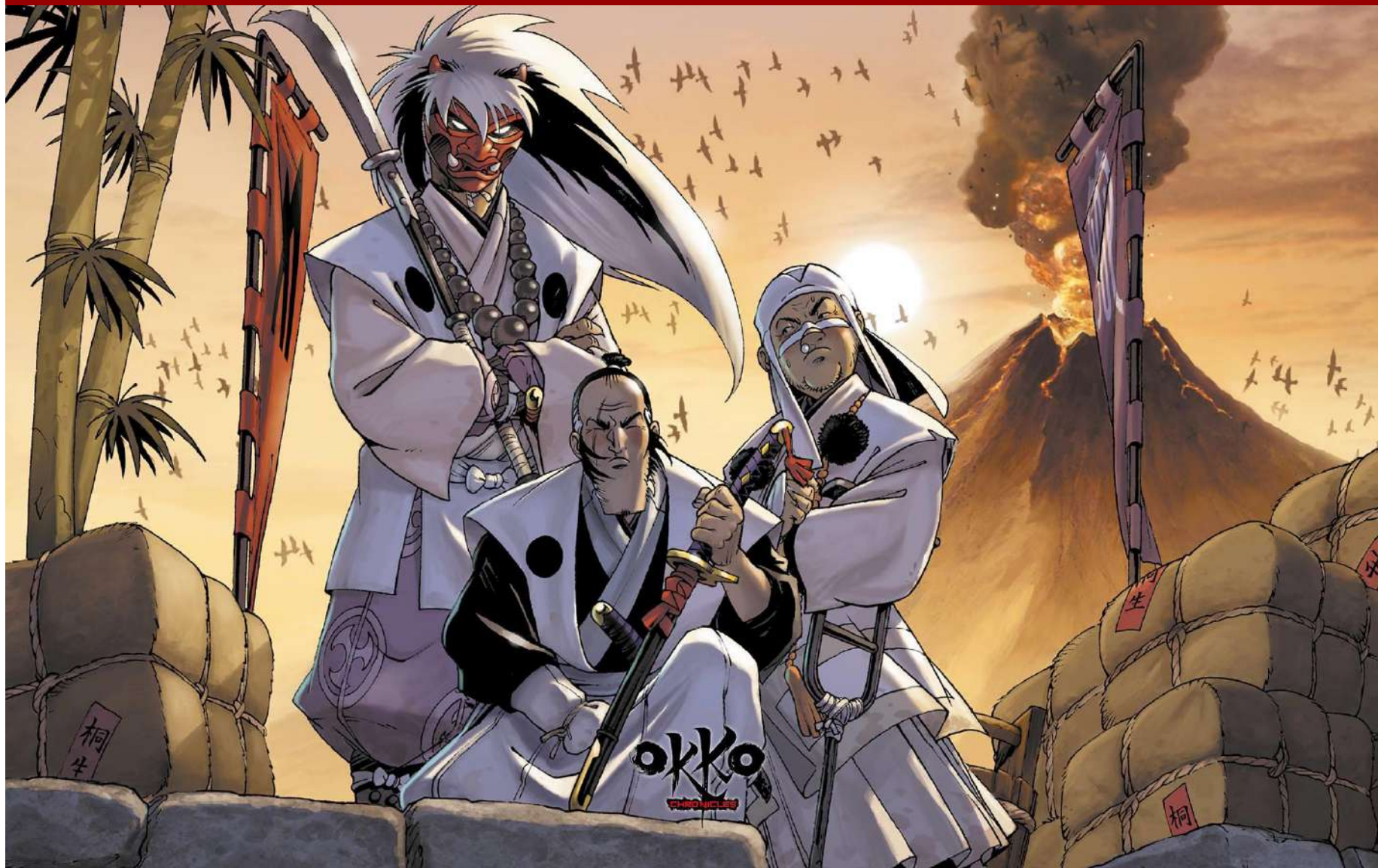


ADVENTURES IN PAJAN



Prerequisite: This campaign is intended for players who already own a copy of Okko Chronicles **with all its expansions**. It aims to link in a scripted way a certain number of the game's scenarios.

It is best to be familiar with the rules of the game before starting this campaign, and you can play the "Den of the Ninjas" scenario as an introduction.

If you wish, you can use the « Legends of Pajan » expansion to make the Heroes and the Oni evolve. You can also use the « Oni Hunters » expansion to play the entire campaign in cooperative mode.

The draw pile of Equipment Cards consists of all the cards from all the expansions, unless the scenario specifically excludes certain cards. Each Hero retains his equipment and follower from one scenario to the next.

Once you have chosen a Hero (excluding Windreaper and Isako) and taken the corresponding equipment, you start at Stage 1 and, at the end of the scenario, **note how the game ended** and go to the indicated Stage to find out the rest of the campaign. The entire campaign then proceeds in the same way.



Note also the time indicated (corresponding to the travel time to get to the location of the next scenario). At the end, the shorter the total timeline of the campaign, the better the Heroes will have performed. Conversely, a longer total delay may put the Heroes in trouble...

