

WANDERING MONSTERS

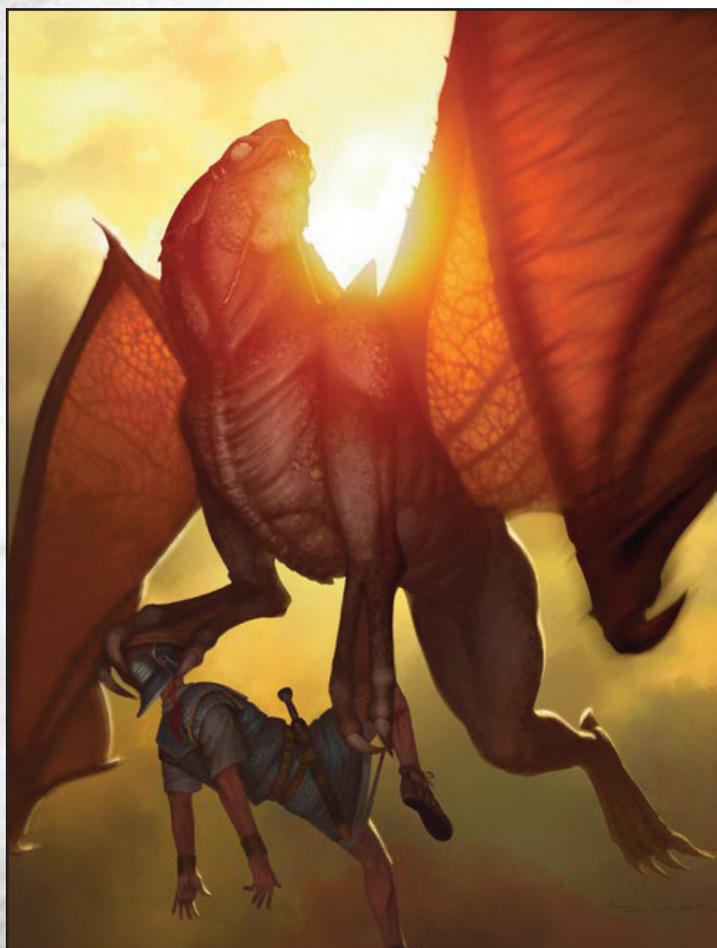
In the final instalment of our Cthulhu-themed Broken Legions rules articles, I take a look at some of the deadliest inhabitants of the mythic world: monsters!

If you're playing a scenario that uses a Wandering Monster table, roll a D10 at the start of the game. Nominate one player to be Player One, and the other to be Player Two for the purposes of this roll. On a 1-4, use the table for Player One's warband. On a 5-6, use the standard table from the **Broken Legions** rulebook. On a 7-10 use the table for Player Two's warband.

Some warbands, such as Romans and Argonauts, use the standard table – the odds of them rolling on that table are therefore increased. If both warbands are of this type, obviously you must use the standard table automatically.

Experimental Rules

These alternative Auxilia started life in an earlier draft of Broken Legions, and haven't been as extensively playtested as the ones that made it into the final book. However, the reason they were cut from the final version was not for balance, but simply for space. Therefore, the author believes that much fun can be had using them. For the time-being, however, these rules should be considered 'experimental', and your opponent's permission should be sought before using them in a game.



If you missed the previous instalment from Wargames Illustrated, you'll need the following special rule, which applies to several monstrosities in this article:

New Special Rule: Sanity-Blasting Horror

This special rule replaces the Fearsome rule. Models within 6" of a Sanity-Blasting Horror at the start of their activation must pass a Presence test with a -1 penalty. If this test is failed, the model must choose to move, or perform an action, but may not do both (if it is normally entitled to additional actions, it must choose one to lose). Additionally, the model may not charge or shoot at the Sanity Blasting Horror during its activation.

If the Sanity-Blasting Horror successfully charges another model, the target must pass a Presence test with a -1 penalty or have its Melee value reduced to 1 for the remainder of the turn.

