



OKKO

CHRONICLES

SCENARIO BOOK

THE SECT OF TWILIGHT'S INK



INTRODUCTION

This Scenario Book will transport you to the labyrinthine chambers of the monasteries perched among some of the remotest regions of the Celestial Mountains. The first three of these scenarios are standalone adventures, while the following three form a new and perilous campaign: **The Sect of Twilight's Ink**.

Do you dare to face the dangerous challenges that lie in the shadows of these sacred places?

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 **Sect of Twilight's Ink** 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.



Campaign

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

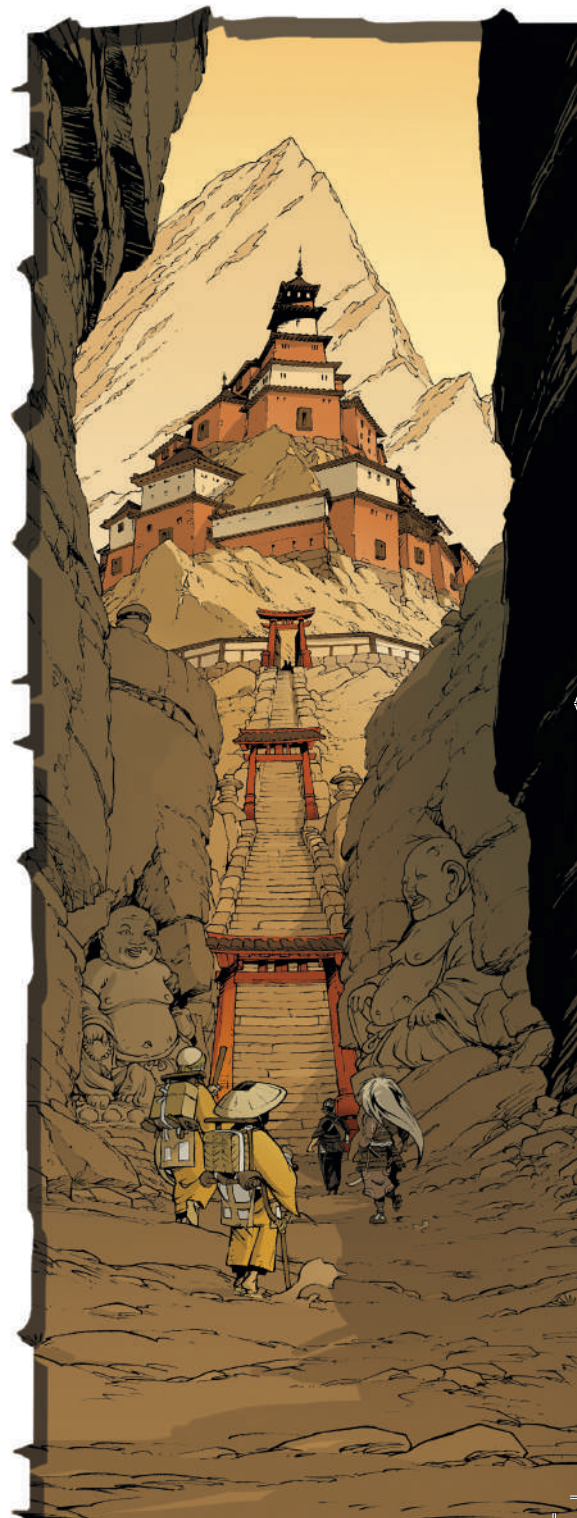
Courtier Followers are discarded at the end of a scenario.

Example: Okko starts **The Sect of Twilight's Ink** campaign with his starting equipment (Katana). In the first scenario of the campaign, he recovers some *Light Armor* and a *Lantern*. As a result, he will start the campaign's second scenario with the following **Equipment cards:** *Katana, Light Armor* and *Lantern*.

TYPE OF CAMPAIGN: The campaign presented in this Scenario Book is a **Simple Campaign**.

