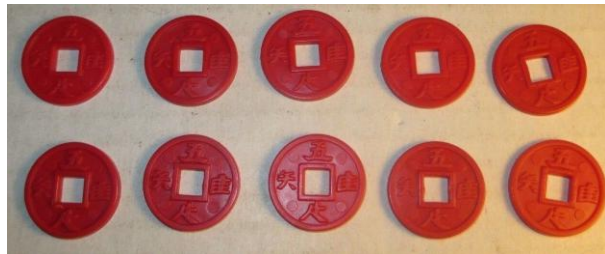


MIKE MACDEE'S

HEROQUEST DENSETSU

Japanese-themed Heroquest Classes and Mechanics

Requires Mike MacDee's Heroquest Trove rules set, available at MikesToyBox.net.



MON

Small coins called Mon are acquired throughout each quest. They represent the hero's good fortune, and can be spent for various effects. Mon cannot be traded among heroes.

I use koku tokens from Shogun/Samurai Swords/Ikusa for Mon to keep it feeling Japanese, but you can really use anything.

Acquiring Mon

The hero gains Mon in the following ways:

- Drawing a "treasure" card from the Treasure Deck (1 Mon)
- Successfully disarming a trap (1 Mon)
- Winning a battle (1 Mon per 3 BP worth of monsters, rounded down & divided equally among the heroes)
- Completing a quest (2 Mon per hero)

Using Mon

Mon can be spent on the following effects:

- Re-roll 1 die (1 Mon)
- Re-roll 1 enemy die (2 Mon)
- Cause 1 attack die to utterly miss (3 Mon)
- Replenish a used spell (5 Mon)
- Re-draw from the Treasure Deck, discarding the initial draw without effect (2 Mon)
- Give a hero an additional movement die (3 Mon)
- Cash in for gold between quests (1 Mon = 50g)



RONIN

The heroes may hire Ronin between quests to bolster their ranks. Ronin are controlled like normal heroes, but cannot gain or use Mon, though the heroes may use their own Mon to help them.

Japan-Themed Guys

Samurai

You are the Samurai. On the battlefield you are a walking slaughterhouse. When you kill an enemy, you may use any excess hits to “cleave” into another adjacent target.

PARRY. When you block an attack, you may spend 2 Mon to immediately counterattack at -1 die.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	7	3

Movement.....2 Red Dice
 Starting Weapon.....Broadsword
 Starting Armor.....None
 Unarmed Attack.....1 Die, Skull Hits

Ninja

As the Ninja, your fingers are as slippery as your blade. When you attack a newly revealed enemy who hasn't yet acted, add 1 extra die. If you wear “mail” armor, you cannot use this ability.

NINJA VANISH. Spend 3 Mon to cast Veil of Mist on yourself or a hero in your line of sight.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	6	4

Movement.....2 Red Dice
 Starting Equip.....Dagger, Tool Kit
 Starting Armor.....None
 Unarmed Attack.....1 Die, W.Shield Hits

Priest

You are the Priest. Your approach to magic is a ritualistic one, calling on the powers of the local kami. You wield 3 spell groups.

KAMI'S FAVOR. For every 3 Mon you spend before casting a spell, the spell affects an additional target you can see.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	4	6

Movement.....2 Red Dice
 Starting Weapon.....Priest Wand, Rice Ball
 Starting Armor.....None
 Unarmed Attack.....1 Die, B.Shield Hits

This class counts as "spellcaster" in the Armory.

Oni

You are the Oni, a demonic powerhouse. When attacking, you may re-roll all Black Shields.

ONI SMASH. When you make an attack roll, you may spend 3 Mon to turn a Black Shield into a Skull.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	8	2

Movement.....2 Red Dice
 Starting Equip.....Hand Axe
 Starting Armor.....None
 Unarmed Attack.....1 Die, Skull Hits

Monk

You are the Monk. Your mastery of mind and body is unparalleled.

MEDITATE. You may spend 2 Mon to meditate as your action, equalizing your remaining Body and Mind points.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	5	5

Movement.....2 Red Dice
 Starting Weapon.....Staff
 Starting Armor.....None
 Unarmed Attack.....1 Die, W.Shield Hits

Miko

You are the Miko, healer and holy priestess. You wield any 1 of the Earth, Fire, Wind, or Water spell groups.

PURIFICATION. You may spend 3 Mon to either heal 1 adjacent hero for 3 body points, or force 1 undead monster you can “see” to roll a combat die: on a white shield, the monster crumbles to dust.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	6	4

Movement.....2 Red Dice
 Starting Equip.....Priest Wand, Holy Water
 Starting Armor.....None
 Unarmed Attack.....1 Die, B.Shield Hits

This class counts as “spellcaster” in the Armory.

Tanuki

You are the Tanuki, a shape-shifting trickster. You wield the Illusion spell group.

DISGUISE. You can immitate a character you met this quest if you spend Mon equal to its defend dice. You gain that character's appearance and combat stats until the moment you take damage or decide to drop the disguise. The enemy's reaction to your disguise is up to Zargon.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	4	6

Movement.....2 Red Dice
 Starting Weapon.....Staff
 Starting Armor.....None
 Unarmed Attack.....1 Die, W.Shield Hits

Ronin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	3	2	2

Cost: 75 gold
 Special Abilities: Can disarm traps as with a toolkit.

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JAPANESE ARMORY

! = *spellcaster class only*

* = *cannot be used by spellcasters*

@ = *nonlethal: target monster blocks on white shield*

= *two-handed: wielder cannot use shield or dual-wield*

NAME	EFFECTS	PRICE
	ARMORY / WEAPONS	
Flintlock Rifle #	This long-range weapon gives you the attack strength of 4 combat dice at a distance, and 1 when used as a cudgel. You can fire at any monster you can "see," but cannot fire at a monster that is adjacent to you. You must spend an action to reload the weapon after each shot.	400g
Priest Wand !@	A wooden stick with several paper streamers attached worth 2 combat dice. Against undead it deals lethal damage.	250g
Iron Club #*	A massive iron club that deals 4 combat dice of damage and has a reach of 2 spaces.	650g
	UTILITY SHOP	
Priest Scroll !	This seemingly harmless paper scroll can be pasted onto people and objects to create protective wards. When used on a board space, it creates an invisible barrier that prevents monsters from passing through or moving onto that space until the end of the user's next turn. When used on an adjacent monster, that monster becomes paralyzed: it must roll red dice equal to its mind points at the start of each turn, breaking the spell on a 6. One use only.	250g
Rice Ball	A special food item that heals 1 body and mind point when eaten.	75g