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Peter (Universal Head)

v1.4

July 2019

Game: **OKKO CHRONICLES**
Publisher: **The Red Joker (2019)**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

The hero players each choose a **hero** and take their **miniature**, **character card**, **8 action cards**, **personal mission card** and **initiative card**. Heroes who start with a **follower** choose 1 **follower card** and place it next to the follower slot on their character card.



Each player rolls 1 black **combat die** for their personal mission. Place a **mission token** in the corresponding spot on your personal mission card.

Players choose a **scenario**. Each has a suggested number of heroes; if you want to play the scenario with fewer heroes, add 1 **follower** to your party.

Set up the **map tiles** as indicated (and **mission tiles** if required). Place your miniature on the board in the indicated space, and your follower token (if you have one) on any unoccupied adjacent space (it does not have to be in the same area).

The oni player takes the character cards of their **mortal thralls** and **supernatural creatures**, then takes the **corruption track** and places 4 **corruption tokens** in their indicated positions on the time track (the red token on round 4) and the **time marker** on the first space.

If the scenario calls for an investigation, the oni takes the **courtier clue cards** that correspond to the courtiers in the scenario and adds 1 additional courtier clue card per hero player. Then secretly select 1 of these courtier clue cards, and also randomly draw 1 **oni clue card**. These are the oni's **nature** (type of demon) and **identity** (the courtier disguise the oni is using); keep these separate and secret from the heroes. Shuffle the remaining clue cards (not including courtiers not in the scenario) into a deck and place it within reach of the heroes.

Place the oni's miniatures and the blue **courtier clue tokens** corresponding to the courtiers in the scenario faceup on the map as indicated. Randomly choose any **evidence** (green), **parchment** (yellow), or **chest** (red) **tokens**, and place them faceup on their matching coloured positions.

The oni draws **event cards** equal to the number of heroes.

ROUND SEQUENCE

1. STRATEGY PHASE

1. Action and equipment cards

The heroes discuss their strategy and choose their action and equipment cards.

Each hero *must* play at least 1, and no more than 2, action cards to the appropriate side(s) of their character card, depending on whether they wish to use the card's **special talent** (ability) or **secret technique** (attribute modifiers).

If a hero has two 1-handed equipment cards in their hand slots, they must choose which one to use by turning the card faceup.

Once revealed, action and equipment card effects last until the end of the round.

2. Initiative card

Players determine their **initiative order** by stacking their initiative cards face-down in the order of their choice.

3. Oni strategy

The oni moves the **time marker** to the next spot on the **corruption track**. *Do not move the marker on the first round.*



If the **time marker** is on an **odd numbered round**, the oni may move 1 **corruption token** already on the board to any adjacent tile.



Then place 1 **enhancement token** on the next available position on the current branch of the **mortal thrall enhancement tree**, immediately granting these agents the indicated benefit.



If the **time marker** is on an **even numbered round**, the oni takes the **corruption token** from the corruption track and place it on any tile.



Then place 1 **enhancement token** on the next available position on the current branch of the **supernatural creature enhancement tree**, immediately granting these agents the indicated benefit.

4. Event cards

The oni *may* play a number of **event cards** equal to the number of heroes in play, face-down to the right of the character card of any agent they wish to improve (using the card's secret technique).

The oni may make 1 final adjustment to the placement of their own cards before announcing the start of the activation phase.

2. ACTIVATION PHASE

HEROES' ACTIVATION

The heroes reveal the top card of their initiative deck: that hero is then activated.

An activated hero has a maximum of **3 actions**. Actions are:

Move

Make an attack

Perform an **attribute test**

Use a **special talent**

Reorganise any number of equipment cards

Transfer 1 equipment card from their supplies slot to an adjacent hero, who may place the card in one of their legal equipment slots

A hero may discard 1 equipment card for free during their activation.

Any unused actions are lost at the end of a hero's activation.

A hero with a **follower** activates them at the end of their own activation.

ONI'S ACTIVATION



Once a hero has completed their activation, the oni activates one of their agents that does not have an activation token on its character card. An activated agent's number of actions is listed on its card.

An agent's actions are:

Move

Make an attack

Then place an activation token on the agent's character card to indicate that it has been activated.

If the oni cannot activate a character card for some reason, they must play a token to draw an event card instead.

At any point during each of their activations (even if they only drew an event card), the oni may play 1 **event card** to trigger its special effect. Once resolved, discard the card.