Fearless models are affected by this special rule, but do not suffer the -1 penalty to their Presence tests. Other Sanity-Blasting Horrors are immune to these effects.

Wandering Monsters and Miracles

When activating a Wandering Monster that has access to a Miracle, as an exception to the usual activation sequence, the monster will not attempt to charge even if in range. Instead, it will attempt the Perform Miracle action against the nearest enemy model. If this is not possible, it will move as close as possible to an enemy, before (a) attempting to Perform Miracle against it, or (b) performing a ranged attack if applicable.

Argonauts; Cult of Iram; Herodians; Romans (Soldiers of the Eagle, Order of Mithras, and Sons of Spartacus)

Use the standard Wandering Monster table.

“A certain Cnaeus Gabinius Capito, military tribune in the Third Augustan Legion then stationed in Lindum in Roman Britain, had been summarily expelled from his command for participation in certain rites unconnected with any known religion. Gabinius had, the rumour ran, come upon a cliffside cavern where strange folk met together and made the Elder Sign in the dark; strange folk whom the Britons knew not save in fear...”

– H.P. Lovecraft, *The Descendant*.



BARBARIANS (CELTIC), & LOST LEGION

D5 Roll Wandering Monster

| | |
|---|--------------|
| 1 | The Dullahan |
| 2 | D5 Fomori |
| 3 | Banshee |
| 4 | D5 Shucks |
| 5 | Dragon |

The Dullahan

The Dullahan is a headless Unseelie rider, clad in a flowing black cape and mounted upon a chariot pulled by headless horses. The Dullahan carries its rotting head aloft in one hand like a lantern, the better to see immense distances, while it holds a whip made from a human spinal cord in the other. Mortals who see the Dullahan riding are often struck blind by the creature's hideous whip, or else are drenched in blood that splashes upwards from the horse's hooves. When the Dullahan finally draws to a halt, someone nearby will die, for the creature is a harbinger of death.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|--------------|---|----|-------|----|----|----|----|
| The Dullahan | 3 | 4 | 5(+1) | 2 | 5 | 5 | - |
| Type | Special Rules | | | | | | |
| Chariot | Construct; Darksight; Devastating Charge; Fearsome; Intangible*; Marked for Death; Multiple Attacks (2) | | | | | | |
| Wargear | Notes | | | | | | |
| Whip | * <i>The Dullahan rides a Chariot, and is a Construct. However, as it is also Intangible, it may cross Difficult and Dangerous terrain without penalty. It may not, however, jump or climb – the Unseelie are bound by at least some ‘rules’.</i> | | | | | | |

New Special Rule: Marked for Death

Before the game begins, players must dice off to determine which of their warband's Leaders is being hunted by this creature. The monster with this rule will always charge the chosen model if able to, ignoring the usual Wandering Monster activation rules. In addition, it gains +1 to all of its attacks against the chosen Leader, and gains the Decapitarus special rule while in melee with the chosen model.

If this monster is slain (by either side) while the chosen Leader is still in play, the Leader's side gains 1 bonus VP at the end of the game (even if the Hero doesn't survive to the end).



Broken Legions: Experimental Rules

Banshee

A fey creature whose keening wail heralds certain death, the Banshee is feared by all who see – or hear – her. Appearing either as a beautiful, glowing maiden, or a hideous crone, the creature is characterised by her billowing robes of green, and tattered red hair that flickers with hellfire.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------|---|----|-------|----|----|----|----|
| Banshee | 3 | 4 | 3(+0) | 3 | 5 | 3 | - |
| Type | Special Rules | | | | | | |
| Infantry | Deadly Natural Weapons; Fearsome; Intangible; Miracle (Wail of the Banshee) | | | | | | |

New Miracle: Wail of the Banshee

This Miracle may only be performed if there is an eligible target within 8" and line of sight of the Banshee. If successful, roll a Presence contest between the Banshee and her target. If the target wins the contest, there is no effect. However, if the target loses the contest, it immediately suffers 1 Hit Point of damage for every point it lost by.

