

# Okko

## CHRONICLES

### SCENARIO BOOK

THE HOUSE OF JADE PLEASURES





# INTRODUCTION

This Scenario Book comprises three independent scenarios and a perilous three scenario campaign set in the seedy establishments of the terrible Red Spider Lily Yakuza. This powerful criminal organization rules supreme over the underworld and though its vast wealth may have been accrued by all manner of illicit trade, even dirty money helps balance a merchant's scales in Pajan.

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 Blood on the Senu 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

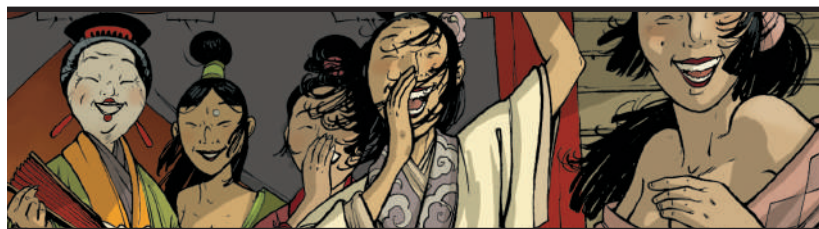
Some scenarios may include additional rules that are unique to that adventure.

### 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:** The Blood on the Senu campaign presented in this Scenario Book is a Simple Campaign.

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.

## ADVERSARY CARDS

Adversary cards represent a certain type of opponent that the Heroes or their **Allies** will have to face as part of a scenario where a **Mission Tile** is used.

These characters are controlled by the Oni player and while they have **SPEED**, **MIGHT**, **DEFENSE** and **ACTION** characteristics, they are not considered agents in the same way as **Mortal Thralls** or **Supernatural Creatures**.

The rules and conditions for using **Adversary cards** are described on the **Mission Tile Reference card** or in the scenario where they are played.



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







# • The Poisoner •

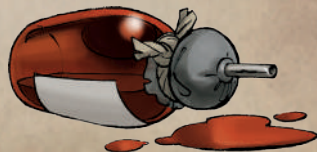
HERO STARTING ZONE



## This scenario uses the following components:

- **Mortal Thralls:** Kyodai , Kunoichi , Hiroji-San .
- **Supernatural Creatures:** Ninja, Bakemono.
- **Tiles:** A03, A05, B02, B13, B14, C01, C02, C03, C04.
- **Courtier Tokens:** Courtesan, Information Broker, Novice, Artist, +1 per starting Hero.

- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 2







«WE HAD TAKEN A WELL DESERVED REST IN THE BATHHOUSE OF MIRRORED WATERFALLS, WHEN I SUDDENLY BEGAN TO SPIT UP BLOOD! WE IMMEDIATELY REALIZED THAT OUR TEA MUST HAVE BEEN POISONED AND WE HAD LITTLE TIME TO FIND THE ANTIDOTE TO THE FOUL POISON!» EXTRACT FROM TIKKU'S MEMOIRS, CODEX 6.

**HEROES' MISSION:** The Heroes must discover which of the geisha has poisoned them.

#### SCENARIO SETUP

- In this scenario, the **Investigation** operates slightly differently than described in the rule book. Leave all **Oni Clue cards** in the box.
- The Heroes will need to uncover the identity of the **Poisoner** using only the **Clue tokens** on the game board by performing **Interrogation**, **Analysis** and **Decipher Tests** as described in the Rulebook (pg. 22).
- When the Poisoner is discovered, **his token is NOT replaced by an Oni**.
- The Oni player cannot use Ashigaru in this scenario.
- The Heroes earn **Tikku's Recollections** by completing their **investigation**, their **Personal Missions** and the **Victory Conditions** of this scenario.

#### SPECIAL RULES

- At each **End of the Round phase**, each Hero puts a **-1 token** on a characteristic of their choice on their **Character card**. As soon as any characteristics is reduced to 0, the Hero is eliminated.
- A Hero adjacent to the **Poisoner** can spend **1 Action** to arrest them and find the antidote they have hidden about their person.



#### VICTORY CONDITIONS

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

If the Poisoner is apprehended, the Heroes earn this **Recollection**.

If the Poisoner is not discovered before the end of the 8th 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**.

