

GASHADOKURO

When playing Sengoku Monster Hunter and this marker is revealed your Hunter is in big trouble for the Bone Giant of the Dead has entered the fray.

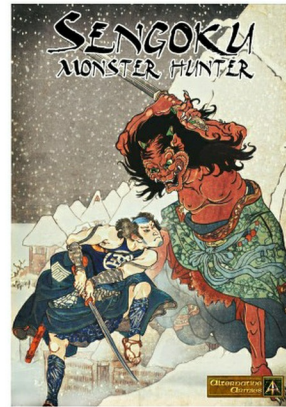
The Gashadokuro are spirits that take the form of giant skeletons and are fifteen times taller than an average person, said to be created from the amassed bones of people who died of starvation or in battle; without being buried. These yokai roam after midnight grabbing lone travellers and biting off their heads to drink their blood. There is a way to know of their approach as the victim would hear the sound of loud ringing in the ear. The Gashadokuro are said to possess the powers of invisibility and indestructibility though Shinto charms are said to ward them off

Invisibility: the monster will flicker in and out of visibility. Roll 1d6 for the creature at the start of the Hunters turn, a score of 1-3 and the creature will be invisible to any Hunter or Follower who is more than 6 away. When invisible - the creature cannot be fired on. Hunters who have experienced at least one previous hunt will be unaffected by the invisibility.

Head Biting: If the monster kills a Follower or a Hunter the player will roll 1d6, a score of 1-3 means that the creature has bitten the Followers head off and drunk the unfortunate victims blood. This will enliven the creature and will increase the creatures Combat Factor by one. This will last for the whole game and will occur each time a Follower is killed (and a score of 1-3 is made).

Take the Bones: Any killed Hunter or Follower that is within 12 of the monster will be drawn to the Gashadokuro in an unnerving and unpleasant way and will attach themselves to the giant. This will strengthen the body of the monster and will increase the creatures Defence Factor by one for each dead figure that becomes attached.

For the Sengoku miniature range and books visit the Alternative Armies [website](#).



Gashadokuro (112)			
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SGF136 GASHADOKURO

This one page addition to Sengoku Monster Hunter Rampage was written by Steve Danes.

Move	Combat	Shooting	Defence	Number	Character Points
5	5	None	9	1	3