Dragon

The great red dragons of the Celtic lands are creatures of the earth. Where they tread, the earth's power intensifies, and magic flows wild and untamed. The dragons are ferocious and strong, however, breathing fire, and smiting all before them – for they are the blessed of the gods, and how dare any mortal gaze upon their terrible and beautiful form?

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------------|--|----|-------|----|----|----|----|
| Celtic Dragon | 4 | 3 | 6(+2) | 2 | 5 | 8 | - |
| Type | Special Rules | | | | | | |
| Monster | Bounty; Deadly Natural Weapons; Fearsome; Flaming Breath; Fly; Magical Nexus; Multiple Attacks (4) | | | | | | |

New Special Rule: Bounty

The side that kills this creature gains 5 bonus points, which may be spent on retainers and wargear during campaign play.

New Special Rule: Magical Nexus

All Priests within 6" of a Celtic Dragon count as being equipped with a Familiar if they aren't already.

Fomori (Deep Ones)

Descended from the gods of old, the Fomori are brutish creatures who come from the sea. Many are their forms, and endless their cruelty, these deformed monsters walk in semblance of men, striking at their foes with great tridents, before dragging their hapless victims back to the watery depths where some dark fate doubtless awaits.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------|----------------------------|----|-------|----|----|----|----|
| Fomorian | 3 | 2 | 4(+1) | 3 | 4 | 2 | - |
| Type | Special Rules | | | | | | |
| Infantry | Aquatic Movement, Fearsome | | | | | | |
| Wargear | Net and Trident | | | | | | |

Shuck

Shucks are large, ghostly black dogs that roam the coastlines, moors and fenlands of Britannia. Some have large eyes that blaze with green fire; others are headless; others still drift across the land on a carpet of glowing mist. It is said that their howling makes the blood run cold, and to gaze too long upon them is to court death.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Shuck | 4 | 0 | 3(+0) | 4 | 3 | 2 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons; Fearsome; Intangible; Multiple Attacks (2) | | | | | | |



BARBARIANS (CULT OF THE BLACK GOAT & GERMANIC TRIBES)

D5 Roll Wandering Monster

| | |
|---|----------------------|
| 1 | 3 Dark Young |
| 2 | D5 Draugr |
| 3 | D5 Wulfkind Forsaken |
| 4 | Byakhee |
| 5 | Lloigor |

Byakhee

Whence come these hideous, flying things is unknown, but they can sometimes be found circling over forest clearings during battles, thirsting for carrion, though they do not always wait for the slaughter to end before they descend. They are deformed, bat-winged, black-furred, iron-beaked, bale-eyed monstrosities, the size of ponies, and steeped in dark magic.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Byakhee | 4 | 0 | 4(+1) | 3 | 3 | 4 | - |
| Type | Special Rules | | | | | | |
| Monster | Darksight; Deadly Natural Weapons, Fly; Sanity-Blasting Horror, Multiple Attacks (3) | | | | | | |

Dark Young

The Dark Young of Shub-Niggurath are horrifying, pitch-black monstrosities, seemingly made of ropy tentacles. They stand perhaps between twelve and twenty feet tall on stumpy, hooved legs. A mass of tentacles protrudes from their trunks where a head would normally be, and puckered maws, dripping green goo, cover their flanks. The monsters roughly resemble trees in silhouette, and usually dwell in woodlands wherever Shub-Niggurath's cults are active.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|------------|--|----|-------|----|----|----|----|
| Dark Young | 4 | 0 | 4(+1) | 2 | 5 | 3 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons, Sanity-Blasting Horror, Multiple Attacks (3), Pathfinder, Poisoned Attacks | | | | | | |