In a Simple Campaign, once players have completed one scenario, they begin the next one until they have completed the last scenario in the campaign. Final victory in a **Simple Campaign** is awarded to the side (Heroes or Oni) that wins the most scenarios.

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





• Deadly Secrets •

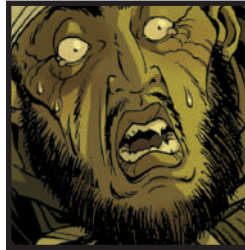
STARTING ZONE
HEROES



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Brother Hiroji, per starting Hero.
- **Supernatural Creatures:** Yurei.
- **Evidence Tokens:** 2
- **Parchment Tokens:** 3
- **Tiles:** A01, A07, A08, B02, B04, B05, C03, C06.
- **Chest Tokens:** 1
- **Courtier Tokens:** Bashimon Ambassador, Servant, Librarian, Wandering Monk, High Priest, Karasu Monk, +1
- **Follower Tokens:** 1








« WITHIN WALLS OF THE MONASTERY OF SEVEN THUNDERS, AN ODIOS CRIME HAD BEEN COMMITTED ... THE VENERABLE FATHER HAD BEEN FOUND DEAD IN HIS CELL: ALL THE SIGNS POINTED TO AN ASSASSINATION. THE AGED CLERIC OF THIS SMALL COMMUNITY HAD FOR BEEN WRITING TIRELESSLY FOR MANY YEARS HIS TREATISE ON THE NATURE OF THOSE DARK AND OBSCURE FORCES THAT GNAW AWAY AT THE GREATER HARMONY. WHO NOW WAS THE AUTHOR OF THIS BLOODY DEED? COULD IT BE THE WORK OF SOME VILE ONI? WE HAD ARRIVED TOO LATE TO SAVE THE SAGE, BUT WE COULD STILL UNCOVER THE IDENTITY OF HIS MURDERER. » EXTRACT FROM TIKKU'S MEMOIRS, CODEX 2.

HEROES' MISSION: As they work to uncover the identity of the Oni hidden in the palace, the Heroes will also have to unmask the Venerable Father's assassin.

SCENARIO SETUP

- Courtiers from the Core game are placed on the  Courtier position.
- At the start of the game, the Oni player randomly selects **1 Courtier Clue card** from those supplied in the Core game to determine who the Oni is.
- In addition, the Oni player also randomly selects **1  Courtier Clue card** from those indicated in this scenario to determine who the Venerable Father's murderer is.
- This scenario uses 2 Clue decks, instead of 1:
 - Once the Oni player has selected their **2 Courtier Clue cards**, divide the remaining cards into 2 roughly equal piles.
 - Shuffle the scenario's  **Courtier Clue cards** into one of the piles of Clue cards. **This will be the Murderer's Clue deck.**
 - Shuffle the **Oni's Nature Clue cards** and the remaining **Courtier Clue cards** into the other pile of **Clue cards**. **This will be the Oni's Clue deck.**
- Heroes earn **Tikku's Recollections** by successfully completing their **Personal Missions** and their investigations into both the oni's and the murderer's true identities.

SPECIAL RULES

- Successfully Interrogating Courtiers allows Heroes to draw from the **Murderer's Clue deck**.
- Successfully Deciphering Parchments allows Heroes to draw from the **Oni's Clue deck**.
- Successfully Analyzing Evidence allows Heroes to draw from the Clue deck of their choice.

VICTORY CONDITIONS

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



If the Heroes manage to discover which Courtier murdered the Venerable Father, they earn this **Recollection**.

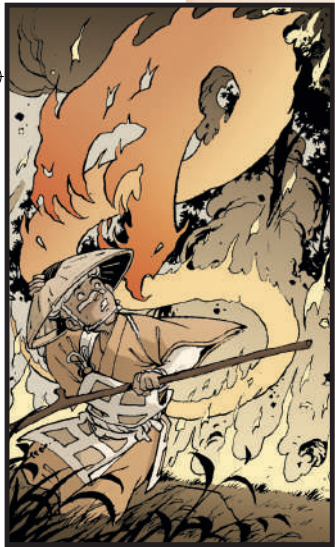
If the Venerable Father's assassin is not revealed before the end of the **8th round**, the Oni player earns this **Recollection**.