Between two Stages, Heroes can decide to make a halt to rest, to heal themselves or to call upon the Kamis. In this case, this halt adds **+1 day** to the total timeline but each Hero can either :

- discard an Amputee token
- discard a Weakness card
- discard a Curse Equipment card
- reduce your degeneration 1 Stage lower

• STAGE 1



« At that time, the wars between the main clans of the Pajan were raging. Fueled by the exodus, famine and corpses rotting in the open air, a strange epidemic struck the already hard-hit population. We were taking a well-deserved rest in a peaceful inn when Daimyo Akamatsu, an old acquaintance of my master, sent for us. He received us very kindly in his castle located at the western end of the Mist Clan lands, and promised us a strong reward on condition that we would find a courtesan named Iko, whom the Daimyo particularly appreciated. The latter had last been seen in a secluded tea room a few miles away, in the company of a palace servant. We had no reason to refuse this offer. »

⇒ Play the scenario « The Ritual » (Quest into Darkness)

• If Heroes win the game

« It would have taken some time for Iko to come to her senses after the ordeal she had gone through. However, my master was anxious to know what information she had, so he was not particularly patient. Iko's sobbing voice told us that she and her servant had overheard a conversation between a rich arms dealer named Sato and a mysterious woman dressed in veils. The merchant was heading east while the hooded woman was heading towards the celestial mountains. The merchant had claimed that the war would soon be over thanks to the "formidable alliance" that would soon be made between one of the great Pajan Clan and "dark forces". Then the woman had brought forth a formidable demon who had rushed upon them and killed her servant, before Iko fainted.



I tried to reassure Iko while my master, the worried mine, summarized the situation: a Clan would undoubtedly soon call upon the dark forces of the Jigoku, and we had two possibilities: the road of the east, on which we could advance quickly in the hope of finding the arms dealer Sato (⇒ Stage 5 / +3 days) or the perilous road of the mountains, in the hope of finding a mysterious woman covered with veils (⇒ Stage 4 / +3 days). »

• If Oni wins the game

« Poor Iko must have suffered terribly before death finally came to deliver her. My master seemed especially upset that she could no longer teach us anything. However, while we were trying to question the regulars in the tea room, we learned that a maid, who introduced herself as Iko's friend, was now in a tea house a few miles away and wanted to talk to us. Although the track seems tenuous to say the least, my master wanted us to go there without delay (⇒ Stage 3 / +1 day). On their side, Noburo and Noshin did not see any urgency and wished to make a detour by the bathhouse of mirrored waterfalls (⇒ Stage 2 / +1 day). »

• STAGE 2

« Noshin and Noburo were particularly satisfied; from the time they expressed their willingness to go to the bathhouse of mirrored waterfalls ! »



⇒ Play the scenario « The Poisoner » (The House of Jade Pleasure)

• If Heroes win the game

« My master did not want me to attend the confessions of the Geisha. So he isolated himself with the Geisha. Some time later, he came back and quickly explained us the situation ; a Clan would undoubtedly soon call upon the dark forces of the Jigoku, and we had two possibilities: the road of the east, on which we could advance quickly in the hope of finding an arms dealer named Sato (⇒ Stage 5 / +3 days) or the perilous road of the mountains, in the hope of finding a mysterious woman dressed with veils (⇒ Stage 4 / +3 days). »

• If Oni wins the game



« We never managed to apprehend the Geisha who had poisoned us. Resigned, I collapsed against a wall as the poison gradually paralyzed me and my vision became blurred.

I regained consciousness a few days later, in a comfortable bed. My companions were next to me, all alive. I learned that we had all been saved by a monk, a former fellow student of Noshin, who happened to be in the establishment. He told us that he had recently treated other victims of this poison on the mountain road. The track was thin, but my master wanted to leave on time (⇒ Stage 4 / +5 days). »

• STAGE 3

« After a day of traveling, we soon arrived in front of a small tea house. »



⇒ Play the scenario « An Inconvenient Witness » (Quest into Darkness)

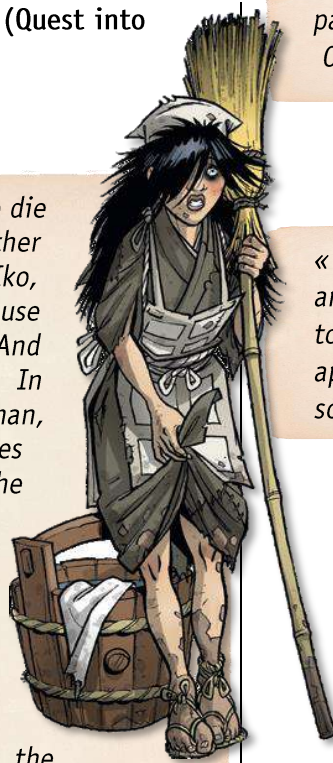
- If Heroes win the game

« The poor maid was dying. My master did not want her to die before telling us what she knew, so he questioned her rather abruptly. She then told us that her friend, the courtesan Iko, had asked her to follow an arms dealer named Sato because she suspected him of making a pact with "dark forces". And indeed, Sato's behavior was strange to say the least. In particular, he had spoken with a mysterious and cruel woman, dressed in long veils, able to make disturbing green flames appear, who had taken the road to the mountains. But the maid must have been noticed because yesterday, while she was watching Sato who was stopping at the tea house, she suddenly started to vomit after drinking a cup. Unable to stand up, she had seen the merchant powerlessly leave for the road to the east. Later that evening, she learned of Iko's death and asked to speak to us.

