THE RED JOKER



OKKO

CHRONICLES

SCENARIO BOOK

THE SECRET OF THE MAYUMOTO SCROLLS

Introduction

This Scenario Book challenges you to take up a truly epic campaign set over the course of six branching scenarios. This grand adventure is set amid an infamous episode in Pajan's history that culminated in an especially bloody conflict: The Battle of the Scarlet Sea.
For several months, the Mayumoto Clan, have been positioning their troops and agents to overthrow the powerful Bashimon Clan.
The Heroes find themselves recruited as spies by the beleaguered household and dispatched to recover evidence of corruption within the Mayumoto family. If they are successful, the resultant scandal will reaffirm the Bashimon Clan's supremacy.

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 Secret of the Mayumoto Scrolls 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 is 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 campaign presented in this Scenario Book is a Branching Campaign.
In a Branching Campaign, the course of the campaigns changes and evolves as scenarios are won or lost. Follow the directions in the green Campaign Journal boxes, similar to the one below, to see how the story develops.



- Campaign Journal boxes which feature this symbol indicate those scenarios where its outcome will determine the course of the campaign, based on the side that wins that scenario.

FINAL VICTORY: When playing a Branching Campaign:

- Each side keeps the **Recollections** that correspond to any achievements or objectives that they have won.



Once the campaign's final scenario has been played, the winning side is determined as follows:

- The side that wins Act 1 does not earn any Recollections.
- The side that wins Act 2 earns the small Recollection: 
- The side that wins Act 3 earns the medium Recollection: 
- The side that wins Act 4 earns the large Recollection: 

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









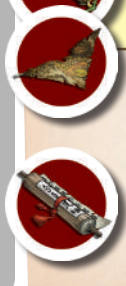
THE DOCUMENT TOKENS

The Heroes start this campaign with **3 Document tokens** already in their possession. These tokens represent the proof the Heroes have managed to uncover regarding the Mayumoto Clan's dishonorable activities. The Heroes may distribute these tokens among themselves as they choose, but each Hero must place any **Document token** they have in their possession on their **Character card**.
The Heroes must return to the Bashimon Daimyo with at least **1 Document token** in the final scenario.



- A Ninja can steal **1 Document token** from an adjacent Hero by passing a **Direct SPEED Test**. If successful, the stolen **Document token** is placed under their miniature.
If the Ninja carrying a stolen **Document token** manages to reach a scenario's **Ninja Exit Zone**, the stolen **Document token** is lost to the Heroes **PERMANENTLY**.





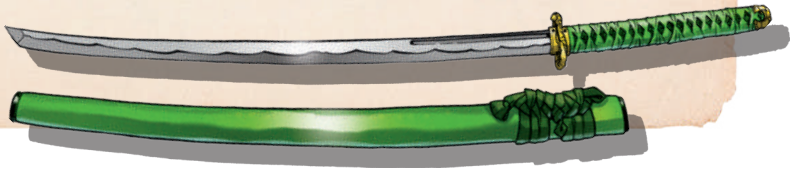
- Once eliminated, a Hero or Ninja carrying any **Document tokens**, must place any token(s) in their possession on the **Space** where they were eliminated.
- A Hero adjacent to a **Document token** may retrieve it by spending **1 Action**.
- If, at any time, the Heroes lose all their **Document tokens PERMANENTLY**, they lose the campaign and it ends automatically.

The Golden Sampan



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Samurai.
- **Supernatural Creatures:** Yureï, Bakemono, Oni Yama.
- **Tiles:** A01, A03, A06, A09, C02, C03, C04, C05.
- **Mission Tile:** M07.
- **Chest Tokens:** 2
- **Follower Tokens:** 1
- **Mission Tokens:** Document token, MIGHT Test token (Difficulty 5).









«AT GREAT PERSONAL RISK, MY MASTER HAD UNCOVERED SEVERAL SCROLLS THAT CONCLUSIVELY PROVED CLAN MAYUMOTU'S DEALINGS WITH THE FORCES OF JIGOKU. IT WAS IMPERATIVE THAT WE DELIVERED THIS EVIDENCE TO CLAN BASHIMON AS QUICKLY AS POSSIBLE. A GOLDEN SAMPAN MOORED AT THE PALACE APPEARED TO BE THE FASTEST MEANS BY WHICH TO MAKE OUR ESCAPE.» EXTRACT FROM TIKKU'S MEMOIRS, CODEX 3.

