

SCENARIO 1: TROUBLE TOWN!

- Recommended for 2-3 players.
- Difficulty easy to medium.

Preface.

The mountain village faces a new dawn. A crowd breaks the morning harmony: many farmers run towards the mayor house.

A1: Mayor! Has happened again, my fields have been devastated!

Crowd: Devastated! Devastated! Devastated!

A2: At this rate, we won't have supplies for the winter! That's unacceptable!

Crowd: Unace...! Unacept...! Not acceptable, that's it!

Voice in the Crowd: Think of the children!

Mayor: Neighbours... calm down. Those are wild animals and nothing more. We will place fences and traps in the surroundings and...

A3: But that hasn't been of any help before, we need heroes!!

Crowd: Heroes! Heroes! Heroes!

A4: Tonight some adventurers arrived to the village, let's ask them for help!

Crowd: Help! Help! Help!

The crowd hastens heading for the inn, still shouting out loud. There, they ask the heroes to investigate the fields.

Heroes: Of course, we are going to investigate what's happening!

Crowd: Happening! Happening! Happening!

Upon reaching the fields, yōkai start to appear!! Heroes prepare to fight.

STAGE 1: Shake those bones!

- Board: 1 (Field) Heroes Entrance: 1 Spawn Points: 2



- Treasure Deck: standard composition.
- Energy Deck: standard composition.
- Spawns: A1-8 (Hone Bushi, Yurei).
- Stage Win conditions: Defeat 10 Bone Warriors.
- Transition bonus: Every hero recovers two Health Counters.
- Special achievement: Win condition in less than 5 turns. Reward: extra Treasure Card.

Transition 1.

Heroes: Where are they coming from, and why are they here?

The mayor appears on the road, running towards the heroes.

Mayor: Well done heroes, they will leave us alone now, no doubt! Your greatness is admirable and cannot be left without reward: here, have your payments. You can leave now without any worries; thanks to you, the village is safe!

Heroes: Thank you Mayor but we must find why the yōkai were destroying the fields. It is very strange, and there is always a reason. We will head back to the village to rest and to make sure the villagers are safe.

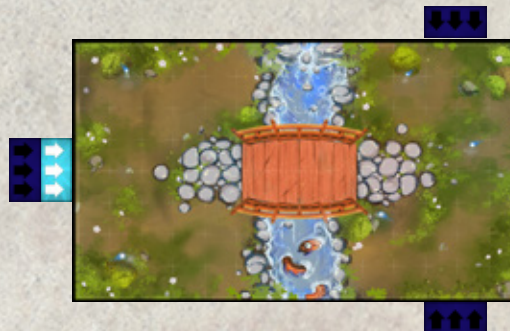
Heroes take the road to the town. The mayor, just behind them, starts lagging slowly. When he passes close to a bush, he whispers to an invisible listener.

Mayor: (whispering) Dammit, do something! They must not arrive to the village!

Heroes arrive to the river's bridge. A surprise awaits them here... an ambush!

STAGE 2: The bridge of surprises!

- Board: 2 Heroes Entrance: 1 Spawn Points: 3



- Stage special: During each End Phase, the closest hero to the Heroes Entrance receives a Shuriken Attack from an Unknown attacker: 2 Red Dice.
- Third Spawn Point activates at the Set Phase of the 3rd turn.
- Treasure Deck: standard composition.
- Energy Deck: standard composition.
- Spawns: A1-6, B1-6 (Hone Bushi, Yurei, Yoroi).
- Stage Win conditions: At least a hero must be on the board by the end of turn 7. The rest of the yōkai flee at that moment, so the stage ends.
- Special achievement: Defeat 2 Yoroi. Reward: extra Treasure Card.
- Transition bonus: Every hero recovers two Health Counters.

Transition 2.

From a nearby tree, a voice speaks.

Unknown: They are too strong, retire!

Heroes: That was close! Who were leading those yōkai against us? And where is the mayor?

A villager appears in the bridge. He seems to be suffocated from running, and very scared.

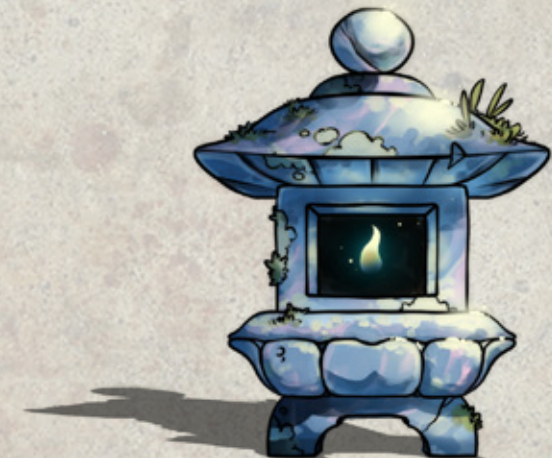
Villager: Heroes, a lot of yōkai have assaulted the village! I saw them exiting the mayor house, led by a strange man with a red claw. They have locked everyone in their houses; I almost didn't make it, that was a really close shave!

Heroes: Let's go to the Mayor's House, it seems to be the centre of all the trouble.

The heroes arrive to the village. Strange artefacts are placed on the streets, emitting an unhealthy blue light. A figure appears over a roof.

Unknown: Stop them! Don't let them interfere with the energy vessels!

The figure disappears. Heroes prepare to fight the incoming yōkai!