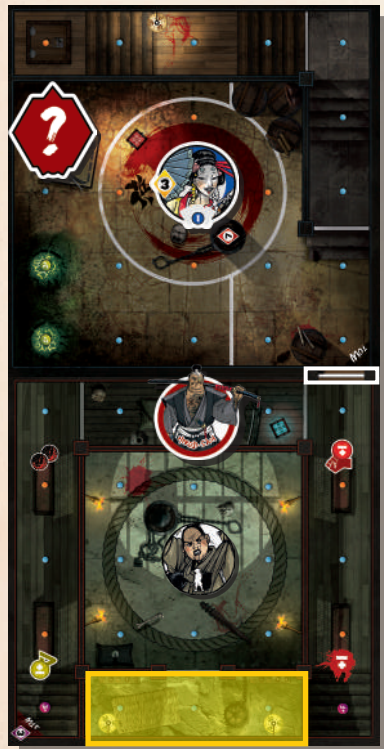
#### ENDING THE GAME

The game ends:

- At the end of **Round 8**.
  - If a Hero is eliminated as a result of their poisoning.
- OR
- If the poisoner is arrested.



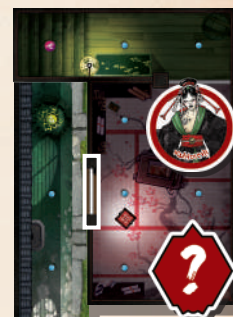
# • The Red Roadhouse •






ADVERSARY ENTRANCE ZONE



HERE STARTING ZONE

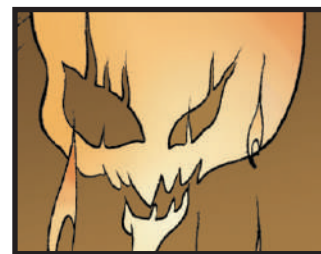


## This scenario uses the following components:

- **Mortal Thralls:** Kyodai , Kunoichi , Hiroji-San .
- **Supernatural Creatures:** Ninja, Oni Kage.
- **Tiles:** A02, B04, B05, B13, C03, C04, C05.
- **Missions Tiles:** M01, M15.
- **Chest Tokens:** 3
- **Follower Tokens:** 1
- **Mission Tokens:** Trapdoor tokens, Windreaper Follower Token, Courtesan Courtier token, 6 Invocation tokens.







«IT WAS THE SPRING OF THE YEAR OF THE PIG WHEN WE FIRST HEARD OF THAT REMOTE TAVERN. OUR PRELIMINARY INVESTIGATIONS HAD REVEALED THAT IT WAS UNDER THE CONTROL OF THE ENIGMATIC YAKUZA, BUT ITS BLOODY PRIZE FIGHTS WERE A COVER FOR MUCH MORE SINISTER PRACTICES.» EXTRACT FROM TIKKU'S MEMOIRS, CODEX 6.

**HEROES' MISSION:** The Heroes must find the correct trapdoor to stop the dark ritual in the cellar of the tavern, while Windreaper distracts the patrons by fighting in the arena.

#### SCENARIO SETUP

- In this scenario, the Heroes do not have to undertake an **investigation**. Leave all **Clue cards** in the box.
- The Oni player cannot use Ashigaru in this scenario.
- The Heroes earn **Tikku's Recollections** by completing the **Victory Conditions** of this scenario, the **secondary missions** of the **M01** and **M15** tiles and their **Personal Missions**.

#### SPECIAL RULES

- Refer to the **Reference cards** for the **M01** and **M15** **Mission tiles** for the rules of this scenario's secondary mission.



#### VICTORY CONDITIONS

If the Heroes manage to save the **courtesan** before the ritual is completed, they earn this **Recollection**.

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

If Windreaper defeats all her adversaries, the Heroes earn this **Recollection**.

If Windreaper is eliminated, 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**.

#### ENDING THE GAME

The game ends when the objectives of both **Mission Tiles** are resolved.



x3



# • Flight of the Oyabun •



EXIT ZONE

HERO STARTING ZONE



## This scenario uses the following components:

- **Mortal Thralls:** Kyodai (purple circle), Kunoichi (purple circle).
- **Supernatural Creatures:** Ninja, Oni-Myrioku.
- **Tiles:** A01, A02, A03, A05, A13, A14, C01, C02, C03, C05.
- **Courtier Tokens:** Comedian, Bashimon Ambassador, Okasan, Bodyguard, +1 per starting Hero.
- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 2
- **Mission Tokens:** Magistrate Courtier token, 3 Objective tokens, MIGHT Test token (Difficulty 7).