HEROES' MISSION: In possession of incriminating evidence against the Mayumoto Clan, the Heroes must reach the golden sampan and prepare it for launch if they are to make their escape. They may also choose to take this opportunity to retrieve even more evidence of the clan's infernal connections.

SCENARIO SETUP

- In this scenario, Heroes **do not have to undertake an investigation**. Leave all Clue cards in the box.

- The Heroes earn **Tikku's Recollections** by completing the **Victory Conditions** of this scenario, **the secondary mission** of the **M07 tile** and their **Personal Missions.**

SPECIAL RULES

- Refer to the **Reference card** for the **M07 Mission tile** for the rules of this scenario's secondary mission.

- A Hero may attempt to open the reinforced door to another **Document token** by attempting a **Direct MIGHT Test**. So long as the door remains closed, no characters may enter the chamber beyond.

Campaigns

- If the Heroes win this scenario, proceed to Act 2: **Conflagration** (pg. 6).

- If the Oni player wins this scenario, proceed to Act 2: **A Desperate Escape** (pg. 8).

VICTORY CONDITIONS



If the Heroes manage to escape on the Golden Sampan, they earn this **Recollection**.

If the Oni player manages to prevent the Golden sampan from launching, 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.**

ENDING THE GAME

The game ends when the **secondary mission** of **Mission Tile M07** is completed.



The Secret of the Mayumoto Scrolls Campaign: Act 2

Conflagration



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Samurai.
- **Supernatural Creatures:** Ninja.
- **Tiles:** A01, A04, B02, C04.
- **Mission Tiles:** M07, M08.
- **Courtier Tokens:** Comedian, Monk, Courtesan, Servant, +1 per starting Hero.
- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 1
- **Follower Tokens:** 1
- **Mission Tokens:** Torch tokens, 2x Explosive tokens.








«WE MOORED OUR SAMPAN IN THE SMALL PORT OF THREE MORAYS AND AN ILL WIND SEEMED TO FOLLOW US INTO THE SMALL VILLAGE FROM THE NEARBY QUAY. WE HAD BEEN DISPATCHED ON THE STRENGTH OF ONLY VAGUE RUMORS, BUT THE DOCUMENTS WE HAD UNCOVERED LEFT NO ROOM FOR DOUBT. AND WHEN THE FIRST OF THE FLAMING TORCHES FLEW TOWARD OUR VESSEL FROM THE DARKNESS, WE ALSO KNEW THAT THE MAYUMOTO CLAN WERE DETERMINED TO GET THEM BACK!»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 3.

HEROES' MISSION: The Heroes must try to discover the dark creature hiding among the locals while protecting their sampan from the flames.

SCENARIO SETUP

- The **M07 Tile** is not considered a Mission tile for the purposes of this scenario.

- The Heroes earn **Tikku's Recollections** by completing the **Victory Conditions** of this scenario, the **secondary mission** of the **M08 tile** and their **Personal Missions.**

SPECIAL RULES

- Refer to the **Reference card** for the **M08 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 destroy the two warehouses, they earn this **Recollection**.



If the player Oni manages to burn the Golden Sampan, 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 win this scenario, proceed to Act 3: **The Harbor of Lies** (pg.10).

- If the Oni player wins this scenario, proceed to Act 3: **Death Strikes at Night** (pg. 12).



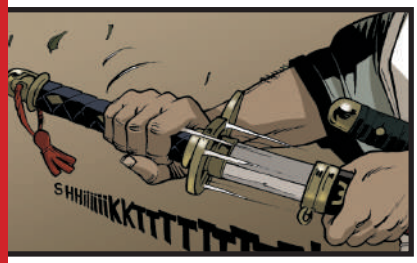
A Desperate Escape



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Samurai, Hiroji-San.
- **Supernatural Creatures:** Ninja, Bakemono, Oni Kage.
- **Tiles:** A04, B01, B06, B05, C03, C04, C05.
- **Mission Tiles:** M08, M09.
- **Chest Tokens:** 2
- **Follower Tokens:** 1
- **Mission Tokens:** Large Door token, Barred Door tokens, Key tokens, 2x Objective tokens.