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.



• Fury of the Kami •



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Yojimbo.
- **Supernatural Creatures:** Ninja, Bakémono.
- **Tiles :** A01, A04, A08, B02, C01, C03.
- **Mission Tile:** M06.
- **Courtier Token:** High Priest, Librarian, Wandering Monk, Oracle, +1 per starting Hero.
- **Evidence Tokens:** 1
- **Parchment Tokens:** 2
- **Chest Tokens:** 1
- **Follower Tokens:** 1
- **Mission Tokens:** 4 Kami tokens.





« THE ELEMENTS THEMSELVES HAD BECOME SHADOWED WITH DARKNESS WITHIN THE GROUNDS OF THE TEMPLE OF THE FOUR ICE BELLS. THE AGGRESSIVE SPIRITS BEGAN TERRORIZING THE SMALL COMMUNITY OF MONKS. WE NEEDED TO PLACATE THEM QUICKLY, LEST THEIR ANGER SPREAD DARKNESS THROUGHOUT THE AREA. » EXTRACT FROM TIKKŪ'S MEMOIR, CODEX 2.

HEROES' MISSION: The Heroes must attempt to discover the dark creature hiding among the Courtiers and destroy the 4 Corrupted Kami.

SCENARIO SETUP

- The **M06 Tile** is not considered a Mission tile for the purposes of this scenario.
- The Oni player places the following **Kami cards** with their other **Character cards**. These are the 4 **Corrupted Kami**.



KAMI of AIR
Divine Karma



KAMI of WATER
Cleanse



KAMI of FIRE
Flame Strike



KAMI of EARTH
Bushi of Stone

- **Mahotsukai** cannot invoke any of the **Corrupted Kami**.
- The Heroes earn **Tikkū's Recollections** for completing their **investigation**, **Personal Missions** and as detailed in the **Victory Conditions**.

SPECIAL RULE

- After activating the characters associated with one of their **Character cards**, the Oni player must activate **1 Corrupted Kami** that has not yet been Activated this round.

VICTORY CONDITIONS

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



If the Heroes manage to eliminate the 4 Corrupted Kami by before the end of the **8th round**, they earn this **Recollection**.



If 1 or more Corrupted Kami is still active at 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 Tikkū's Memoirs.





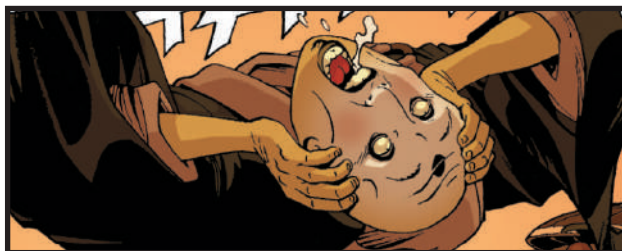
• The Predictions of the Oracle •



This scenario uses the following components:

- **Mortal Thralls** : Ashigaru, Yojimbo, Brother Hiroji.
- **Supernatural Creatures**: Ninja.
- **Tiles** : A01, A06, B02, B04, B05, C01, C04.
- **Courtier Tokens**: Venerable Father, Librarian, Karasu Monk, Oracle, +1 per starting Hero.
- **Evidence Tokens**: 1
- **Parchment Tokens**: 2
- **Chest Tokens**: 1
- **Follower Tokens**: 2





« IF THE ORACLE WERE TO COME OUT OF THE TRANCE, HIS VISIONS AND PREDICTIONS WOULD PROVE A THREAT TO COUNTLESS ONI. IF THE VILE CREATURE FAILED TO ELIMINATE THE ORACLE QUICKLY, THEIR PRESENCE AMONG THE COMMUNITY OF MONKS WOULD ALMOST CERTAINLY BE DISCOVERED. » EXTRACT FROM TIKKU'S MEMOIRS, CODEX 2.