Once the activation is complete, play passes back to the heroes, who draw another card from their initiative deck. Play alternates until the initiative deck is exhausted and the oni has placed as many activation tokens as there are heroes in play.

3. END OF THE ROUND PHASE

Heroes may choose to make an **accusation** to announce the **nature** of the oni or reveal its **identity**. When the red corruption token is placed on the board in round 4, the heroes *must* make an accusation.

Each hero may **reorganise equipment cards** attached to their character card.

Both sides **discard action cards** they played during the strategy phase for their secret technique or special talent.

Characters flip any **condition tokens** on their character card, or discard any condition tokens on their character card that are already flipped.

If a hero has **damage tokens** on their character card equal to or greater than their **stamina**, they discard damage tokens equal to their stamina and draw 1 **wound card**. A hero cannot draw more than 1 wound card per round.

When a hero has no more action cards, they retrieve any cards from their discard pile (including wound cards) to form a new hand. A wound card is not an action card.

The oni draws **2 event cards** and resolves the effects of any mission tiles.

MOVEMENT

Each action used to move enables a character to:

- Move through a number of adjacent areas equal to **SPEED**.
- Exit an area occupied by an opponent. The character's movement ends in an adjacent area, regardless of **SPEED**.
- Move to any unoccupied space within an area they occupy.

You may end your movement on any unoccupied space in your destination area, regardless of where any opponents are positioned in that area.

All characters must end their movement when entering an area occupied by an opponent. You cannot end your movement in an area if all the spaces in it are occupied by allies, but you may pass through. If even 1 of the spaces is occupied by an opponent, you cannot pass through. You cannot end your movement in a space occupied by any token. Followers are subject to the same movement constraints as heroes.

TILES

Tiles (rooms or corridors) are either **normal** or **mission** tiles.

Mission tiles (prefixed by an M) add an additional objective that may be accomplished by either side. The side that successfully completes a mission tile objective adds the associated recollection (blue for the heroes, red for the oni) to Tikku's Memoirs.

A tile is made up of **areas** and **spaces**. When heroes move into an area, they may be placed in any unoccupied space in that area. An area is delineated by walls, white lines, and the edges of the tile itself. An area contains several spaces, represented by a point of colored light:

Blue: Normal.

Orange: Interaction spaces; a character must usually occupy an interaction space to use it.

Purple: Mortal thrall reinforcement spaces.

Green: Supernatural creature reinforcement spaces.

Reinforcement spaces marked with +1 are used in all games. Those marked with +3 may only be used in games with 3 or more heroes. **Heroes and their allies may never occupy any reinforcement spaces**. An agent on a reinforcement space blocks reinforcements from spawning on that space.

Prohibited tiles have a red triangle around their name and a prohibited symbol. When a hero uses an action to move onto a prohibited tile, they must immediately **sneak**. The hero must make a direct **SPEED** test with the difficulty as indicated on the tile.

If successful, the hero can continue their activation normally. If failed, all mortal thralls on the prohibited tile immediately move to spaces of the oni's choice adjacent to the hero and make an immediate attack.

ATTACKS

Melee attacks: A character can attack a target in an adjacent space (even if they're not in the same area) and they have a clear LOS to the target. You cannot attack diagonally through doorways.

Ranged attacks: A character can make a ranged attack if they have a clear LOS to the target and equipment or an ability that gives them the ability to perform a ranged attack.

To check line of sight (LOS), draw an imaginary straight line between the attacker's space and the target's space. LOS is clear if no walls, closed doors, or opponents obstruct this imaginary line. Other scenery elements do not block LOS.

RESOLVING AN ATTACK

The attacker rolls a number of black **combat dice** equal to their **MIGHT**. If your **MIGHT** is enhanced by a secret technique, also roll the indicated number of **red action dice**. If your **MIGHT** is subject to a penalty, remove the corresponding number of combat dice.

Total the number of  symbols rolled. Dice showing the symbol  are counted as  and rolled again.



If the final total is equal to or greater than the target's **DEFENSE**, the attack is successful and 1 damage token is placed on the target's character card.

After any successful melee attack, the attacker may move the target to any unoccupied space adjacent to the attacker (even behind them).

WOUND CARDS

1 or 2 wound cards may be played like action cards in the strategy phase, but since a hero must play at least 1 action card, they must also play an action card if they play a wound card.

You can retrieve all your action cards from your discard pile if you have only wound cards left in your hand.

A hero with 3 wound cards in their hand at any time is immediately eliminated from the game and any miniatures or tokens associated with them are removed from the board.