«OUR PLAN TO ESCAPE BY SAMPAN SEEMED IMPOSSIBLE. OUR ONLY HOPE TO REACH BASHIMON LANDS NOW LAY IN OUR REACHING ANOTHER SHIP. HOWEVER, ANY SUCH VESSEL LAY BEYOND THE FORMIDABLE, DOUBLE-LOCKED GATES OF THE MAYUMOTO CASTLE!»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 3.

HEROES' MISSION: The Heroes must unlock the formidable gates of the Mayumoto Castle and escape through the palace grounds.

SCENARIO SETUP

- In this scenario, Heroes **do not have to undertake an investigation**. Leave all Clue cards in the box.

- The **M08 Tile** is not considered a Mission tile for the purposes of this scenario.

- The Heroes earn **Tikku's Recollections** by completing their **investigation**, the **secondary mission** of the **M09 Mission tile** and their **Personal Missions**.

SPECIAL RULES

- Refer to the **Reference card** for the **M09 Mission tile** for the rules of this scenario's secondary mission.

The gates must be open before the end of round 8.

Campaigns

- If the Heroes win this scenario, proceed to Act 3: **The Harbor of Lies** (pg.10).

- If the Oni player wins this scenario, proceed to Act 3: **Death Strikes at Night** (pg. 12).

VICTORY CONDITIONS



If the Heroes manage to make their escape, they earn this **Recollection**.

If the Oni player manages to keep the Heroes in the area until the end of the 8th 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**.

ENDING THE GAME

The game ends when the **secondary mission** of **Mission Tile M09** is completed.



The Secret of the Mayumoto Scrolls Campaign: Act 3

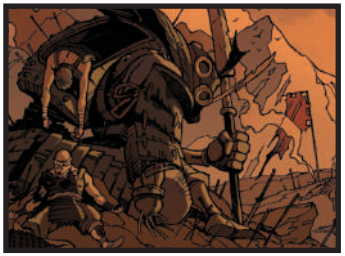
• The Harbor of Lies •



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Samurai, Hiroji-San.
- **Supernatural Creatures:** Ninja.
- **Tiles:** A09, B01, B02, B05, C03, C04.
- **Mission Tiles:** M02, M07.
- **Courtier Tokens:** Daimyo, Courtesan, Magistrate, +1 per starting Hero.
- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 1
- **Follower Tokens:** 1
- **Mission Tokens:** Epidemic token 1, Antidote tokens.





«AFTER TWO WEEKS WITHOUT OUR FEET TOUCHING DRY LAND, WE FINALLY BROUGHT OUR TRUSTY VESSEL INTO A SMALL PORT AT THE CONTESTED BORDER BETWEEN MAYUMOTO AND BASHIMON LANDS. WITH THEIR FOOD COMMANDEERED TO FEED THE MASSED ARMIES GARRISONED NEARBY, FAMINE HAD QUICKLY RAVAGED THE AREA, BUT WE SUSPECTED THAT THE EPIDEMIC THAT HAD FORCED THIS RURAL COMMUNITY INTO QUARANTINE HAD A DARKER ORIGIN»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 3.

HEROES' MISSION: The Heroes will have to conduct an Investigation to unmask the Oni hiding in the vicinity while trying to stem the tide of the rapidly spreading epidemic.

SCENARIO SETUP

- The **M07 Tile** is not considered a Mission tile for the purposes of this scenario.

- The Heroes earn **Tikku's Recollections** by completing their **investigation**, the **secondary mission** of the **M02 Mission tile** and their **Personal Missions**.

SPECIAL RULES

- Refer to the **Reference card** for the **M02 Mission tile** for the rules of this scenario's secondary mission.

Heroes have to collect **10 Antidote tokens**.
Oni player has to put **6 Epidemic tokens** on the board.

Campaigns

- If the Heroes win this scenario, proceed to Act 4: **The Battle of the Scarlet Sea** (pg. 14).