«A LOCAL MAGISTRATE HAD HIRED US TO HELP HIM FLUSH OUT THE OYABUN, KAMAMOSHI. THE WILY HEAD OF THE BLUE CRANE GOKUDO HAD EVADED CAPTURE MANY TIMES BY MEANS OF HIS DISGUISES, BUT KAMAMOSHI'S CRIMINAL ENTERPRISE WAS LONG SUSPECTED OF HAVING TIES WITH THE ALL-POWERFUL RED SPIDER LILY YAKUZA.»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 6.

**HEROES' MISSION:** The Heroes will have to discover which patron of the opium den is in fact the disguised oyabun.

#### SCENARIO SETUP

- In this scenario, the **Investigation** operates slightly differently than described in the rule book. Leave all **Oni Clue cards** in the box.
- The Heroes will need to find out who the **Oyabun** is using only the **Clue tokens** on the game board by performing **Interrogation**, **Analysis** and **Decipher Tests** as described in the Rulebook (pg. 22).
- When the Oyabun is discovered, **his token is NOT replaced by an Oni**.
- The Oni player cannot use Ashigaru in this scenario.
- The Heroes earn **Tikku's Recollections** by completing their **investigation**, their **Personal Missions** and the **Victory Conditions** of this scenario.

#### SPECIAL RULES

- During each **End of the Round phase**, Heroes may move the **Magistrate's Courtier** token up to 3 Areas.
- If the **Oyabun** is discovered, the **Courtier** token he was using as a disguise is replaced with his own **Oyabun Courtier** token and the Heroes may now consider him an opponent.
- Once discovered, the **Oyabun** must attempt to escape to one of the indicated **Exit Zones**.
- During each **End of the Round phase**, the Oni player may move the **Oyabun's Courtier** token up to 2 Areas.
- If, at the end of a Round, the **Magistrate's Courtier** token is adjacent to the **Oyabun's Courtier** token, the **Oyabun** is arrested.



#### VICTORY CONDITIONS

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



If the **Oyabun** is stopped, the Heroes earn this **Recollection**.



If the Oyabun manages to escape, 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**.



#### ENDING THE GAME

The game ends if:

- The **Oyabun** is apprehended.
- OR
- The **Oyabun** escapes.





## BLOOD ON THE SENSU CAMPAIGN: ACT 1

### • A Storm in the Yakuza •

ADVERSARY  
ENTRANCE ZONE

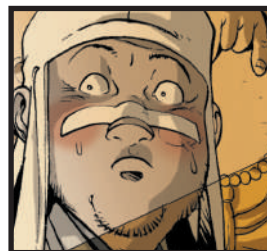
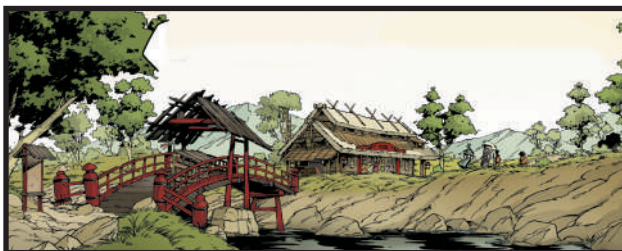


#### This scenario uses the following components:

- **Mortal Thralls:** Kyodai, Kunoichi, Hiroji-San.
- **Supernatural Creatures:** Ninja.
- **Tiles:** A13, A14, B04, B06, C01, C06.
- **Mission Tiles:** M15.
- **Courtier Tokens:** Osakan, Information Broker, Bodyguard, +1 per Hero.
- **Evidence Tokens:** 1
- **Chest Tokens:** 1
- **Mission Tokens:** Windreaper Follower Token, 3 Objective tokens.