ATTRIBUTE TESTS

Generally, a hero must occupy an **interaction space** to make an attribute test. The test requirements are detailed on the reference card that corresponds to the tile.

A **MIGHT** test may be attempted at range if the hero has LOS to the target and a talent or equipment card that allows them to make a ranged attack.

To make an attribute test, roll a number of orange **test dice** equal to the test's difficulty. Total the results and apply any modifiers. **SPEED** (purple), **MIGHT** (red), **DEFENSE** (orange), **MENTAL** (yellow).

If the total is less than or equal to the value of the tested attribute, the hero passes. If it is greater, they fail.



Every time an attribute test is failed, place a **penalty token** on the test's difficulty to indicate its reduced value.

Even if multiple penalty tokens may cause a test to be passed automatically, the hero must still use an action.

If a **direct attribute test** is failed, do not place a penalty token.

TOKENS

CONDITION TOKENS

When a character is affected by a condition, place the corresponding token on their character card with the greatest penalty faceup. The effects of condition tokens are cumulative.



Bleeding: Place 1 damage token on your character card each time you make any form of attack.



Poisoned: Apply the penalty indicated to your DEFENSE.



Stunned: Apply the penalty indicated to your SPEED.



Amputee: Permanently lose 1 natural talent of your choice. This token is neither flipped or discarded in the end of round phase.

CHEST TOKENS

The number at the top of a chest token is the difficulty of the **SPEED test** that must be passed to open it. The number at the bottom is the number of equipment cards drawn if it is opened.

Once opened, flip the chest token to reveal how many of the drawn cards the hero may keep. Remaining cards are discarded, along with the opened chest token.

CARDS

ACTION CARDS

An action card placed to the right of your hero's character card applies the card's **secret technique** modifiers to your attributes. The special talent is inactive.

An action card placed to the left of your hero's character card gives you the ability to use its **special talent** (the text at the bottom of the card). The secret technique modifiers are inactive.

The nature of a special talent is indicated by a symbol: **SPEED, ATTACK, DEFENSE, GUILLE, COORDINATION, or WEAKNESS.**

If the words **action** or **unique action** are mentioned in the description, the special talent becomes active every time you use 1 action during the activation phase to use it. **Unique actions may only be used once per round.**

If a card only has a special talent or a secret technique, it can only be played to the corresponding side.

Weakness cards can only be played as a special talent. They have a negative effect, however they also allow a hero to discard a number of damage tokens equal to their stamina.

EQUIPMENT CARDS

Equipment cards bear symbols that indicate which **classes** may equip that card. Legendary equipment feature this symbol:

The **equipment slots** symbol indicates where the equipment card must be positioned to be used. If the card has 2 hand symbols, it takes up both hand slots and is positioned between the hand slot spaces on a character card.

Each hero has 4 equipment slots:



Right hand and left hand: Equipment cards faceup in these slots may be used when activated.



Clothing: Equipment cards in this slot are always faceup and grant their effect throughout the game unless otherwise specified.



Supplies: You may carry a number of equipment cards equal to the number of supplies symbols on this slot. Your class has no effect on what can be placed here.

EVENT CARDS

If the oni places an event card to the right of an agent's character card during the strategy phase, it modifies that agent's attributes. The special effect is not activated.

Alternatively, when the oni activates an agent, they may play an event card to use its special effect during the activation phase, discarding it after the effect is resolved. The effect does not have to apply to the activated agent. If the effect applies to a minion, all minions linked to that character card are affected.

If the event deck becomes exhausted, shuffle the discarded to form a new one.

CLUES

There are 3 forms of clue token: **evidence** (green), **courtiers** (blue), and **parchments** (yellow). While adjacent to a clue token, a hero may use 1 action to attempt a direct **GUILLE investigation test**, with the difficulty shown at the top of the token.

Evidence tokens: analysis test.

Courtier tokens: interrogation test.

Parchment tokens: decipher test.

The number at the bottom of the token is the number of clue cards the hero draws if the test is successful.

The first time information is gathered from an evidence or parchment token, flip it. After a second successful analysis or decipher test has been performed on such a token, remove it from the board. Once flipped, courtier clue tokens cannot be interrogated again.

When the heroes draw a **courtier clue card**, that courtier is *not* controlled by the oni, and can be eliminated from the investigation. The heroes keep the card, and any hero may play its effect during their activation. The effect lasts until the end of the round and the card is discarded in the end of the round phase.