As I tried to calm the servant's last moments, my master, the worried mine, summed up the situation ; we had two possibilities: the road to the east, on which we could advance quickly in the hope of finding the arms merchant Sato (⇒ Stage 5 / +3 days) or the perilous mountain road, in the hope of finding a mysterious woman dressed in veils (⇒ Stage 4 / +3 days). »

- If Oni wins the game

« My master was quite annoyed to discover that we were too late to save the poor servant. However, I did not have the feeling that his death really touched him, and he felt no need to reflect on her remains. I think it was mostly the fact of remaining in ignorance that upset him. Noburo, for his



part, insisted again that we go to the bathhouse of mirrored waterfalls. Okko accepted, grumbling (⇒ Stage 2 / +2 days). »

- **STAGE 4**

« After a few days of a particularly trying trip in the mountains, we arrived in sight of the small temple of the four Ice Bells. I was relieved to know that we would soon be able to stop and rest, but as we approached the buildings, we heard several cries of panic. Someone (or something) seemed to be attacking the monks. »

⇒ Play the scenario « Fury of the Kami » (Monastery of the Silver Plum Tree)



« Once calm was restored, we learned that the mysterious woman, who called herself the "Lady of Veils", had gone to the Monastery of the Seven Thunders (⇒ Stage 6 / +5 days). »

• STAGE 5

« After a few days of traveling, we arrived in sight of an inn with a sinister reputation. Several travelers had indeed warned us that there were illegal activities taking place there. Although it had nothing to do with the arms dealer we were chasing, my master decided to stop there.. »

⇒ Play the scenario « The Red Roadhouse » (The House of Jade Pleasure)

« While listening discreetly to the conversations of the customers, I heard about the "Lady of Veils", as well as a mysterious arena fighter. However, this last one was Windreaper, which could communicate us a certain number of information and enjoined us to join the city of the frogs (⇒ Stage 9 / +2 days) ... »



• STAGE 6

« After leaving the Temple of the Four Ice Bells, we learned that a murder had just been committed in the Monastery of the Seven Thunders. My master immediately suspected the mysterious "Ladies with Veils" that we were pursuing as the cause. We then immediately set out again on the road through the mountains of the seven monasteries. »

⇒ Play the scenario « Deadly Secrets » (Monastery of the Silver Plum Tree)

• If Heroes win the game

« Noburo was extremely persuasive in questioning the murderer. Unfortunately, the murderer did not know much. He was just able to tell us that the Lady of Veils was at the head of a very powerful organization and that she was on her way to the house of the Nightingales. After having rendered justice to the venerable father, Okko announced us, without surprise, our next destination : the house of the Nightingales in Bakuyaku, the city of the Crests (⇒ Stage 8 / +2 days). »

• If Oni wins the game

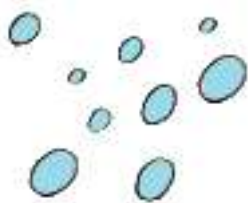
« Unfortunately, we were unable to find out who had murdered the venerable father, and my master was particularly



offended by this failure. Fortunately, Noshin took the time to fraternize with the monks and learned something extremely interesting. In a temple two days' walk away there was a monk called the Oracle. He could read into the future and reveal the best hidden secrets. He could surely help us find the Lady of Veils! (⇒ Stage 7 / +2 days). »

• STAGE 7

« The journey through the mountains to the small temple of the Oracle was not at all restful. The cold, the fatigue, the hunger put us to the test. At one point, we heard a dull roar... Lifting our eyes through our scarves, we saw a gigantic snow flow coming towards us: an avalanche ! »



- ⇒ Each Hero rolls a combat die ;
- On one hit, the Hero suffers 1 Damage
- On two hits, the Hero suffers 2 Damages
- On a Ki, the Hero suffers 1 Damage and discards an Equipment card of his choice

⇒ Play the scenario « The Predictions of the Oracle » (Monastery of the Silver Plum Tree)

• If Heroes win the game

« The words of the Oracle were rather nebulous, but two visions seemed to emerge: the house of the Nightingales in flames, and an army of Bunraku trampling the desolate lands of Pajan. Through cross-checking and interpretation, we guessed that the burning castle was the work of the Lady of Veils, while the Bunraku army was more the work of the Sato merchant and the Ataku clan. At this moment, we had a choice to make: to try to cross the mountains in the middle of winter to join the house of

the Nightingales and to join Bakuyaku, the city of the Crests (⇒ Stage 8 / +4 days) or to pass to leave the mountains to take a boat and join the north of Pajan, and the grounds of the Ataku clan (⇒ Stage 10 / +4 days). »

• If Oni wins the game

« Unfortunately, we arrived too late to prevent the death of the Oracle. In desperation, we attended his funeral, hoping that a sign from fate would show us the way. The sign came in the form of a map of the Pajan, which the Oracle had requested before his death. No doubt the Oracle, guessing his death, had made sure to leave us a clue to help us in our quest. This map was blank of any inscription, except for two crosses. One designated the house of the Nightingales in Bakuyaku (⇒ Stage 8 / +6 days), the other the city of the Silver Silks, capital of the lands of the Ataku clan (⇒ Stage 10 / +6 days). We had to make a choice. »



• STAGE 8

« Bakuyaku, the city of the Crests, was also the city of the black powder. In these times of war, gunpowder was a much sought-after commodity, and Bakuyaku was a thriving city where the poorest refugees and the wealthiest merchants mingled. We did not know for what reason the Lady of Veils was in the city, but some rumors seemed to indicate that a mysterious sect of poisoner was also in the house of the Nightingales. Was it related to the Lady of Veils? We had to know more. But Noburo then proposed to visit the stalls of the city (+1 day), while my master wished not to waste time (0 day).



