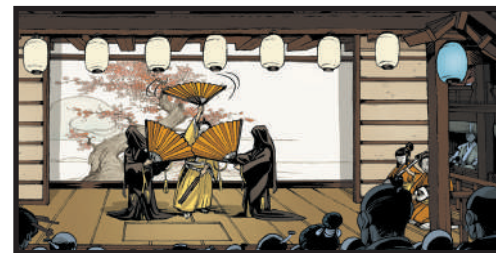


HERO STARTING ZONE

This scenario uses the following components:

- **Mortal Thralls:** Ashigaru , Puppeteers , Hiroji-San .
- **Supernatural Creatures:** Ninja, Bakemono.
- **Tiles:** A02, A03, B01, B04, B10, C01, C02, C03, C04.
- **Mission Tile:** M10.
- **Courtier Tokens:** Comedian, Ataku Artist, Guard Captain, Botanist, +1 per starting Hero.
- **Evidence Tokens:** 1
- **Parchment Tokens:** 2
- **Chest Tokens:** 3
- **Follower Tokens:** 1
- **Mission Tokens:** 3 piles of 2 and 1 pile of 3 Cocoon tokens, MIGHT Test token (Difficulty 7)





«DISTURBING WHISPERS HAD REACHED MY MASTER'S EAR CONCERNING THE PALACE OF CELESTIAL COCOONS. THE PALACE WAS NAMED FOR THE EXCEPTIONAL QUALITY OF ITS COCOONS, AN ESSENTIAL COMPONENT IN THE MANUFACTURE AND CONTROL OF COMBAT BUNRAKU. THE CAPTAIN OF THE GUARD AWAITED US, IMPATIENT TO SEE US COMPLETE OUR INVESTIGATION, BUT KEEN TO ENSURE THAT IT WOULD NOT INTERFERE WITH THE PERFORMANCE OF A PRESTIGIOUS BAND OF TRAVELLING PUPPETEERS THAT WAS ABOUT TO BEGIN.»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 4.

HEROES' MISSION: The Heroes must identify the oni hiding among the palace's courtiers and collect more cocoons than their demonic opponent.

SCENARIO SETUP

- The Heroes earn **Tikku's Recollections** by completing their **investigation**, the **secondary mission** of the **M10 Mission tile**, their **Personal Missions** and the **Victory Conditions** of this scenario.

SPECIAL RULES

- Isako must be one of the Heroes to play this campaign.** She begins this scenario alone on the **B10 Tile** while the other Heroes begin the game in the Hero Starting Zone.

- Refer to the Reference card for the **M10 Mission tile** for the rules of this scenario's secondary mission.

7 • A Hero may attempt to open the door to the Greenhouse by attempting a **Direct MIGHT Test**. So long as the door remains closed, no characters may enter the chamber beyond.

- If the Oni player completes the Secondary Mission of the **M10 Mission Tile**, they begin the next scenario with **2 Cocoon tokens** in their possession.



VICTORY CONDITIONS

The Heroes and the Oni player can earn Tikku's **Recollections** as described in the Rule Book (pg. 20).



If the Heroes recover more Cocoon tokens than the Oni player, they earn this **Recollection**.



If the Oni player recovers more Cocoon tokens than the Heroes, they earn this **Recollection**.



As soon as any Hero attacks a Mortal Thrall on a tile without a Corruption token on it, the alarm is raised and the «The alarm was raised!» **Recollection** is placed into **Tikku's Memoirs**.





A PUPPET'S STRINGS CAMPAIGN: ACT 2

The Forge of the Angry Ryu



HERO STARTING ZONE

ONI STARTING ZONE

This scenario uses the following components:

- **Mortal Thralls:** Ashigaru (Ashigaru icon), Ambassador, Guard Captain, +1 Puppeteers (Puppeteer icon), Bunraku.
- **Supernatural Creatures:** Ninja.
- **Tiles:** A01, A10, B03, B05, B06, C01, C03, C04.
- **Mission Tile:** M11.
- **Courtier Tokens:** Courtesan, Ataku Courtesan, Yommo
- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 1
- **Mission Tokens:** 5 Cocoon tokens, 2 Mechanism tokens, 1 Objective token, MIGHT Test token (Difficulty 7).





«THIS ANCIENT FORGE HAD BEEN WORKED BY SOME OF THE ATAKU CLAN'S MOST PRESTIGIOUS CRAFTSMEN OVER THE AGES, EACH ONE AN EXPERT IN THE DESIGN OF THE CLAN'S LEGENDARY BUNRAKU. THEIR PLANS AND TECHNIQUES WERE FIERCELY GUARDED BUT, FOR THE PURPOSES OF OUR INVESTIGATION, WE HAD BEEN GIVEN ACCESS TO THE FORGE'S SECRETIVE WORKSHOPS. AS WE ENTERED THIS HALLOWED PLACE, I DETECTED A CURIOUS TREPIDATION IN ISAKO.»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 4.