Some courtiers may become **followers**. If such a card is drawn, it may be placed in the follower slot of a character card of the heroes' choice. Once a courtier becomes a follower, they are an ally and cannot be interrogated.

When the heroes draw a **oni clue card**, it reveals that the demon hidden in the palace is *not* the oni on the card. The heroes keep the card.

When the heroes draw a **complication clue card**, immediately resolve its effect.

FOLLOWERS

Followers are **allies**. Each hero may only be accompanied by 1 follower.

If a scenario calls for the inclusion of a **follower**, randomly select 1 follower token and place it facedown in the indicated position.

If the follower is later revealed to be that of a hero already in play, the oni draws 1 event card.

While adjacent to a facedown 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 follower card to their character card.

You may spend 1 action to transfer a follower card to the character card of a hero adjacent to the follower. If a follower is eliminated, discard their follower card. If a follower's hero is eliminated, the follower stays where it is until another hero on an adjacent space spends 1 action to get his card.

Kami are special followers that can only be brought into play when summoned with an action card, special talent or scenario rule. Place the corresponding kami token faceup on the board.

At the end of its activation, flip the token facedown; if the token is already facedown, remove it from the board (**kami can never be in play for more than 2 rounds**).

A kami card may never be transferred between heroes.

ONI AGENTS

When a minion of either type is activated, all minions sharing that character card are activated and each has the number of actions listed on the character card.

MORTAL THRALLS

Mortal thralls have a gray character card and have 2 ranks: **minions** and **lieutenants**.

The oni may only activate mortal thralls on a tile with a corruption token. If a mortal thrall is eliminated by a hero on a tile with no corruption tokens, the oni adds the *The Alarm Was raised!* recollection to Tikku's Memoirs.

Once the alarm is raised, the oni may activate all mortal thralls normally.

SUPERNATURAL CREATURES

Supernatural creatures have a black character card and have 3 ranks: **minions, lieutenants, and greater demons**.

CORRUPTION

When a **corruption token** is on a tile, the mortal thralls on that tile may be activated by the oni, and heroes may attack the mortal thralls there without raising the alarm.

Once an enhancement token has been placed on an enhancement tree, it cannot be moved. You must follow the white branching lines when placing tokens, and you cannot place an enhancement token in a slot when another token exists in the same column of the same enhancement tree.

ACCUSATIONS

Heroes may make *one* of these accusations:

Oni's nature (which demon it is): If the accusation is correct, the oni gives the heroes their oni clue card, which indicates the penalty the oni is subject to during the final battle.

Oni's identity (which courtier it is): If the accusation is correct, the oni is unmasked. Add the blue *The Oni Was Unmasked* recollection to Tikku's Memoirs. The final battle begins.

If the heroes' first accusation is wrong, add the red *Embarrassing Accusation* tile to Tikku's Memoirs. If they make a second incorrect accusation, add the red *Defamatory Accusation* tile. If they make a third, add the red *Dishonorable Accusation* tile, and the heroes are forbidden from making any more accusations.

ENDING THE GAME

Scenarios without an investigation end as detailed. Otherwise, the game ends when all mission objectives have been resolved by a side and the final battle has been resolved.

THE FINAL BATTLE

Replace the courtier token matching the oni's courtier clue card with the miniature that corresponds to their oni clue card.

During the final battle, if the heroes successfully identified the oni's nature, the oni is subject to the penalty on its oni clue card. Mission tile objectives continue to function normally.

The oni retains the ability to discard event cards to summon mortal thralls and supernatural creatures.

Any agent enhancements remain active, but **the oni can no longer add enhancement tokens to the corruption track.**

There are 2 possible outcomes to the final battle:

The heroes destroy the oni: Add the blue *The Oni Was Defeated!* recollection to Tikku's Memoirs.

The oni escapes: The oni must spend 1 action once they or their agents have eliminated any 1 of the heroes. Add the red *The Oni Escaped* recollection to Tikku's Memoirs.

Round 8

If the oni has not been discovered at the beginning of the round 8 end of the round phase, the oni reveals itself and its miniature is placed on the board instead of the courtier clue token, the final battle starts, and the recollection *A Dishonourable Accusation/Their Identity Revealed* cannot be won.

After round 8, the oni may move 1 corruption token during the strategy phase of each subsequent round.

TIKKU'S MEMOIRS

Depending on the game's outcome, Tikku's Memoirs begin with a blue scroll or a red scroll.

When the heroes complete a mission tile objective, the corresponding **recollection** is added to Tikku's Memoirs with the blue side faceup. When the oni completes a mission tile objective, the recollection is added with the red side faceup.