⇒ **If you take the time to look for equipment:** each Hero unveils 3 cards from the Equipment Card Deck. All these cards are displayed face up in front of the Heroes, and constitute the equipment offered in the various stalls in the city. Each of them can be

acquired in exchange for 2 Equipment cards (already owned by the Heroes).

⇒ **Play the scenario « The Pilgrim's Path » (Monastery of the Silver Plum Tree)**

- **If Heroes win the game**

« My master managed to get the poisoner of this dark sect to talk, but what he taught us made my blood run cold. With the help of the Lady of Veils, the sect wanted to poison the wells of the city, so that these many deaths would create a favorable atmosphere for the coming of Jigoku demons. We had prevented this monstrosity, but the Lady of Veils had fled and the ceremony of summoning the demons would begin the next day at the Monastery of the Silver Plum. We had to prevent this at all costs (⇒ Stage 13 / +1 day) ! »



- **If Oni wins the game**

« We could not understand why the Lady of Veils had gone to the house of the Nightingales, and the objectives of the poisoning sect remained as obscure as ever. However Noshin learned from a monk that the answer to this last question could be found in scrolls from Monastery of the Silver Plum. We decided to go there without further delay. It was besides an excellent decision because, as of the following day, the major part of the city of Bakuyaku was poisoned. (⇒ Stage 12 / +1 day). »

• STAGE 9



« Finally, our stay at the inn had not been useless. We managed to talk a little to Windreaper, and the latter told us that the merchant named Sato worked for the Red Spider Lilly Yakuza. Windreaper didn't know much more, but she gave us a contact that she thought might be able to help us: the intriguing Midori, who was in the heart of the city of the frogs. »

⇒ Play the scenario « The Midoki Missives » (The House of Jade Pleasure

- If Heroes win the game

« Midori was able to provide us with valuable information. According to her, the merchant Sato, at the head of the Red Spider Lilly Yakuza, was seeking to acquire the plans of the Bunrakus of the Ataku clan. Was this the clan that would make an alliance with the forces of Jigoku? Were the Red Spider Lilly Yakuza and Ataku Fan clans allies? We had to know more

and, to do so, we had to go to the north of Pajan, on the lands of the Ataku clan. (⇒ Stage 10 / +5 days). »

- If Oni wins the game

« Unfortunately, the Red Spider Lilly Yakuza was more persuasive than us and Midori refused to help us. She just deigned to tell us that a certain monk, who had taken refuge in a small temple in the heart of the mountains, possessed powers of divination. According to her, he could tell us about a certain Lady of Veils. Okko was not satisfied with this answer and was about to tell Midori, but Midori suddenly put her hands around his neck and, seemingly suffocating, soon collapsed to the ground, dead. She had just been poisoned before our very eyes! We had no choice but to go to the mountains of the seven monasteries. (⇒ Stage 7 / +5 days). »



• STAGE 10

« After several days of navigation, well rested by a trip without any hitch, we reached the city of the Silver Silks, the capital of the Ataku Clan. In this city with the broad streets and the imposing buildings, I noticed the immense doors justified by the very important number of bunraku. They were both combat bunraku and bunraku "converted" into workers, delivery men or servants, and whose phenomenal power was used to carry out all the daily actions more quickly. The omnipresence of these giant puppets was intimidating. We did not know for sure how the merchant Sato, the head of the Red Spider Lilly Yakuza, intended to acquire the plans of the Bunrakus. And by the way, where were they? While Noshin left to try to learn a little more, Noburo proposed to take the opportunity to visit the stalls of the city (+1 day), while my master wished not to waste time (0 day). »

⇒ Each Hero may discard one of his Weakness cards.



⇒ **If you take the time to look for equipment:** each Hero unveils 3 cards from the Equipment Card Deck. All these cards are displayed face up in front of the Heroes, and constitute the equipment offered in the various stalls in the city. Each of them can be acquired in exchange for 2 Equipment cards (already owned by the Heroes).



« Noshin returns soon accompanied by a young girl, a certain Isako, who told us that the forge of the Angry Ryu housed one of the most prestigious manufacturing workshops in Bunraku. For a reason I did not know, the young girl decided to help us and managed to get us in.»

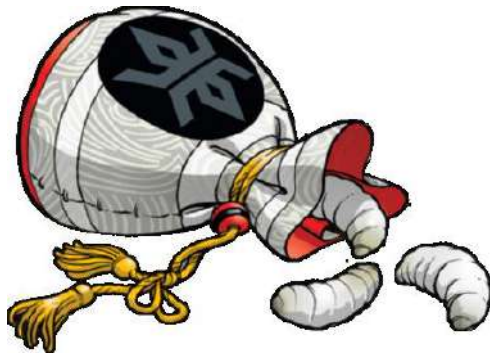
⇒ Play the scenario « The Forge of the Angry Ryu » (The Palace of Puppets)

- If Isako win the game

« We weren't the only ones in the workshops! In the middle of the forges, the Red Spider Lilly Yakuza was trying to take possession of the Bunrakus' plans. But Isako had been the fastest (⇒ Stage 11 / +1 day)... »

- If Heroes win the game

« Suddenly, the alarm sounds! Apparently, the Red Spider Lilly Yakuza had managed to take possession of the plans right under our noses... (⇒ Stage 11 / +1 day) ! »



• STAGE 11

« The alarm was deafening! We had to find a way to leave this place ! »