At the beginning of the next scenario, each Hero draws **1 Equipment card**.

- If the Oni player wins this scenario, proceed to Act 4: **The Battle of the Scarlet Sea** (pg.14).

At the beginning of the next scenario, the Oni player draws **2 Event cards**.

VICTORY CONDITIONS

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





If the Heroes collect **10 Antidote tokens** before the end of the 5th round, they earn this **Recollection**.

If the Oni player successfully places **6 Epidemic tokens** before the Heroes have collected **10 Antidote tokens**, 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**.

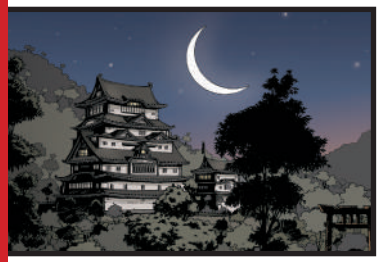


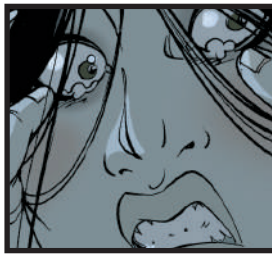
• Death Strikes at Night •



This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Hiroji-San.
- **Supernatural Creatures:** Yureï.
- **Tiles:** A02, A04, B01, C05, C06, C09.
- **Mission Tiles:** M08, M09.
- **Courtier Tokens:** Sheishitsu, Daimyo's Son, Bashimon Ambassador, Monk, +1 per starting Hero.
- **Evidence Tokens:** 2
- **Parchment Tokens:** 1
- **Chest Tokens:** 1
- **Follower Tokens:** 1



«WITH ANY ESCAPE BY SEA RENDERED IMPOSSIBLE, WE ENDURED SEVERAL WEEKS OF ARDUOUS OVERLAND TRAVEL THROUGH HOSTILE MAYUMOTO LANDS BEFORE WE REACHED THE FIRST OUTPOSTS OF THE BASHIMON CLAN. WE HAD THOUGHT THAT OUR GREATEST PERILS WERE NOW BEHIND US AND WE WERE NOW SAFE... BUT IN THE INKY BLACKNESS OF NIGHT, THE MAYUMOTO CLAN'S INFERNAL ALLIES BROUGHT THE VERY SHADOWS TO LIFE IN AN ATTEMPT TO PREVENT US FROM REACHING OUR EMPLOYER.» EXTRACT FROM TIKKU'S MEMOIRS, CODEX 3.

HEROES' MISSION: The Heroes must undertake an Investigation to expose the Oni hidden among the local courtiers while defending Bashimon Ambassador from the demonic onslaught that sweeps through the night.

SCENARIO SETUP

- The **M08** and **M09 tiles** are not considered a Mission tile for the purposes of this scenario.
- The Oni player cannot use any Mortal Thralls during this scenario. The 4 Ashigaru already on the game board may only be controlled by the Heroes.
- The Heroes earn **Tikku's Recollections** by completing their **investigations**, the **Victory Conditions** and their **Personal Mission**.

SPECIAL RULES

- At the end of their **Activation**, a Hero may activate 1 Ashigaru.

- The Oni player places the corresponding **Supernatural Creatures** in a **Deployment Zone** of their choice at the beginning of the following rounds:

  Round 2: 1 Yurei + 1 Ninja per Hero.
  Round 3: 2 Ninja + 1 Yurei per Hero.
  Round 4: 3 Ninja + 1 Bakemono.
  Round 5: 4 Ninja + 1 Yurei per Hero.
  Round 6: 5 Yurei + 1 Ninja per Hero.

- While adjacent to the Bashimon Ambassador's Courtier token, the Oni player must spend **1 Action** to deal **1 Damage token** to the ambassador.

The Bashimon Ambassador dies when they have received **6 Damage tokens.**

VICTORY CONDITIONS

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





If Bashimon Ambassador is still alive at the end of the 6th round, the Heroes earn this **Recollection**.

If Bashimon Ambassador is eliminated before the end of the 6th round, the Oni player earns this **Recollection**.