If the oni was defeated in the final battle, add the recollection of its defeat with the blue side faceup. If the oni escaped, add it with the red side faceup.

If a hero is eliminated, add the recollection of their failure (red side faceup). If a hero completed their personal mission without being eliminated, add that recollection blue side faceup.

If there are any gaps in the recollections at the end of the game, insert a print to fill out the tale.

Once all the recollections have been added, determine a winner. Heroes gain points for blue recollections, while the oni gains points for red recollections. The winner is the side that achieves the highest score.

Large recollection = 4 points.

Medium recollection = 2 points.

Small recollection = 1 point.

CAMPAIGNS

During a **campaign**, each hero retains their equipment from one scenario to the other. There are 2 forms of campaign:

Simple campaigns: Scenarios are completed in a linear fashion. The overall winner is the side that wins the most scenarios.

Branching campaigns: The course of the campaign changes as scenarios are won or lost.



A box with this symbol indicates that the events of the scenario will have a pivotal effect on the course of the campaign. Whichever side wins this scenario will determine the scenario to be played next.

Each side keeps the recollections corresponding to any achievements or objectives they win. Once the campaign's final scenario has been played, the side that won Act 1 wins the small recollection, the side that won Act 2 earns the medium recollection, and the side that won Act 3 earns the large recollection.

ADDING EXPANSION CARDS

Add new equipment cards are to the deck of equipment cards. Clue cards are mixed with the clue cards from the base box, then 5 random cards are removed. The oni player may choose to replace the 5 event cards in the base box with the 5 event cards in the expansion.



ROUND SEQUENCE

1. STRATEGY PHASE

Each hero *must* play 1-2 action cards to the appropriate side(s) of their character card: **special talent** (left side) or **secret technique** (right side).

Turn an equipment card faceup in a hand slot to use it.

2. Initiative card

Players determine their **initiative order** by stacking their initiative cards facedown in the order of their choice.

3. Oni strategy

The oni moves the **time marker** to the next spot on the **corruption track**. *Do not move the marker on the first round.*



If the time marker is on an odd numbered round, the oni may move 1 **corruption token** on the board to any adjacent tile.



Place 1 **enhancement token** on the next available position on the **mortal thrall enhancement tree**, immediately granting these agents that benefit.



If the time marker is on an even numbered round, the oni takes the **corruption token** from the track and places it on any tile.



Place 1 **enhancement token** on the next available position on the **supernatural creature enhancement tree**, immediately granting these agents that benefit.

4. Event cards

The oni *may* play a number of **event cards** equal to the number of heroes in play, facedown to the right of the character card of any agent they wish to improve).

2. ACTIVATION PHASE

HEROES' ACTIVATION

The heroes reveal the top card of their initiative deck: that hero is then activated.

An activated hero has a maximum of **3 actions**:

Move

Make an **attack**

Perform an **attribute test**

Use a **special talent**

Reorganise any number of equipment cards

Transfer 1 equipment card from their supplies slot to an adjacent hero, who may place the card in one of their legal equipment slots

You may discard 1 equipment card for free during your activation. If you have a **follower**, activate them at the end of their own activation.

ONI'S ACTIVATION



Once a hero has completed their activation, the oni activates 1 agent that does not have an activation token. An agent's actions are:

Move

Make an **attack**

Then place an activation token on the agent's character card. At any point during each of their activations (even if they only drew an event card), the oni may play **1 event card**.

If the oni cannot activate a character card for some reason, they must play a token to draw an event card instead.

3. END OF THE ROUND PHASE

Heroes may make an **accusation** to announce the oni's **nature** or **identity**. When the red corruption token is placed on the board in round 4, the heroes *must* make an accusation.

Each hero may **reorganise equipment cards**.

Both sides **discard action cards** they played.

Characters flip any **condition tokens** on their character card, or discard any condition tokens that are already flipped.

A hero with **damage tokens** equal to or greater than their **stamina** discards damage tokens equal to their stamina and draws **1 wound card**.

The oni **draws 2 event cards** and resolves **mission tiles**.

ATTACKS

The attacker rolls black **combat dice** equal to their **MIGHT**. If **MIGHT** is enhanced by a secret technique, also roll the indicated number of **red action dice**. If **MIGHT** is subject to a penalty, remove the corresponding number of combat dice.

Total the number of / symbols rolled. Dice showing the symbol  are counted as / and rolled again.