⇒ Play the scenario « The Magpie's Flight » (The Palace of Puppets)

- If Heroes win the game

« We managed to identify the intermediary to whom Isako was initially to give the plans; it was actually an intermediary of the merchant Sato! We quickly explained to her what it was all about, and Isako understood the situation. She then gave us an essential information: she knew where the merchant Sato was to go; this last had appointment with the Lady of Veils at the castle Satoro, located very in the south, on the coast. She also told us that the Lady of Veils had resorted to pirates who kidnapped courtesans to carry out dark rituals... This news reminded me of the disappearance of my sister, Little Carp, and a deaf anger seized me... (⇒ Stage 15 / +10 days). »



- If Oni win the game

« Isako was a traitor! It is finally her who gave the invaluable plans to an intermediary of the merchant Sato who hastened to disappear... Two days later, Isako nevertheless sent us a letter, in which she apologized and indicated that she had no choice, but without explaining us what it was all about. In order to prove her good faith, she then gave us an important piece of information: she knew where the merchant Sato was supposed to go; the latter had an appointment with the Lady of Veils at the Satoro Castle, located at the very south, on the coast. She also told us that the Lady of Veils had resorted to pirates who kidnapped courtesans to carry

out dark rituals... This news reminded me of the disappearance of my sister, Little Carp, and a deaf anger seized me... (⇒ Stage 15 / +10 days). »

- **If neither Heroes nor Isako wins the game**

« It was a complete failure. The plans had disappeared, probably recovered by the Red Spider Lilly Yakuza, and we had lost our only lead. However, a few days later, Isako indicated us a small port, located on the coast, in which one would have recently seen the Lady of Veils, the comparse of the merchant Sato. Unfortunately, the theft of the plans had led the Ataku clan to close the port. To reach our destination, we were going to have to cross to walk to the lands of the Bashimon clan.. (⇒ Stage 14 / +5 days). »



• STAGE 12



« We managed, without any difficulties, to reach the mysterious Monastery of the Silver Plum Tree. Noshin was convinced that we would find the answer to our questions in the darkest parchments of the library and hastened to start searching everywhere. My master did not share this enthusiasm, but what else could we do? »

⇒ Each Hero can draw an Equipment card.

⇒ Play the scenario « The Cursed Codex » (Monastery of the Silver Plum Tree)

• If Heroes win the game

« Reading the scrolls, we discovered that the coming of Jigoku demons was particularly complex to achieve. However, it was possible to facilitate this process by making many sacrifices. According to Noshin, it was possible that the victims of these sacrifices were not necessarily voluntary... As the day dawned, Noburo burst into the library! According to him, the summoning ceremony was going to begin right here,

under our feet, in a few moments! We had to intervene ! (⇒ Stage 13 / +1 day). »

• If Oni win the game

« The dawn was rising and we still hadn't been able to understand what the Lady of the Veils and her mysterious sect were looking for. All day long, we wandered around without knowing what to do... Suddenly, when the evening was already well advanced, Noburo burst into the library! According to him, the ceremony of convocation was going to begin here, under our feet, in a few moments! We had to intervene (⇒ Stage 13 / +1 day). »



« We prudently descended the stairs leading to the heart of the Monastery of the Silver Plum Tree. In an oppressive atmosphere, the sect had begun its macabre ceremony, but I was sure that some monks were praying for us! »

⇒ Each Hero may discard one of his Weakness cards.

⇒ Play the scenario « Fall of the Silver Plum Tree » (Monastery of the Silver Plum Tree)



« In the course of our investigation, we learned that pirates were working for the Lady of Veils, and that they were responsible for kidnapping courtesans who would then be sacrificed. This news reminded me of the disappearance of my sister, Little Carp, and a deaf anger seized me. That is why I welcomed my master's reply, which indicated that we would pursue the Lady of Veils wherever she went.! »

- **If Heroes win the game**

« We had managed to destroy the sect, and to make the ceremony of the Lady of Veils fail. Unfortunately, the latter had managed to escape... Fortunately, the monks, with the help of their idol, were able to help us and showed us where the latter was going: the Satoro castle, located far to the south, on the coast... (⇒ Stage 15 / +10 days). »

- **If Oni win the game**

« Unfortunately, we did not manage to totally prevent the ceremony of the Lady of Veils. Although the doors of Jigoku did not open, the Lady of Veils managed to corrupt the monks' idol before fleeing to an unknown destination. In desperation, we stayed several days at the Monastery, before the Kamis of Noshin told him that the Lady of Veils was far to the south, on the coast, within the Satoro castle... (⇒ Stage 15 / +13 days). »



• STAGE 14

« After having made some provisions, we left the city of the Silver Silks towards the east and the lands of the Bashimon clan, with the meager hope to find the Lady of Veils. But soon, we realized that we were pursued by men of the Ataku clan, furious of the disappearance of the plans. After a few days of traveling, we reached an outpost of the Bashimon clan. My master wished to speak to him to benefit from his protection.»

⇒ Each Hero can draw an Equipment card.