HEROES' MISSION: The Heroes must identify the oni and collect more cocoons than their demonic opponent.

SCENARIO SETUP

- The Heroes earn **Tikku's Recollections** by completing their **investigation**, the **secondary mission** of the **M11 Mission tile**, their **Personal Missions** and the **Victory Conditions** of this scenario.

SPECIAL RULES

- Isako must be one of the Heroes to play this campaign.**
- Refer to the **Reference card** for the **M11 Mission tile** for the rules of this scenario's secondary mission.
- A Hero may attempt to open the door to the Forge by attempting a **Direct MIGHT Test**. So long as the door remains closed, no characters may enter the chamber beyond.
- While adjacent to the **Plan token**, Isako may spend **1 Action** to place the token under her miniature.
- An agent of the Oni may make a melee attack against Isako and, if successful, may place the **Plan token** under their own miniature instead of inflicting any damage.
- If an agent of the Oni player is eliminated while in possession of the **Plan token**, the token is left in place on the game board when their miniature is removed.



VICTORY CONDITIONS

The Heroes and the Oni player can earn Tikku's **Recollections** as described in the Rule Book (pg. 20).



If a Hero defeats the Oni while controlling a Bunraku, the Heroes earn this **Recollection**.



If the Oni player defeats a Hero while controlling a Bunraku, they earn this **Recollection**.



If Isako is in possession of the **Plan token** at the end of the **8th round**, the Heroes earn this **Recollection**.



If one of the Oni's agents is in possession of the **Plan token** at the end of the **6th round**, the Oni player earns this **Recollection**.



As soon as any Hero attacks a Mortal Thrall on a tile without a Corruption token on it, the alarm is raised and the «The alarm was raised!» **Recollection** is placed into **Tikku's Memoirs**.



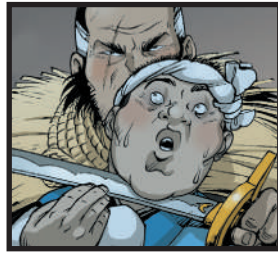
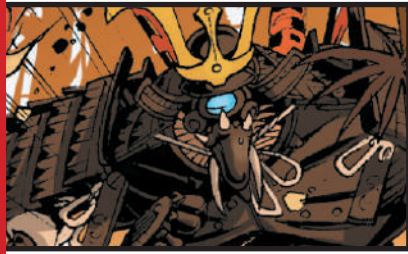
A PUPPET'S STRINGS CAMPAIGN: ACT 3

• The Magpie's Flight •



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru , Puppeteers .
- **Supernatural Creatures:** Ninja, Bakemono, Oni Miryoku.
- **Tiles:** A04, B01, B06, B05, C03, C04, C05.
- **Evidence Tokens:** 3
- **Parchment Tokens:** 3
- **Chest Tokens:** 1
- **Follower Tokens:** 1
- **Mission Tokens:** Objective token.



«ALARMS SOUNDED THROUGHOUT THE FORGE OF THE ANGRY RYU AND ITS GUARDS WERE THROWN INTO A PANIC. THE ATAKU CLAN'S PRECIOUS BUNRAKU PLANS HAD BEEN STOLEN AND WE WERE THE MOST LIKELY CULPRITS. OUR PREDICAMENT SEEMED INESCAPABLE, WHEN I REALIZED THAT ISAKO HAD DISAPPEARED ...» EXTRACT FROM TIKKU'S MEMOIRS, CODEX 4.



ATTENTION: In this scenario, Isako has her own mission to achieve. As a result, it is played out between three teams, each with their own specific goal to accomplish:

HEROES' MISSION

The Heroes must complete an investigation to discover who Isako is stealing the Bunraku plans for.

ONI'S MISSION

The Oni Player must eliminate Isako or any one Hero.

ISAKO'S MISSION

Isako must deliver the stolen Bunraku plans to her mysterious employer hidden in the palanquin (Objective token).

SCENARIO SETUP

- **Isako must be one of the Heroes to play this campaign.**

She begins this scenario already inside a Bunraku.

- At the beginning of the game, the Heroes draw **4 Courtier Clue cards** + 1 per starting Hero. These cards are shuffled and passed to Isako's player, who draws **1 card** from the deck and places it face down in front of them.



Example Courtier Clue Cards

This card represents Isako's enigmatic patron who awaits her in the palanquin. As the Heroes' mission is to uncover the identity of the architect of this intrigue, this card must be kept secret from them.



Example Clue Cards

Without looking at them, the remaining **Courtier Clue cards** are shuffled together with the **Clue cards**.