STAGE 3: The evil unveiled!

- Boards: 1 Heroes Entrance: 1 Spawn Points: 2



- Stage Special: Magic Pillar: Defence: Health: 2
- Each hero loses an Energy Counter during the End Phase of each turn, while at least one pillar is on the board. The pillars are the same during all the stage, not recovering Health or spawning again when the Stage Extension occurs.
- Treasure Deck: standard composition.
 - Energy Deck: standard composition.
 - Spawns: A1-5, B1-3 (Hone Bushi, Yurei, Yoroi), 2x Magic Pillar.
 - Stage transition: Destroy the energy vessels (Magic Pillars) or at least one hero is still on the board by the End Phase of turn 8.
 - Special achievement: The Magic Pillars stay on the board until the end of turn 8.

Intermission Speech:

- Destroyed Pillars:

Tengu: Curse you! Seems I must resolve this by myself!

- At least one hero on the board by the End Phase of turn 8:

Tengu: HAHHAHAHA! Now that you are weakened, I will end this!



Stage Extension



- Board: 3 Heroes Entrance: 1 Spawn Points: 1
 - Stage Special: Tengu Boss. Magic Pillar: Defence: Health: 2
- The Tengu heals +1 Health during the End Phase of each turn, while at least one pillar is on the board. If the pillars were destroyed to trigger the Stage Extension, there are no pillars during this stage extension.
- Treasure Deck: standard composition.
 - Energy Deck: standard composition.
 - Spawns: A1-4 (Hone Bushi, Yurei).
 - Stage Win conditions: The Tengu is defeated. The Stage ends at the very moment this happens.
 - Transition bonus: -
 - Special achievement: At least one Magic Pillar is still on the board when the Tengu is defeated. Reward: (Gold Medal).



Tengu Abilities

Hipparu Hayate (Pulling Gale): The Tengu uses his fan to create a powerful wind that attracts the farthest hero within range to his own melee tiles. Upon arrival, the Tengu slashes the hero with his katana, dealing an attack with two Blue Dice and one Red Die.

Kirikizu (Cut): The tengu attacks a hero in melee range with a basic melee attack.

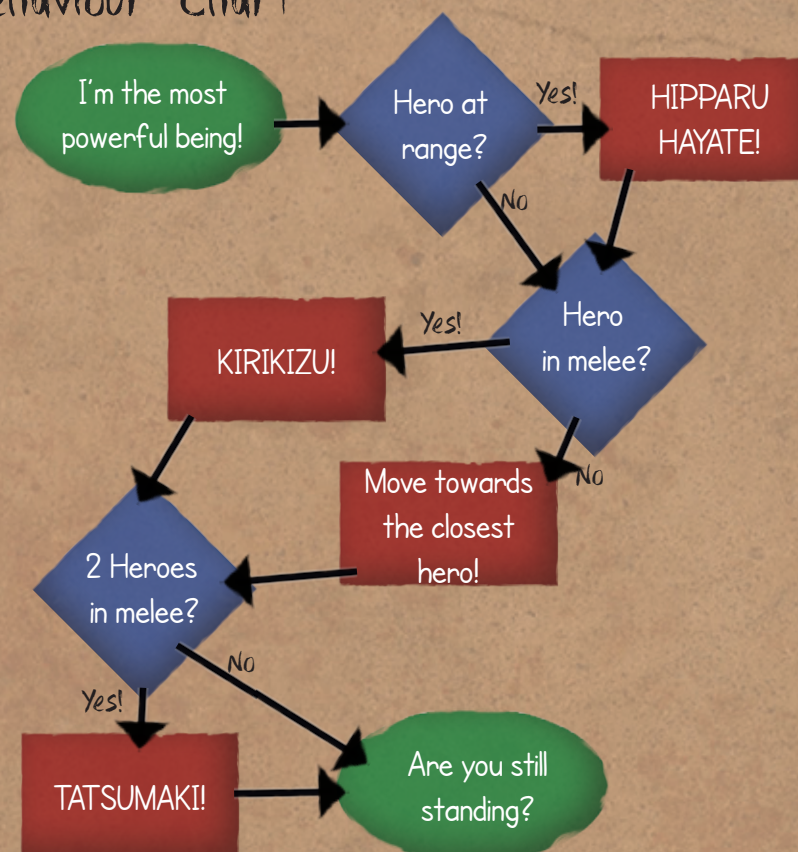
Tatsumaki (Tornado): Using his fan, the Tengu creates a powerful tornado around him, knocking back heroes in melee to three tiles away, and dealing an attack with three Blue Dice to each hero knocked.

Move towards the closest hero!: The Tengu moves toward the closest hero using all his available movement if possible, following the closest path.

TENGU BOSS



Behaviour Chart



Ending.

The Tengu jumps to the roof, fleeing. The strange figure appears by his side.

Tengu: NOOOOOOOO! You... WILL PAY FOR THIS! You have ruined my plan to absorb the energies of these silly villagers and obtain unlimited power... BUT I'LL BE BACK!!

The strange figure drops something and both disappear in a smoke cloud. The true Mayor exits the house.

True Mayor: Heroes! Thank you very much, that monster had me kidnapped and was pretending to be me! You have saved the village!

Heroes: This is not the end. We will probably face him again... but we will be prepared!

What new adventures will face our heroes? We will find out soon!