Draugr

It is said that those warriors who hoard their wealth jealously in life may well be cursed to guard it after death. There are many burial mounds and barrows where the men of Germania will not tread, for fear of meeting such a reanimated corpse. Possessed of great strength and a malign spirit, these revenants are all that remain of power-hungry kings and their cruel attendants.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Shuck | 4 | 0 | 3(+0) | 4 | 3 | 2 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons; Fearsome; Intangible; Multiple Attacks (2) | | | | | | |



Lloigor

Called by some tribes the Lindwurm, these large, reptilian creatures are utterly monstrous in appearance, and bizarre in their habits. Lloigor are capable of becoming invisible, of healing themselves through strange, surgical means, and of creating earth-shattering explosions of energy when threatened. Worse, those who attack the Lloigor are sometimes inexplicably afflicted with tentacles and pustules, signalling that their will is momentarily under the awful power of the Lloigor.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|---|----|-------|----|----|----|----|
| Lloigor | 3 | 0 | 5(+1) | 3 | 5 | 5 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons, Explosive Projectiles, Invisibility, Sanity-Blasting Horror, Multiple Attacks (3) | | | | | | |

New Special Rule: Explosive Projectiles

This is a ranged attack with the following profile:

| Weapon | Range | Damage |
|----------------------|----------------------------------|--------|
| Explosive Projectile | 18" | +2 |
| Weapon Special Rules | Area Effect, Flaming, Inaccurate | |

New Special Rule: Invisibility

No model may draw line of sight to a Lloigor unless they first pass a standard Presence test.

CULT OF SET & CULT OF THE BLACK PHARAOH

The lands of Aegyptus have long been coveted by a succession of Roman Emperors, for its size, wealth and power, of course – but also for its abundance of esoteric treasures. In Aegyptus, demi-gods walk among men; animal-headed constructs are imbued with unnatural life; statues come to life; bizarre beasts, birthed by terrible and ancient gods, crawl from the Nile, or from beneath hidden pyramids.

D5 Roll Wandering Monster

| | |
|---|--------------------|
| 1 | Ammit the Devourer |
| 2 | D5 Typhonic Beasts |
| 3 | D5 Scarab Swarms |
| 4 | El Naddaha |
| 5 | Sphinx |

Ammit the Devourer

It is said that Ammit was brought into being by the collective fears of the Egyptians. Such was their irrational terror of being bound to eternal restlessness after death, their nightmares gave form to a terrible demon. Part lion, part crocodile, and part hippopotamus, Ammit is a voracious killer, her ability to swallow men whole earning her the moniker “the devourer”.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|---|----|-------|----|----|----|----|
| Ammit | 3 | 0 | 5(+1) | 3 | 5 | 5 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons, Decapitatus, Fearsome, Multiple Attacks (4) | | | | | | |

El Naddaha

These water-spirits take the form of the heart's desire – a beautiful maiden calling to weak-willed men, for instance. When their prey comes near, the El Naddaha ensnares them with powerful magic, before sending them to a watery grave.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|------------|--|----|-------|----|----|----|----|
| El Naddaha | 3 | 0 | 4(+1) | 3 | 4 | 4 | - |
| Type | Special Rules | | | | | | |
| Infantry | Aquatic Movement, Aqueous Attacks, Deadly Natural Weapons, Intangible, Miracle: Transfix, Multiple Attacks (2) | | | | | | |

Scarab Swarms

Bound by powerful magic as guardians of cursed tombs, many an unwary intruder has found themselves beset by vast swarms of abnormally large scarabs. Voracious and aggressive, these swarms can strip flesh from bones in seconds.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|--------------|--|----|-------|----|----|----|----|
| Scarab Swarm | 2 | 0 | 2(+0) | 3 | 2 | 5 | - |
| Type | Special Rules | | | | | | |
| Swarm | Deadly Natural Weapons; Fearless; Fly; Hardy; Multiple Attacks (3) | | | | | | |

New Warrior Type: Swarm

A swarm is represented by a single base (30-50mm round), upon which is modelled several small creatures. Unless otherwise stated, Swarms have the Act on Instinct, Fearless, Hardy, and Deadly Natural Weapons rules. In addition, swarms can be fragile – whenever they are damaged in melee, they automatically lose 1 Hit Point in addition to other damage caused.