⇒ Play the scenario « Death Strikes at Night » (The Heroes of the People)



- If Heroes win the game

« I don't know what my master told the ambassador, but the ambassador soon let us continue on our way, after allowing us to rest and equip ourselves. (⇒ Stage 15 / +6 days). »

- If Oni win the game

« Unfortunately, Ambassador Bashimon was killed, probably by the men of the Ataku clan who were chasing us. This event risked relaunching the war between the two clans who were only waiting for a pretext to break a fragile cease-fire. In the midst of the confusion, we managed to flee towards the coast.. (⇒ Stage 15 / +9 days). »

• STAGE 15

« During our travel, we learned several things. First of all, there were rumors of courtesans abducted by pirates, whom we suspected to be in the pay of the Lady of Veils. We feared that the poor women were destined to be sacrificed to encourage the coming of demons from Jigoku. I thought again of my sister Little Carp, and repressed my anger. Then we heard news of the resumption of hostilities between the Ataku and Bashimon clans, following the theft of the plans for the Bunrakus; we suspected the Red Spider Lilly Yakuza and the merchant Sato to be in reality at the origin of this disappearance. Finally, terrible information about the spread of a strange epidemic reached us. Again, we suspected the Lady of Veils of spreading death in order to encourage the coming of demons.

All the pieces of the puzzle were beginning to fit together; the rich Red Spider Lilly Yakuza, led by the merchant and Oyabun Sato, wanted to take advantage of the weakness of the historical clans to take a prominent position, even if it meant starting a war between them. And to ensure the success of this project, Oyabun Sato was ready to do anything, including bringing, with the help of the Lady of Veils, demons from Jigoku.. »



« We finally arrived at a small port, from where we hoped to find a way to go quickly to the south, to Satoro Castle, to find the Lady of Veils and the merchant Sato. »

⇒ Play the scenario « The Harbor of Lies » (The Heroes of the People)



- **If Heroes win the game**

« We finally managed to stop the epidemic. Grateful, a fisherman then proposed to lead us towards the south, in direction of the castle Satoro. But, while we were preparing to leave, we learned that Windreaper had been removed, obviously by the Red Spider Lilly Yakuza, and would be retained in the city of the 110 Perditions.

Perhaps the Oyabun Sato had heard of the links that united us to Windreaper, and was seeking revenge. Still, we were facing a dilemma: to go to the rescue of our friend and temporarily give up finding the Lady of Veils (⇒ Stage 16 / +4 days) or to abandon our friend and try above all to stop the horrible machination of the Lady of Veils, and perhaps save my sister Little Carp. (⇒ Stage 18 / +4 days). »

- **If Oni win the game**

« Unfortunately, we were not able to stop the epidemic. We then had to leave the small port. It is only two days later, while skirting the coast, that we found a boat which is able to lead us towards the south, in direction of the castle Satoro. But, while we were preparing to leave, we learned that Windreaper had been kidnapped, obviously by the Red Spider Lilly Yakuza, and would be retained in the city of the 110 Perditions. Perhaps the Oyabun Sato had heard of the links that united us to Windreaper, and was seeking revenge. Still, we were faced with a dilemma: to go to the rescue of our friend and temporarily give up finding the Lady of Veils (⇒ Stage 16 / +6 days) or to abandon our friend and try above all to interrupt the horrible machination of the Lady of Veils, and perhaps save my sister Little Carp. (⇒ Stage 18 / +6 days). »



• STAGE 16

« We took the sea again, but this time the trip did not go smoothly...
We were hit by a violent storm and our sampan was shipwrecked... »

- ⇒ Each Hero rolls a combat die ;
- On one hit, the Hero suffers 1 Damage
- On two hits, the Hero suffers 2 Damages
- On a Ki, the Hero suffers 1 Damage and discards an Equipment card of his choice

⇒

We arrived finally in the city of the 110 Perditions and began to try to find the trace of Windreaper.

- ⇒ Play the scenario « A Storm in the Yakuza » (The House of Jade Pleasure)

- **If Oni win the game**

« Unfortunately, we were unable to help Windreaper who succumbed to the blows of his opponents. Okko entered in such a fury that he massacred all the Red Spider Lilly Yakuza. Then, death in the soul, we decided to leave the city of the 110 Perditions to try to find the Lady of Veils, and thus perhaps to be able to save my sister Little Carp. We thus took the sea in direction of the castle Satoro (⇒ Stage 19 / +3 days). ... »

- **If Heroes win the game**



« We managed to rescue Windreaper who taught us where Oyabun Sato was hiding. We left immediately in the direction of his lair. (⇒ Stage 17 / +1 day). »

• STAGE 17

« A little away from the city of the 110 Perditions, the den of Oyabun was watched by many guards. We decided to wait the night to penetrate in its den. »

- ⇒ Play the scenario « Lifting the Veil » (The House of Jade Pleasure)

- **If Heroes win the game**

« Grateful, Sato taught us everything he knew; the demons of Jigoku were led by a demon called Oni Warau. A sect called "The cult of the Dark Dawn", led by the Lady of Veils, was trying to facilitate his coming. Some had tried

to oppose it, the latest being the Daimyo Kuroda, but the cult had managed to manipulate it and the Daimyo was soon to become Seppuku. My master decided that we must try everything to save the Daimyo Kuroda and destroy this cult (⇒ Stage 20 / +3 days). »