SPECIAL RULES

- To give the stolen plans to the mysterious patron hidden in the palanquin, Isako must exit her Bunraku and be in an **adjacent Space** to the **Objective token**.

She must then spend **1 Action** to deliver the designs.

VICTORY CONDITIONS

- When one of the teams achieves their goal, they instantly win the scenario.





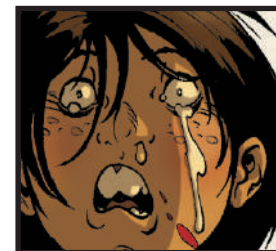
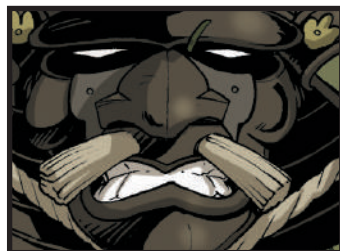
CORRUPTION OF THE HEART CAMPAIGN: ACT 1

• Seppuku of the Ataku •



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru (blue circle with white dot), Puppeteers (blue circle with white dot), Bunraku.
- **Supernatural Creatures:** Yurei, Kubban.
- **Tiles:** A03, A04, A06, A10, B02, C01.
- **Mission Tile:** M03.
- **Courtier Tokens:** Ataku Artist, Ataku Courtesan, Servant, +1 per starting Hero.
- **Evidence Tokens:** 1
- **Parchment Tokens:** 1
- **Follower Tokens:** 1
- **Mission Tokens:** Relic token, Seppuku token, Ataku Regent Courtier token, Magistrate Courtier token.



«THE REGENT OF THE KANEDA HOUSEHOLD, A MINOR VASSAL OF THE ATAKU CLAN, STOOD READY TO CLEANSE HER FAMILY'S HONOR IN THE ANCIENT CEREMONY OF SEPPUKU. WE HOPED TO SAVE THE NOBLEWOMAN'S LIFE BY PROVIDING PROOF OF THE FAMILY'S INNOCENCE. BUT THE IMPLACABLE SHADOW OF THE INQUISITOR KUBBAN KIRITSU LOOMED OVER THE PALACE.»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 4.

HEROES' MISSION: The Heroes will have to try to find the dark creature hiding among the courtier and exonerate the regent to before they complete their seppuku ceremony.

SCENARIO SETUP

- The Heroes earn **Tikku's Recollections** by completing their investigation, the secondary mission of the **M03 Mission** tile, their **Personal Missions** and the **Victory Conditions** of this scenario.

SPECIAL RULES

- Kubban cannot be played as a Hero in this scenario.**
- The Oni player starts this scenario with **Kubban's Supernatural Creature Character** card.
- Refer to the **Reference card** for the **M03 Mission** tile for the rules of this scenario's secondary mission.
- The seppuku ceremony ends at the end of Round 7.**
- The **Relic token** represents the ancestral katana kept in the palace's dojo.



- A Hero adjacent to the **Relic token** may spend **1 Action** to equip the Ancestral Katana **Equipment card**.



VICTORY CONDITIONS

The Heroes and the Oni player can earn Tikku's **Recollections** as described in the Rule Book (pg. 20).



If the Heroes manage to stop the seppuku ceremony before it is completed, they earn this **Recollection**.



If the seppuku ceremony is completed, the regent dies and the Oni player earns this **Recollection**.



As soon as any Hero attacks a Mortal Thrall on a tile without a Corruption token on it, the alarm is raised and the «The alarm was raised!» **Recollection** is placed into **Tikku's Memoirs**.





CORRUPTION OF THE HEART CAMPAIGN: ACT 2

• Relics of the Kiritsu •



HERO STARTING ZONE

This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Puppeteers, Hiroji-San, Bunraku.
- **Supernatural Creatures:** Yurei, Kubban.
- **Tiles:** A02, B01, B03, B04, B10, C02, C03.
- **Courtier Tokens:** Ataku Artist, Monk, Yommo Ambassador, +1 per starting Hero.
- **Evidence Tokens:** 1
- **Parchment Tokens:** 1
- **Follower Tokens:** 1
- **Mission Tokens:** Trophy Cart token.





«KUBBAN APPEARED TO BE IN THRALL TO SOME DARK INFLUENCE. THE TERRORIZED COURTIER'S OF THE PALACE EARNESTLY BEGGED MY MASTER TO INTERVENE... IT WAS HIS CONCLUSION THAT CONFRONTING KUBBAN WITH HIS PRECIOUS COLLECTION OF TROPHIES AND RELICS MIGHT CAUSE THE LEGENDARY SOUL HUNTER TO SHAKE OFF THE MALIGNANT SHACKLES THAT BOUND HIS TORTURED SOUL» EXTRACT FROM THE TIKKU'S MEMOIRS, CODEX 4.