HERO STARTING ZONE





«WINDREAPER HAD BEEN MISSING FOR MANY MONTHS BEFORE WE FINALLY LOCATED HER IN CITY OF 110 PERDITIONS. HER GREAT STRENGTH HAD MADE HER A MUCH-PRIZED FIGHTER IN THE ILLEGAL ARENAS OF THE RED SPIDER LILY YAKUZA.»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 6.

**MISSION DES HÉROS** : The Heroes will have to try to discover who among the courtiers is actually an oni and find the keys to reach Windreaper in the arena.

#### SCENARIO SETUP

- The Oni player cannot use Ashigaru in this scenario.
- The Heroes earn **Tikku's Recollections** by completing the **Victory Conditions** of this scenario, the **secondary mission** of the **M15 tile** and their **Personal Missions**.
- At the beginning of the game, place the **Round Objective token** under Hiroji-san's miniature.



#### SPECIAL RULES

- Refer to the **Reference card** for the **M15 Mission tile** for the rules of this scenario's secondary mission.
- When Hiroji-san is eliminated, the character who defeated him places his **Objective token** on their **Character card**.
- While adjacent to the **Diamond Objective token**, a Hero may spend **1 Action** to place it on their **Character card**.



- When the Heroes have recovered both the **Round** and **Diamond Objective tokens**, the **Hexagonal Objective token** is replaced by a **Door token**.



#### VICTORY CONDITIONS

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



If Windreaper defeats all her adversaries, the Heroes earn this **Recollection**.



If Windreaper is eliminated, 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**.



## Campaigns

If the Heroes win the objective of the **M15 Tile**, one of them may take **Windreaper** as a Follower during the next scenario.





## BLOOD ON THE SENSU CAMPAIGN: ACT 2

# • The Midoki Missives •



HERO STARTING ZONE

ZONE DE SORTIE  
DES PERSONNAGES DE L'ONI

### This scenario uses the following components:

- **Mortal Thralls:** Kyodai, Kunoichi, Hiroji-San.
- **Supernatural Creatures:** Ninja.
- **Tiles:** A01, A02, A04, A05, A14, B13.
- **Mission Tiles:** M14.
- **Courtier Tokens:** Courtesan, Information Broker, Novice, Comedian, Artist, +1 per starting Hero.
- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 1
- **Mission Tokens:** 3 Information tokens.



«BY RELEASING WINDREAPER, WE HAD ATTRACTED THE ATTENTION OF THE RED SPIDER LILY YAKUZA. WE RESOLVED TO UNCOVER THE IDENTITY OF THEIR OYABUN IN AN ATTEMPT TO DISSUADE THEM FROM PURSUING THEIR INTEREST IN US. THE BEAUTIFUL MIDOKI COULD PERHAPS TELL US MORE ABOUT THIS ENIGMATIC CHARACTER.» EXTRACT FROM TIKKU'S MEMOIRS, CODEX 6.

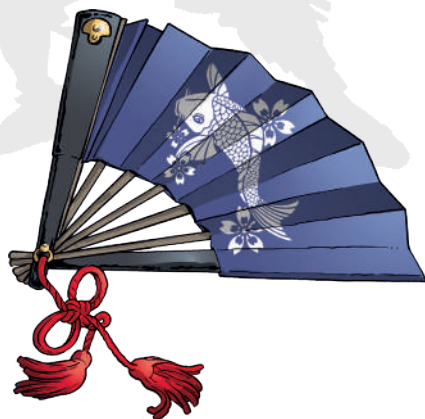
**HEROES MISSION:** The Heroes will have to try to uncover an oni hidden among the courtiers and recover the information necessary to unmask the oyabun of the Red Spider Lily Yakuza.

#### SCENARIO SETUP

- The Oni player cannot use Ashigaru in this scenario.
- At the beginning of the game, before the Oni player chooses their mortal disguise, the **Information Broker's Courtier Clue card** is removed from the **Clue card deck**.
- The Heroes earn **Tikku's Recollections** by completing the **Victory Conditions** of this scenario, the **secondary mission** of the **M14 tile** and their **Personal Missions**.

#### SPECIAL RULES

- Refer to the **Reference card** for the **M14 Mission tile** for the rules of this scenario's secondary mission.



#### 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 deliver at least **2 points of information** to their **Starting Zone**, they earn this **Recollection**.



If the Oni player succeeds in delivering at least **2 points of information** to the **Exit Zone**, 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**.