If the final total is equal to or greater than the target's **DEFENSE**, the attack is successful and 1 damage token is placed on the target's card.

After any successful melee attack, the attacker may move the target to any unoccupied space adjacent to the attacker (even behind them).

A hero with **3 wound cards in their hand** at any time is **immediately eliminated from the game**.

ATTRIBUTE TESTS

Roll a number of orange **test dice** equal to the test's difficulty. Total the results and apply any modifiers. Purple = **SPEED**, red = **MIGHT**, orange = **DEFENSE**, and yellow = **MENTAL**.

If the total is less than or equal to the value of the tested attribute, the hero passes. If it is greater, they fail.



Every time an attribute test is failed, place a **penalty token** on the test's difficulty. If a **direct attribute test** is failed, do not place a penalty token.

A **MIGHT** test may be attempted at range if the hero has LOS to the target and a talent or equipment card that allows them to make a ranged attack.

CONDITION TOKENS



Bleeding: Place 1 damage token on your character card each time you make any form of attack.



Poisoned: Apply the penalty indicated to your **DEFENSE**.



Stunned: Apply the penalty indicated to your **SPEED**.



Amputee: Permanently lose 1 natural talent of your choice. This token is neither flipped or discarded in the end of round phase.



ROUND SEQUENCE

1. STRATEGY PHASE

Each hero *must* play 1-2 action cards to the appropriate side(s) of their character card: **special talent** (left side) or **secret technique** (right side).

Turn an equipment card faceup in a hand slot to use it.

2. Initiative card

Players determine their **initiative order** by stacking their initiative cards facedown in the order of their choice.

3. Oni strategy

The oni moves the **time marker** to the next spot on the **corruption track**. *Do not move the marker on the first round.*



If the time marker is on an odd numbered round, the oni may move 1 **corruption token** on the board to any adjacent tile.



Place 1 **enhancement token** on the next available position on the **mortal thrall enhancement tree**, immediately granting these agents that benefit.



If the time marker is on an even numbered round, the oni takes the **corruption token** from the track and places it on any tile.



Place 1 **enhancement token** on the next available position on the **supernatural creature enhancement tree**, immediately granting these agents that benefit.

4. Event cards

The oni *may* play a number of **event cards** equal to the number of heroes in play, facedown to the right of the character card of any agent they wish to improve).

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The heroes reveal the top card of their initiative deck: that hero is then activated.

An activated hero has a maximum of **3 actions**:

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Make an **attack**

Then place an activation token on the agent's character card. At any point during each of their activations (even if they only drew an event card), the oni may play **1 event card**.

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Each hero may **reorganise equipment cards**.

Both sides **discard action cards** they played.

Characters flip any **condition tokens** on their character card, or discard any condition tokens that are already flipped.

A hero with **damage tokens** equal to or greater than their **stamina** discards damage tokens equal to their stamina and draws **1 wound card**.

The oni **draws 2 event cards** and resolves **mission tiles**.

ATTACKS

The attacker rolls black **combat dice** equal to their **MIGHT**. If **MIGHT** is enhanced by a secret technique, also roll the indicated number of **red action dice**. If **MIGHT** is subject to a penalty, remove the corresponding number of combat dice.

Total the number of / symbols rolled. Dice showing the symbol  are counted as / and rolled again.



If the final total is equal to or greater than the target's **DEFENSE**, the attack is successful and 1 damage token is placed on the target's card.

After any successful melee attack, the attacker may move the target to any unoccupied space adjacent to the attacker (even behind them).

A hero with **3 wound cards in their hand** at any time is **immediately eliminated from the game**.

ATTRIBUTE TESTS

Roll a number of orange **test dice** equal to the test's difficulty. Total the results and apply any modifiers. Purple = **SPEED**, red = **MIGHT**, orange = **DEFENSE**, and yellow = **MENTAL**.

If the total is less than or equal to the value of the tested attribute, the hero passes. If it is greater, they fail.



Every time an attribute test is failed, place a **penalty token** on the test's difficulty. If a **direct attribute test** is failed, do not place a penalty token.

A **MIGHT** test may be attempted at range if the hero has LOS to the target and a talent or equipment card that allows them to make a ranged attack.

CONDITION TOKENS



Bleeding: Place 1 damage token on your character card each time you make any form of attack.



Poisoned: Apply the penalty indicated to your **DEFENSE**.



Stunned: Apply the penalty indicated to your **SPEED**.



Amputee: Permanently lose 1 natural talent of your choice. This token is neither flipped or discarded in the end of round phase.