Sphinx

The greatest guardians of Aegyptus are the Sphinxes. Modelled on divine beings with the bodies of lions and the heads of pharaohs, Sphinxes are huge constructs of stone. Though they are imbued with impossible strength, their chief power comes from their magic – a Sphinx selects its target and befuddles its mind with riddles. Those who fail to answer are left reeling in irreversible anguish.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|---|----|-------|----|----|----|----|
| Sphinx | 3 | 0 | 6(+2) | 1 | 6 | 8 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons, Fearsome, Hardy, Multiple Attacks (3), Riddle of the Sphinx | | | | | | |

New Special Rule: Riddle of the Sphinx

When the Sphinx is activated, if there are any enemy models within 8”, randomly select one. That model must engage in a Presence Contest against the Sphinx. If the target wins, or the result is a draw, it gains +1 to its Presence for the remainder of the turn. If the Sphinx wins, the target model suffers one wound for every point of difference between the scores. Only Fate may prevent these wounds. After the Riddle is complete, the Sphinx activates as a normal Wandering Monster.

Typhonic Beasts

The Typhonic Beast, or Sha, is a creature unique to Aegyptus, defying categorisation in the natural world. It resembles a reddish canine, though with hooved hind legs, large ears, a long, giraffe-like neck, and a conical head from which a probing tongue lashes wickedly.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------------|---|----|-------|----|----|----|----|
| Typhonic Beast | 3 | 3 | 3(+0) | 4 | 3 | 1 | - |
| Type | Special Rules | | | | | | |
| Monster | Act on Instinct, Deadly Natural Weapons, Lashing Tongue, Multiple Attacks (2) | | | | | | |

New Special Rule: Lashing Tongue

These creatures count as being equipped with a Whip. If they are unable to declare a charge, but find themselves within range of a Whip attack, they will attack with their Lashing Tongues (as an exception to the usual Act on Instinct rule, if applicable).

Broken Legions: Experimental Rules

DACIANS

A mist-haunted land of witches, undead revenants and bloodthirsty strigoi, Dacia is a realm often avoided by even the most adventurous warbands. Many times have Roman cohorts sent men forth to claim the ancient treasures of Dacia, only for those men never to return. Many times has a frumentarius delved into some labyrinthine, cave-like temple, only to meet his end in the most grotesque manner imaginable. To challenge the supernatural horrors of Dacia is to court death.

D5 Roll Wandering Monster

| | |
|---|----------|
| 1 | Draco |
| 2 | D5 Moroi |
| 3 | Giant |
| 4 | Zmeu |
| 5 | Balaur |

Balaur

This many-headed, aquatic dragon is the scourge of the lakes and rivers of Dacia. A large and ferocious brute, the Balaur has both fins and feet, and its poisonous saliva is said to form precious stones where it falls upon the earth.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Balaur | 4 | 0 | 6(+2) | 2 | 4 | 6 | - |
| Type | Special Rules | | | | | | |
| Monster | Aquatic Movement; Bounty; Deadly Natural Weapons; Fearsome; Multiple Attacks (7); Poisoned Attacks | | | | | | |

Draco

The most revered beast in Dacia, the Draco is a sacred protector of the land. It takes the form of a great dragon with the head of a wolf, from which several tongues of metal lash out at its foes.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Draco | 4 | 3 | 6(+2) | 3 | 4 | 7 | - |
| Type | Special Rules | | | | | | |
| Monster | Berserk; Deadly Natural Weapons; Fearsome; Lashing Tongue; Multiple Attacks (4); Vampire | | | | | | |