Campaigns

- If the Heroes win this scenario, proceed to Act 4: **The Battle of the Scarlet Sea** (pg. 14).

At the beginning of the next scenario, each Hero draws **1 Equipment card.**

- If the Oni player wins this scenario, proceed to Act 4: **The Battle of the Scarlet Sea** (pg.14).

At the beginning of the next scenario, the Oni player draws **2 Event cards.**

The Secret of the Mayumoto Scrolls Campaign: Act 4

• the Siege of the Golden Peacock Citadel •

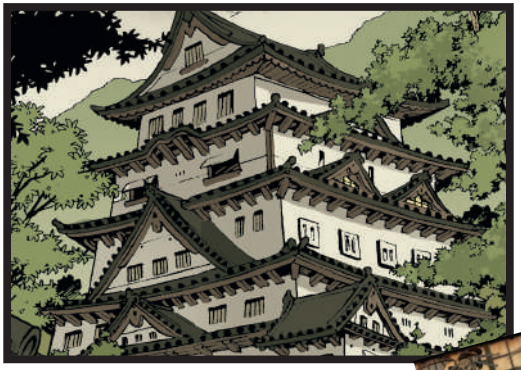


This scenario uses the following components:

- **Mortal Thralls:** Ashigaru, Samurai.
- **Supernatural Creatures:** Ninja, Yureï, Bakemono.
- **Tiles:** A04, A05, A06, B01, B02, C07.
- **Mission Tiles:** M08, M09.
- **Courtier Tokens:** Daimyo, Courtesan, Imperial Ambassador, Magistrate, +1 per starting Hero.
- **Evidence Tokens:** 1
- **Parchment Tokens:** 2
- **Chest Tokens:** 1
- **Follower Tokens:** 1
- **Mission Tokens:** Large Door token, Trapdoor tokens, MIGHT Test token (Difficulty 5), MIGHT Test token (Difficulty 3), 2x Objective tokens.

«FINALLY ARRIVING AT THE STRONGHOLD OF THE BASHIMON DAIMYO, WE FOUND IT BESIEGED BY THE FORCES OF THE MAYUMOTO CLAN. IF WE WERE TO PROVE THE INFAMOUS CLAN'S DEMONIC CONNECTIONS, WE WOULD HAVE TO ENTER AN EMBATTLED CASTLE AND DELIVER THE EVIDENCE WE HAD UNCOVERED TO THE DAIMYO... LITTLE DID WE KNOW THEN, THAT THE CASTLE'S DEFENSES HAD ALREADY BEEN BREACHED BY THE CORRUPTION OF JIGOKU!»

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 3.



HEROES' MISSION: The Heroes will have to infiltrate the Bashimon Castle to hand over any evidence they have to the Daimyo while conducting an Investigation to unmask the Oni hidden among his courtiers

SCENARIO SETUP

- The **M08 Tile** are not considered a Mission tile for the purposes of this scenario.

- The Heroes earn **Tikku's Recollections** by completing their **investigation**, the **secondary mission** of the **M09 Mission tile** and their **Personal Missions**.

SPECIAL RULES

- A character adjacent to Trapdoor A or B may spend **1 Action** to move to any free Space adjacent to Trapdoor C.

- A character adjacent to Trapdoor C may spend **1 Action** to move to any free Space adjacent to Trap A or B.

- A Hero may attempt to open the reinforced door to a **Trapdoor token** by attempting a **Direct MIGHT Test**. So long as the door remains closed, no characters may enter the chamber beyond.

- The test to open the Great Gate may only be attempted by the Oni player.

The Gate must be open before the end of Round 8.

- A Hero adjacent to the **Daimyo's Courtier token** may spend **1 Action** to give him any **Document tokens** they have on their **Character 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 keep the Great Gate closed until the end of the **8th round**, they earn this **Recollection**.

If the Oni player manages to breach the Great Gate before the end of the **8th round**, they earn this **Recollection**.





When any Hero delivers an incriminating scroll to the Bashimon Daimyo, 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

To determine the winner and the ultimate outcome of the campaign, refer to the explanation at the beginning of this Scenario Book (pg. 3).