## Campaigns

If the Heroes achieve the objective of the **M14 Tile**, they will be able to draw **2 Clue cards** at the beginning of the next scenario.








## BLOOD ON THE SENSU CAMPAIGN: ACT 3

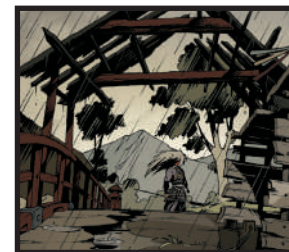
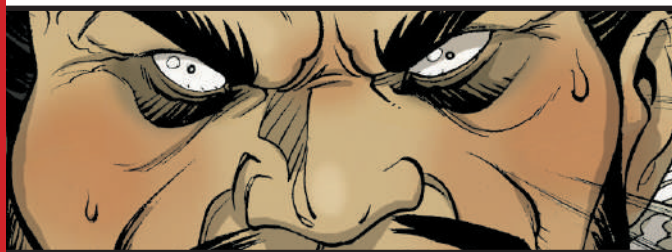
### • Lifting the Veil •



#### This scenario uses the following components:

- **Mortal Thralls:** Kyodai , Kunoichi , Hiroji-San .
  - **Supernatural Creatures:** Ninja, Oni-Kage, Oni-Yama.
  - **Tiles:** A06, A13, B01, B02, B14, C06, C07, C08.
  - **Mission Tiles:** M04.
  - **Courtier Tokens:** Daymio, Bashimon , Oyabun Courtier token.
  - **Evidence Tokens:** 1
  - **Parchment Tokens:** 1
  - **Follower Tokens:** 1
  - **Chest Tokens:** 2
  - **Mission Tokens:** 4 Medicine tokens,
- Servant, +1 per starting Hero.





«STEALING INTO THE OYABUN'S PRIVATE SANCTUM UNDER COVER OF NIGHT, WE FOUND THE APARTMENT AND ITS MASTER IN SPLINTERED RUINS. THROUGH SHATTERED TEETH AND BLOODIED LIPS, THE MAN REVEALED TO US HIS GREATEST SECRET: HE WAS NO MORE THAN A DECOY FOR HIS ELUSIVE MASTER. WE HAD TO UNMASK THE TRUE OYABUN BEFORE SOMEONE ELSE STRUCK A FATAL BLOW TO THE RED SPIDER LILY YAKUZA.» EXTRACT FROM TIKKU'S MEMOIRS, CODEX 6.

**MISSION DES HÉROS** : The Heroes will have to uncover the identity of the true oyabun of the Red Spider Lily Yakuza hiding among the courtiers before he is assassinated.

#### SCENARIO SETUP

- In this scenario, the **Investigation** operates slightly differently than described in the rule book. Leave all **Oni Clue cards** in the box.

- The Heroes will need to find the true **Oyabun** using only the **Clue tokens** on the game board by performing **Interrogation**, **Analysis** and **Decipher Tests** as described in the Rulebook (pg. 22).

- At the beginning of the game, before the Oni player chooses their mortal disguise, the **Oyabun's Courtier Clue card** is removed from the **Clue card deck** and the **Oyabun Courtier token** is placed face down next to the game board.

- When the **Oyabun** is discovered, **his token is NOT replaced by an Oni, but rather his Courtier token.**

- The Oni player cannot use Ashigaru in this scenario.

- The Heroes earn **Tikku's Recollections** by completing the **Victory Conditions** of this scenario, the **secondary mission** of the **M04 tile** and their **Personal Missions**.

#### SPECIAL RULES

- Refer to the **Reference card** for the **M04 Mission tile** for the rules of this scenario's secondary mission.

- If the Heroes achieve the objective of the **M04 tile**, the **Oyabun's Courtier token** is flipped face up and placed on the game board. From now on, he can be Interrogated normally.

- The **Oyabun** dies when he receives **4 Damage tokens**; however, he can be saved by receiving **3 Medicine tokens**.

#### 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 save the **Oyabun** before the Oni kills him, they earn this **Recollection**.

If the Oni player eliminates the **Oyabun**, 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**.

## End of Campaign

The winners of this campaign are the side (Heroes or Oni) that wins the most scenarios.