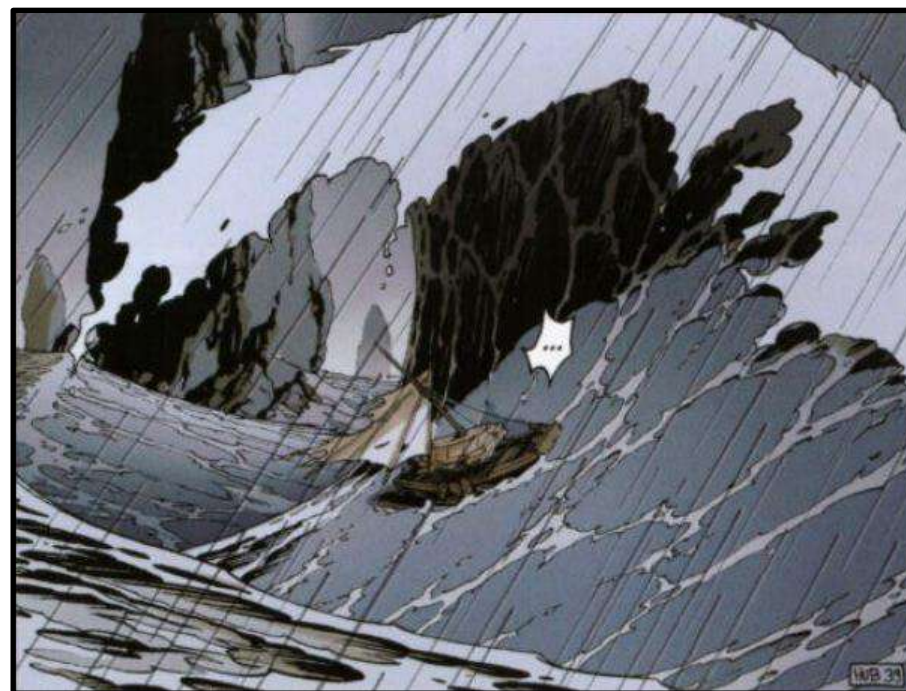
- **If Oni win the game**

« We finally arrived too late to save Sato. During long hours, Noshin searched through the multiple documents of the Oyabun's office until he found a note that intrigued him; obviously, the Daimyo Kuroda had tried to oppose the projects of the Red Spider Lilly Yakuza and the Lady of Veils. It was thus for us an ally to whom it was necessary to visit. (⇒ Stage 20 / +4 days). »

- **STAGE 18**

« We took the sea again, but this time the trip did not go smoothly... We were hit by a violent storm and our sampan was shipwrecked... »

- ⇒ Each Hero rolls a combat die ;
- On one hit, the Hero suffers 1 Damage
 - On two hits, le Hero suffers 2 Damages
 - On a Ki, the Hero suffers 1 Damage and discards an Equipment card of his choice



« We finally arrived in sight of Satoro Castle just as the pirates in the pay of the Lady of Veils were unloading from their ship the jars containing the courtesans to be sacrificed... »

⇒ Play the scenario « Macabre Cargo » (Dens of the Pennagolan)

- **If Heroes win the game**

« The delivered courtesans showed us the way to prevent the ritual of the Lady of Veils. We had to hurry! Etape 19 / +1 day). »



- If Oni win the game

« Unfortunately we were unable to prevent the performance of the strange ritual of the Lady of Veils. When we penetrated in the crypt of the castle, there were only corpses... Noshin manages however, by digging in the documents of the Lady of Veils, to discover where was the den of Oyabun Sato, close to the city of the 110 Perditions. It appeared necessary to pay him a small visit... (⇒ Stage 17 / +3 days). »

- **STAGE 19**

« As we were sinking into the bowels of Satoro Castle, I heard a voice that I recognized immediately: my sister Little Carp! We had to save her ! »



⇒ Play the scenario « The Human Vessel » (Dens of the Pennagolan)

- If Heroes win the game

« It is hard to find words to describe my joy when I would be my Little Carp sister in my arms. We quickly left this cursed castle, while my sister explained to us what he knew: the Lady of Veils was leading a sect called "The cult of the Dark Dawn" which was trying to facilitate the coming of the Oni Warau and the hordes of Jigoku. Some had tried to oppose it, the latest being the Daimyo Kuroda, but the sect had managed to manipulate it and the Daimyo was soon to become Seppuku. My master decided that we should try everything to save the Daimyo Kuroda and destroy this sect. (⇒ Stage 20 / +3 days). »



- If Oni win the game

« The death of my sister Petite Carpe was the worst moment of my life... I must confess that I don't remember much about what happened afterwards. Anyway, when I managed to swallow my tears to scatter the ashes of my late sister on the ocean, Okko already knew our next destination; the castle of Daimyo Kuroda, who had obviously tried to oppose the projects of the Red Spider Lilly Yakuza and the Lady of Veils. It was thus for us an ally to whom it was necessary to visit. (⇒ Etape 20 / +4 days). »



• STAGE 20

« We finally arrived in front of the castle of Daimyo Kuroda, the man who had tried to oppose to "The cult of the Dark Dawn", those fanatics who tried to promote the coming of Oni Warau and the hordes of Jigoku. »

⇒ Play the scenario « The Daimyo who knew too much » (Beyond the Gates of Jigoku)

- If Oni win the game

« Unfortunately, we did not manage to clear the Daimyo in time. Nevertheless, the Daimyo's family was kind and allowed us to rest and equip ourselves. We also found a large number of documents in his office that showed us where a number of adaptations of the Oni Warau were located. We had to interrogate them in an attempt to locate him in the Oni's domain and put a definitive end to his actions before he and his troops stormed the Pajan. (⇒ Stage 21 / +1 day). »

⇒ Each Hero may discard one of his Weakness cards.