Giant

Once, giants were a common sight in the wilderness of Dacia. Now, hunted almost to extinction, they live reclusive lives, huddled together in small mountain tribes. However, sometimes their hunger for the flesh of men gets the better of them, and they lumber down from their mountains to hunt.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Giant | 3 | 3 | 5(+1) | 2 | 3 | 6 | - |
| Type | Special Rules | | | | | | |
| Monster | Fearsome; Mighty; Multiple Attacks (3) | | | | | | |
| Wargear | Gigantic Club; Warpaint | | | | | | |

Moroi

The ghosts of powerful, malicious witches, the Moroi are spiteful revenants of ill omen. They are vampiric in nature, feeding off the life-force of the living, and drawing power from their victims' souls even after death. Some say that it was an attack by the Moroi that led to the creation of the accursed Strigoi.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------|--|----|-------|----|----|----|----|
| Moroi | 2 | 3 | 3(+0) | 3 | 4 | 2 | - |
| Type | Special Rules | | | | | | |
| Infantry | Deadly Natural Weapons; Intangible; Miracle (Transfix) | | | | | | |

Zmeu

A Zmeu is a large humanoid with a serpentine head and neck, and dragon-like wings. It is particularly attracted to valuable treasures, which it will stop at nothing to acquire.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Zmeu | 4 | 4 | 6(+2) | 3 | 5 | 6 | - |
| Type | Special Rules | | | | | | |
| Monster | Avarice; Fearsome; Flaming Breath; Fly; Multiple Attacks (3); Regeneration | | | | | | |
| Wargear | Spear | | | | | | |



THE HAN SELECT

The fabled, immortal sorcerers of the Han Dynasty had long studied keenly the relics of Cthulhu, the many-tentacled dragon that slumbers beneath the sea, and had prepared for its coming. Seeing that their three-thousand-year-old prophecies were on the verge of being made manifest, the sorcerers cloistered themselves away to begin the great ritual of balance, which would, they hoped, prevent the rise of Cthulhu and seal off China from foreign invasion for centuries to come. Unfortunately, the servants of Cthulhu had other ideas...

D5 Roll Wandering Monster

| | |
|---|----------------|
| 1 | Xing Tian |
| 2 | D5 Jiangshi |
| 3 | 2 Shi |
| 4 | D5 Yeren |
| 5 | Chinese Dragon |

Chinese Dragon

These large, serpentine dragons are revered throughout China, although known to be highly destructive. Like most dragons across the world, they are intelligent, independent creatures. These dragons, however, are powerful sorcerers, with their many innate abilities stemming from their divine power.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------------|--|----|-------|----|----|----|----|
| Chinese Dragon | 4 | 3 | 6(+2) | 2 | 6 | 7 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons; Fearsome; Fly; Geyser Blast*; Magical Nexus; Multiple Attacks (4); Wind Blast* | | | | | | |

*See *Broken Legions* pg 26.

Jiangshi

The legendary 'hopping vampires' might sound ridiculous to outsiders, but are no laughing matter to those who encounter them. These grotesque, reanimated corpses can barely bend their limbs to due rigor mortis, and so must hop from their coffins when night falls, to feast upon the energy (or *qi*) of the living.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------|---|----|-------|----|----|----|----|
| Jiangshi | 2 | 3 | 4(+1) | 3 | 4 | 2 | - |
| Type | Special Rules | | | | | | |
| Infantry | Deadly Natural Weapons; Fearsome; Undead; Vampire | | | | | | |

Shi

Traditionally the guardians of the Han emperors, these 'Foo Dogs' are large, intelligent lions, imbued with magical energy. Usually found in pairs, they are ferocious and fearless beasts.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|---|----|-------|----|----|----|----|
| Shi | 4 | 0 | 4(+1) | 3 | 6 | 2 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons; Devastating Charge; Drain Magic; Fearsome; Multiple Attacks (2) | | | | | | |