HEROES' MISSION: The Heroes will have to break into the palace to discover which courtier is in fact an oni, while also trying to deliver Kubban's cart of trophies.

SCENARIO SETUP

- The Heroes earn **Tikku's Recollections** by completing their investigation, their **Personal Missions** and the **Victory Conditions** of this scenario.

SPECIAL RULES

- Kubban cannot be played as a Hero in this scenario.
- The Oni player starts this scenario with **Kubban's Supernatural Creature Character card**.

- While adjacent to the **Trophy Cart token**, a Hero can spend **1 Action** to take the token and place the **Trophy Cart Follower card** in their Follower Equipment slot.

- When the **Trophy Cart token** is adjacent to Kubban, the Oni player must replace **Kubban's Supernatural Creature Character card** with his **Mortal Thrall Character card**.

Creature Character card with his **Mortal Thrall Character card**.



VICTORY CONDITIONS

The Heroes and the Oni player can earn **Tikku's Recollections** as described in the Rule Book (pg. 20).



If Kubban's **Supernatural Creature Character card** is exchanged from his **Mortal Thrall Character card**, the Heroes earn this **Recollection**.

If Kubban's **Supernatural Creature Character card** is still in play at the end of **Round 6**, the Oni player earns this **Recollection**.

As soon as any Hero attacks a **Mortal Thrall** on a tile without a **Corruption** token on it, the alarm is raised and the «The alarm was raised!» **Recollection** is placed into **Tikku's Memoirs**.



CORRUPTION OF THE HEART CAMPAIGN: ACT 3

The Sword of Redemption



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru , Puppeteers , Hiroji-San , Bunraku.
- **Supernatural Creatures:** Yurei, Bakemono.
- **Tiles:** A05, B02, B10, C02, C03, C04, C06.
- **Mission Tiles:** M10, M11.
- **Chest Tokens:** 2
- **Mission Tokens:** 5 Cocoon tokens, 2 Mechanism tokens, 6 Invocation tokens, Courtesan Courtier token.





«IN THE VALE OF THE WAILING WINDS, FAMOUS FOR ITS EXCEPTIONAL GREENHOUSES, INTRIGUING RUMORS OF SECRET SECTS AND RITUAL SACRIFICES HAD DRAWN MY MASTER'S ATTENTION... BUT KUBBAN, PRESUMABLY DRAWN THOSE SAME STORIES, WAS SEVERAL HOURS AHEAD OF US.»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 4.

HEROES' MISSION: The Heroes must prevent the secret ceremony from coming to its grisly conclusion while recovering the necessary elements to activate a combat Bunraku.

SCENARIO SETUP

- The Heroes earn Tikku's Recollections by completing their investigation, the secondary mission of the M01 and M11 Mission tiles, their Personal Missions and the Victory Conditions of this scenario.

SPECIAL RULES

- Kubban cannot be played as a Hero in this scenario.**



- The Oni player starts this scenario with **Kubban's Mortal Thrall Creature Character card**.

- Refer to the **Reference card** for the **M01** and **M11 Mission tiles** for the rules of this scenario's secondary missions.

- If Kubban is present on a tile with no **Corruption token** on it, an adjacent Hero without a Follower may spend **1 Action** to attempt a **DIRECT GUILE Test** to enlist Kubban's aid.



If successful, they place one of **Kubban's Follower card** (of their choice) in their Followers Equipment slot.

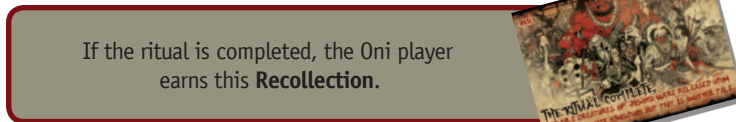
Meanwhile, the Oni player must remove **Kubban's Mortal Thrall Character card** from the game.



VICTORY CONDITIONS



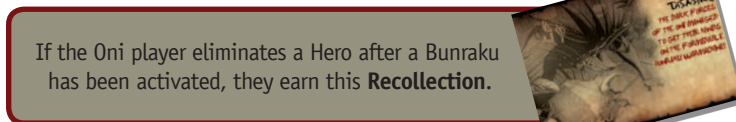
If the Heroes succeed in saving the Courtesan before the ritual comes to an end, they earn this **Recollection**.



If the ritual is completed, the Oni player earns this **Recollection**.



If a Hero controlling a Bunraku eliminates the Oni player's Oni, the Heroes earn this **Recollection**.



If the Oni player eliminates a Hero after a Bunraku has been activated, they earn this **Recollection**.



As soon as any Hero attacks a Mortal Thrall on a tile without a Corruption token on it, the alarm is raised and the «The alarm was raised!» **Recollection** is placed into **Tikku's Memoirs**.