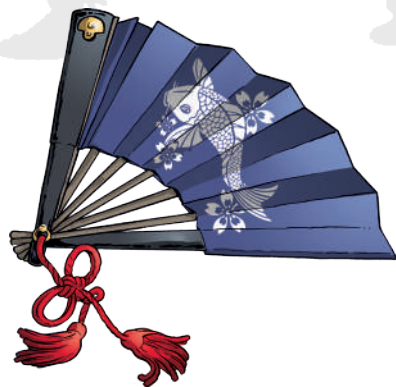
HERO MISSION: The Heroes must try to uncover the Oni hidden in the temple grounds, while protecting the Oracle from the vile creature's agents.

SCENARIO SETUP

- The Heroes earn **Tikku's Recollections** for completing their **investigation**, **Personal Missions** and as detailed in the **Victory Conditions**.
- The Oni player cannot select the *Oracle* to be the Courtier behind whom the Oni hides.

SPECIAL RULES

- While on the same tile as the *Oracle*, each successful **Investigation Test** on a **Courtier**, **Parchment** or **Evidence token** a Hero makes allows them to draw **1 additional Clue card**.
- The Oni player must place a character they control on a Space adjacent to the **Oracle's Courtier token** and spend **1 Action** to deal them **1 Damage token**.
The Oracle dies should they receive 4 Damage tokens.



VICTORY CONDITIONS

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



If the Oracle is still active at the end of the **5th round**, the Heroes earn this **Recollection**.



If the Oni player successfully eliminates the Oracle by the end of the **5th round**, 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.





SECT OF TWILIGHT'S INK CAMPAIGN: ACT 1

• the Pilgrim's Path •

HEROES
STARTING ZONE



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Yojimbo, Brother Hiroji.
- **Supernatural Creatures:** Ninja.
- **Tiles:** A02, A05, A06, B04, C01 C03, C05.
- **Courtier Tokens:** High Priest, Venerable Father, Karasu Monk, Daimyo, Courtesan, +1 per starting Hero.
- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 1
- **Follower Tokens:** 1





« AS CUSTOM DEMANDED, THE DELEGATION OF PILGRIMS FROM THE MONASTERY OF THE SILVER PLUM TREE WAS RECEIVED AT THE HOUSE OF NIGHTINGALES. BUT EVEN HERE, WE REMAINED ON OUR GUARD. STRANGE RUMORS HAD BEGUN TO CIRCULATE OF A SCHISM THAT SEEMED SET TO CLEAVE THE VERY HEART OF THE ORDER IN TWO, A DIVIDE THAT WAS SOMEHOW LINKED TO THE NEW AND MYSTERIOUS SECT OF TWILIGHT'S INK. » EXTRACT FROM TIKKU'S MEMOIRS, CODEX 2.

HEROES' MISSION: The Heroes must conduct an investigation to unmask the Oni hidden within the House of Nightingales, while also exposing and eliminating the Karasu Monk hidden among the delegation.

SCENARIO SETUP

- The Heroes earn **Tikku's Recollections** for completing their investigation, **Personal Missions** and as detailed in the **Victory Conditions**.

SPECIAL RULES

- The Oni player places the **Karasu Monk's Courtier card** with their other **Character cards**. They will control this character and their ability throughout the course of the game.

- At the beginning of each round, the *Karasu Monk* will summon the **Supernatural Creatures** indicated below in his Area or an adjacent Area:

Tour 2 : 2 ninjas.

Tour 3 : 2 ninjas.

Tour 4 : 1 Oni au choix du joueur Oni avec 2 pions dégât sur sa fiche d'Identité.

Tour 5 : 2 yurei.

Tour 6 : 2 yurei et 2 ninjas.

- By discarding an **Event card**, the Oni player may move the *Karasu Monk* up to 2 Areas.

- While adjacent to the *Karasu Monk*, a Hero may spend 1 **Action** to place 1 **Damage token** on the monk's card.

The *Karasu Monk* is eliminated if he receives 4 **Damage tokens**.