Xing Tian

This cursed race of giants stem from a forebear who supposedly challenged the Supreme Divinity in battle, and was beheaded for his trouble. Xing Tian rose again, sprouting eyes in place of nipples and a mouth in place of a navel. He carried a sharp axe in one hand and a shield in the other, and continued the fight for all eternity, while searching for his missing head.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------------|--|----|-------|----|----|----|----|
| Chinese Dragon | 4 | 3 | 6(+2) | 2 | 6 | 7 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons; Fearsome; Fly; Geyser Blast*; Magical Nexus; Multiple Attacks (4); Wind Blast* | | | | | | |

Wargear

Axe, shield

Yeren

The fabled 'Wild Man of China' is a very species of ape, large and intelligent, covered in shaggy hair of white or orange. It is a shy, secretive creature, but prone to great acts of violence when angered.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Yeren | 3 | 3 | 5(+1) | 3 | 3 | 2 | - |
| Type | Special Rules | | | | | | |
| Monster | Fearsome; Mighty; Multiple Attacks (2); Pathfinder | | | | | | |

Wargear

Gigantic Club



Broken Legions: Experimental Rules



LEGIONARY CTHULHU CULTS

D5 Roll Wandering Monster

| | |
|---|-----------------------|
| 1 | Dagon |
| 2 | Shoggoth |
| 3 | Hound of Tindalos |
| 4 | Dhole |
| 5 | Star-Spawn of Cthulhu |

Dagon

'Father' Dagon is an enormous, aquatic monster, who has ruled his ocean kingdom or millennia. He is a 'Great Old One', worshipped as a god by the Deep Ones. Indeed, the purest Deep Ones, or 'True Merrow', are all capable of attaining such prodigious size if they survive long enough, perhaps giving lie to the myth that Dagon has endured for so long.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Dagon | 4 | 3 | 6(+2) | 2 | 6 | 9 | - |
| Type | Special Rules | | | | | | |
| Monster | Aquatic Movement; Deadly Natural Weapons; Multiple Attacks (3); Sanity-Blasting Horror | | | | | | |

Dhole

These massive, worm-like creatures burrow beneath the surface of the earth, only emerging when the smell of blood from distant battle attracts them. Thankfully, they are few in number, for otherwise they would surely undermine the world!

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Dhole | 2 | 0 | 6(+2) | 2 | 3 | 7 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons; Decapitatus; Multiple Attacks (2); Sanity-Blasting Horror; Tunneller | | | | | | |

New Special Rule: Tunneller

Each time the Dhole is activated, the players take it in turns to place one of five markers, no closer than 12" to the Dhole's original location, and no further than 8" from a model in play. These markers must be numbered 1-5. Roll a D5, and replace the corresponding marker with the Dhole. The monster then starts its activation proper.

Hound of Tindalos

The Hounds of Tindalos are hunting beasts, which inhabit the angles of time and space, appearing anywhere, at any time to consume their prey.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|-------------------|--|----|-------|----|----|----|----|
| Hound of Tindalos | 4 | 0 | 3(+0) | 4 | 3 | 3 | - |
| Type | Special Rules | | | | | | |
| Monster | Deadly Natural Weapons; Fearsome; Intangible; Marked for Death; Multiple Attacks (2) | | | | | | |

Shoggoth

Shoggoths are amorphous, shape-shifting blobs, sporting a rolling profusion of eyes, mouths and pseudopodia. Once a slave race, the Shoggoths rose up against their masters, and now lurk in the most remote parts of the world.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------|---|----|-------|----|----|----|----|
| Shoggoth | 3 | 3 | 6(+2) | 2 | 3 | 7 | - |
| Type | Special Rules | | | | | | |
| Monster | Cumbersome; Deadly Natural Weapons; Hardy; Multiple Attacks (4); Regeneration; Sanity-Blasting Horror | | | | | | |