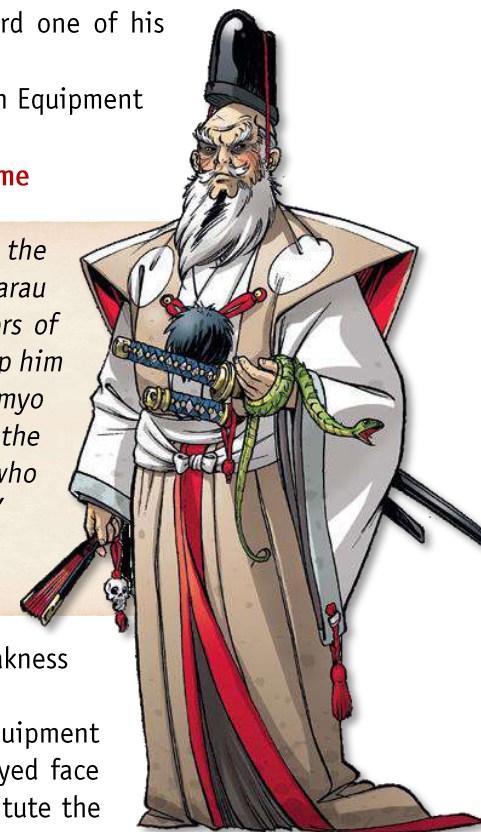
⇒ Each Hero can draw an Equipment card

- If Heroes win the game

« After thanking us, the Daimyo quickly explained the situation. Oni Warau and his troops had planned to open the doors of Jigoku in the next few days! We could still stop him by attacking him in his domain, but the Daimyo didn't know where he was... Nevertheless, the Daimyo knew several adapters of Oni Warau who certainly had this information (⇒ Stage 21 / 0 day). Before leaving, however, the Daimyo offered to rest and equip us. »

⇒ Each Hero may discard one of his Weakness cards.

⇒ Each Hero unveils 3 cards from the Equipment Card Deck. All these cards are displayed face up in front of the Heroes, and constitute the equipment offered in the various stalls in the city. Each of them can be acquired in exchange for 2 Equipment cards (already owned by the Heroes).



• STAGE 21



The Oni Warau and the Jigoku hordes have planned to cross the Jigoku gates on the 51st day of the overall campaign timeline!

Heroes can therefore play one or more scenarios from Act 2 of the Followers of Oni Warau's campaign, but the overall campaign timeline increases by 5 days per scenario played.

Heroes must therefore be aware of the time already elapsed before deciding which scenario(s) to play.

« We had the choice to question the followers of the Oni Warau :

- Either interrogate Oni Miriyoku, held prisoner in the Castle of the Three Deer by General Masahito;
- Either to interrogate a certain Kako, servant in a ryokan and who had surprised the words of a member of the sect of the dark dawn;
- Or to question a group of explorers who had penetrated the lands of Jigoku;
- Or to try to unmask an ambassador who was certainly a follower of the Oni Warau.

But we had to hurry, because none of them was nearby, and a delay of 5 days was necessary to go to question a single follower. (+5 days). »

- ⇒ Play the scenario « The Battle of the Golden Dusk » (Beyond the Gates of Jigoku) and/or
- ⇒ Play the scenario « The Maid's Secrets » (Beyond the Gates of Jigoku) and/or
- ⇒ Play the scenario « Into the Depths of Evil » (Beyond the Gates of Jigoku) and/or
- ⇒ Play the scenario « Deadly Shortcut » (Beyond the Gates of Jigoku)

- **If the overall campaign timeline is more than 50 days**

« Unfortunately, the hordes of the Jigoku led by Oni Warau emerge and cover the lands of the Pajan . »



- If the overall timeline of the campaign is less than 51 days and the Heroes wish to fight the Oni Warau

« We had finally discovered where the Oni Warau estate was located, and we were ready to face it. (⇒ Stage 22 / 0 day). »

• STAGE 22

« We finally arrived at the heart of the Oni Warau domain... Everything was going to be played here ! »

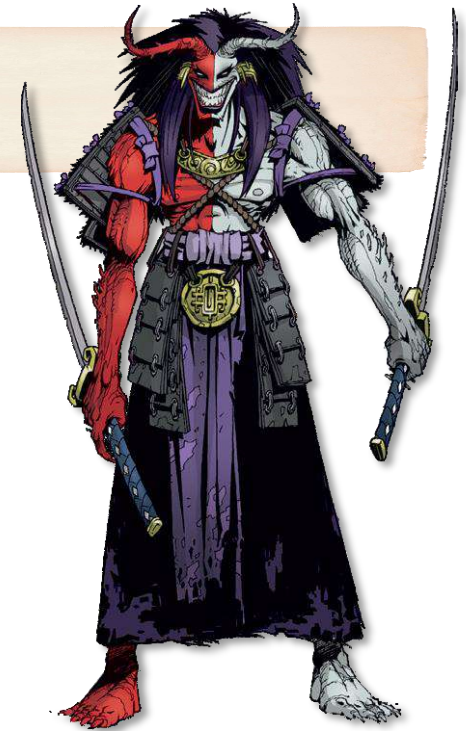
- ⇒ Play the scenario « Suicide Mission » (Beyond the Gates of Jigoku)

- If Heroes win the game

« We did it! Oni Warau had been locked forever in his own throne room, and Pajan was saved! »

- If Oni win the game

« Unfortunately, the hordes of the Jigoku led by Oni Warau emerge and cover the lands of the Pajan »



TIMELINE OF THE CAMPAIGN