VICTORY CONDITIONS

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

If the Heroes manage to eliminate the *Karasu Monk* before the end of the **6th round**, they earn this **Recollection**.

If the *Karasu Monk* is still active 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.

Campaign

The campaign continue with the following scenario:
The Cursed Codex



SECT OF TWILIGHT'S INK CAMPAIGN: ACT 2

• The Cursed Codex •



HEROES

STARTING ZONE



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Brother Hiroji.
- **Tiles:** A07, B02, B03, B05, C01, C03, C04, C08.
- **Mission Tile:** M05.
- **Courtier Tokens:** High Priest, Monk, Librarian, Servant, +1 per starting Hero.
- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 1
- **Follower Tokens:** 2
- **Mission Tokens:** 3 Trapdoor tokens, MIGHT Test token (Difficulty 5).





« WITH THE EXISTENCE OF THE SECT OF TWILIGHT'S INK CONFIRMED, WE HURRIED BACK TO THE MONASTERY OF THE SILVER PLUM TREE. THERE, SOMEWHERE AMONG THE LABYRINTHINE LIBRARIES THAT PERCHED AMID THE ROCKY HEIGHTS, THE HERETICAL WRITINGS THAT CORRUPTED THE SOULS OF ALL THOSE WHO READ THEM... BUT HOW MANY COPIES OF THEM HAD ALREADY BEEN TRANSCRIBED? ». EXTRACT FROM TIKKU'S MEMOIR, CODEX 2.

HEROES' MISSION: The Heroes must conduct an investigation to unmask the Oni hidden within the monastery, while also entering the forbidden library to find the pages of the Cursed Codex being transcribed there.

SCENARIO SETUP

The Heroes earn **Tikku's Recollections** by completing their investigation, the secondary mission of the M05 Mission tile and their **Personal Missions**.

SPECIAL RULES

- Refer to the **Reference card** for the M05 Mission tile for the rules of this scenario's secondary mission.
- While adjacent to **Trapdoor A**, a character may spend **1 Action** to move to a Free Space adjacent to either **Trapdoors B** or **C**.
- While adjacent to **Trapdoors B** or **C**, a character may spend **1 Action** to move to a Free Space adjacent to either **Trapdoor A**.

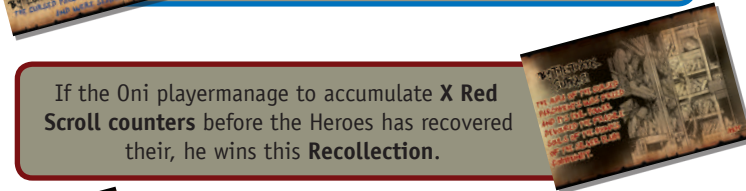


VICTORY CONDITIONS

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



If the Heroes manage to accumulate **X Blue Scroll counters** before the Oni player has recovered his, they win this **Recollection**.



If the Oni player manage to accumulate **X Red Scroll counters** before the Heroes has recovered their, he wins 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.

Campaign

The campaign continue with the following scenario:
Fall of the Silver Plum Tree



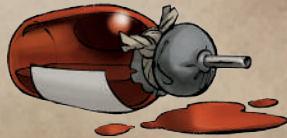
SECT OF TWILIGHT'S INK CAMPAIGN: ACT 3

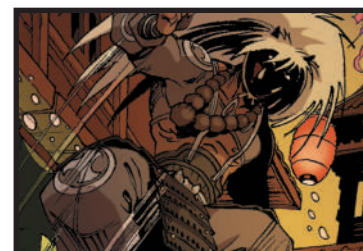
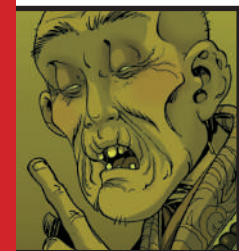
• Fall of the Silver Plum Tree •



This scenario uses the following components:

- Mortal Thralls: Yojimbo.
- Supernatural Creatures: Ninja.
- Tiles: A02, A03, A06, A08, C06, C08.
- Mission Tile: M06.
- Courtier Tokens: Monk, High Priest, Venerable Father, Librarian, +1 per starting Hero.
- Evidence Tokens: 1
- Parchment Tokens: 2
- Chest Tokens: 1
- Follower Tokens: 1





« THE SHADOWS OF DUSK BEGAN TO ENVELOP THE MONASTERY. THERE WAS LITTLE TIME BEFORE THE EVIL SECT OF TWILIGHT'S INK COULD FINISH ITS DARK CEREMONY AND CORRUPT THE SACRED STATUE. AS THE SKY GREW DARKER, THIS DREAD EVENT SEEMED INEVITABLE. » EXTRACT FROM TIKKU'S MEMOIRS, CODEX 2.

MISSION DES HÉROS : The Heroes must conduct an investigation to unmask the Oni hidden within the monastery, while also trying to prevent the corruption of the monk's sacred idol by the oni's evil forces.

SCENARIO SETUP

The Heroes earn **Tikku's Recollections** by completing their investigation, the secondary mission of the M06 Mission tile and their **Personal Missions**.

SPECIAL RULES

- Refer to the **Reference card** for the M06 Mission tile for the rules of this scenario's secondary mission.

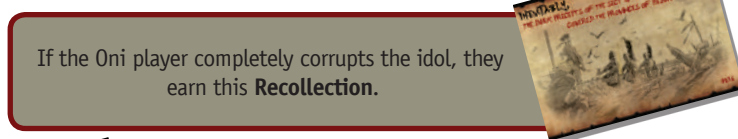


VICTORY CONDITIONS

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



If the Heroes manage to prevent the complete corruption of the idol, they earn this **Recollection**.



If the Oni player completely corrupts the idol, 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.

Campaign

The campaign ends with this scenario.

OPTIONAL RULE: PERSONAL MISSIONS FOR FOLLOWERS

If you recruit a **Follow**er during a scenario, roll 1 **Combat** die.
Match the die result with the corresponding **Follow**er token below to discover which **Personal Mission** they must complete in order to earn this **Recollection** and their place in **Tikku's tale**.



		<p>ELIMINATE 5 SUPERNATURAL CREATURES.</p>	<p>DEAL THE LAST DAMAGE TOKEN TO THE ONI DURING THE FINAL BATTLE.</p>
		<p>FINISH THE GAME WITH 2 OR MORE DAMAGE TOKENS ON YOUR FOLLOWER CARD.</p>	<p>CHOOSE A CORRESPONDING PERSONAL MISSION FROM ANOTHER FOLLOWER GROUP.</p>
		<p>ELIMINATE 2 OPPONENTS IN 1 ACTIVATION</p>	<p>TRIGGER AN ALARM (THE ONI PLAYER DOES NOT REMOVE THE RECOLLECTION FROM TIKKU'S MEMOIR).</p>
		<p>ELIMINATE 2 SUPERNATURAL CREATURES WITHOUT AN ALLY ON YOUR TILE.</p>	<p>DEAL THE LAST DAMAGE TOKEN TO A LIEUTENANT.</p>
		<p>ELIMINATE 3 SUPERNATURAL CREATURES.</p>	<p>DEAL THE LAST DAMAGE TOKEN TO A LIEUTENANT.</p>
		<p>FINISH THE GAME WITH NO DAMAGE TOKENS ON YOUR FOLLOWER CARD.</p>	<p>DEAL AT LEAST 1 DAMAGE TOKEN TO THE ONI DURING THE FINAL BATTLE.</p>
		<p>ELIMINATE 3 SUPERNATURAL CREATURES.</p>	<p>ELIMINATE 2 SUPERNATURAL CREATURES WITHOUT AN ALLY ON YOUR TILE.</p>
		<p>DEAL THE LAST DAMAGE TOKEN TO A LIEUTENANT.</p>	<p>DEAL AT LEAST 1 DAMAGE TOKEN TO THE ONI DURING THE FINAL BATTLE.</p>