Star-Spawn of Cthulhu

Many of the 'Cthulhi' were trapped in R'lyeh with their master, the Great Old One, Cthulhu; yet some survive still in the world, and are invariably worshipped as scions of the Thing That Should Not Be.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|------------|---|----|-------|----|----|----|----|
| Star-Spawn | 3 | 0 | 5(+1) | 2 | 6 | 9 | - |
| Type | Special Rules | | | | | | |
| Monster | Aquatic Movement; Deadly Natural Weapons; fly; Miracle (Transfix); Multiple Attacks (3); Sanity-Blasting Horror | | | | | | |



PARTHIANS

D5 Roll Wandering Monster

| | |
|---|-------------|
| 1 | Manticore |
| 2 | D5 Daeva |
| 3 | Roc |
| 4 | Hadhayosh |
| 5 | Fulad-Zereh |

Daeva

These ancient demons of shadow are cruel and vengeful creatures, once thought of as gods, but thrown from heaven for their misdeeds.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|----------|--|----|-------|----|----|----|----|
| Daeva | 3 | 2 | 4(+1) | 4 | 4 | 2 | - |
| Type | Special Rules | | | | | | |
| Infantry | Darksight; Deadly Natural Weapons, Fly; Invisibility | | | | | | |

Fulad-Zereh

A gigantic horned demon of the ancient world, Fulad-Zereh has long been a plague upon the lands of the Persians. Whether spiriting away fair maidens, or crushing armies for his foul masters, this demon is said to be nigh invincible.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|-------------|--|----|-------|----|----|----|----|
| Fulad-Zereh | 5 | 4 | 6(+2) | 3 | 5 | 6 | - |
| Type | Special Rules | | | | | | |
| Monster | Combat Skill; Decapitatus; Fearsome; Fly; Multiple Attacks (3) | | | | | | |

Wargear

Hand Weapon; Whip

Hadhayosh

The Hadhayosh resembles a gigantic ox with skin made of polished brass and a mane of pure flames. Six huge solid brass horns sprout from the creature's head. It is said that the Hadhayosh were created by a god of the forge in ancient times, but have since been set free.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|-----------|--|----|-------|----|----|----|----|
| Hadhayosh | 3 | 0 | 5(+1) | 3 | 3 | 5 | - |
| Type | Special Rules | | | | | | |
| Monster | Armour Bonus (+1); Deadly Natural Weapons; Devastating Charge; Fearsome; Flaming Attacks; Multiple Attacks (2) | | | | | | |

Manticore

A Manticore has the body of a lion, a human head with three rows of sharp teeth, and bat-like wings. The tail is scorpion-like, dripping with a paralysing toxin. It devours its prey whole, leaving no trace behind.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|-----------|--|----|-------|----|----|----|----|
| Manticore | 4 | 0 | 5(+1) | 3 | 3 | 5 | - |
| Type | Special Rules | | | | | | |
| Monster | Darksight; Deadly Natural Weapons, Fearsome; Fly; Multiple Attacks (3); Poisoned Attacks | | | | | | |

Roc

Rocs are enormous birds of prey, noble and majestic in aspect, but indiscriminate in their hunting habits. The largest of their kind are said to be able to carry off an elephant in their powerful talons.

| Monster | ML | AC | PQ | AG | PR | HP | FT |
|---------|--|----|-------|----|----|----|----|
| Roc | 4 | 0 | 5(+1) | 4 | 3 | 4 | - |
| Type | Special Rules | | | | | | |
| Monster | Armour-Piercing Attacks; Deadly Natural Weapons, Devastating Charge; Fearsome; Fly; Multiple Attacks (3) | | | | | | |



Want More?

I know, I know... I haven't covered all of the experimental warbands yet. The Scions of Hannibal in particular are crying out for some unique monstrosities. I'm working on it!

In the meantime, please do try these rules out, and let me know how you get on. <http://thelostvictorian.blogspot.co.uk/>

Mark