



Black Dogs, Temporally Bound Hounds of Tindalos

| Char. | Roll |
|-------|--------|
| STR | 3D6+4 |
| CON | 3D6+15 |
| SIZ | 3D6+6 |
| INT | 5D6 |
| POW | 7D6 |
| DEX | 3D6-1 |
| HP | |

Move: 10

Damage Bonus: +1D4

Skills: As the Keeper wishes.

Weapons: Claw 80%, damage 1D6+db
Bite 80%, damage 1D4 plus 1 point of POW drained permanently

Armour: 2-point hide and regenerates 1 hit point per round; mundane weapons do a maximum of 1 point of damage per strike, but enchanted weapons and spells do full damage

Spells: Each black dog knows at least 1D4 spells, as the Keeper finds appropriate; however, they cannot cast them while bound

Number appearing: 1

Sanity Loss: 1D3/1D10 Sanity points to see a Black Dog

Appearance: Bound Hounds of Tindalos appear much the same as other black dogs, being large, phantasmal hounds, horrifying in aspect and shrouded in roiling mist and shadow. They are leaner and more skeletal than the free black dogs and do not possess the same burning, red eyes or otherworldly glow around their entire form. Instead the bound black dogs possess a highly disturbing spectral quality where light seems to curve around their bodies in peculiar ways, making them difficult to focus on or look at for long periods.

Special Abilities: Time Travel – A black dog can leap up to 6 hours into the past once per day and may choose either to relive the past or return to the present. Time travel into the future is more severely restricted by the magic that binds it and so a black dog may only leap up to 60 seconds into the future once per day. This is an innate ability and does not require magic points.





Water Horses

Capaill Uisce, Ceffyl Dwr, Each Uisge, Kelpie, Nuckelavee, Nuggle

“Belief in these and similar evil beings still persists in the Highlands, and endless are the lochs which are the reputed haunts of these monsters... The water-horse, water-bull, or kelpie...”

(M.E.M. Donaldson,
Wanderings in the Western Highlands and Islands, 1920)

The dreaded water horse is one of the most malicious and dangerous magical creatures in British folklore. An accomplished shape changer, the water horse is capable of taking on a number of forms, from men and women to animals of any nature, in addition to its true monstrous form. Its most favoured disguise is that of a beautifully groomed

and particularly powerful-looking horse of varying colour and temperament. The water horse is always found near water, most usually freshwater lakes or lochs, but some accounts speak of ocean-going kelpies as well. They are invariably wet when encountered. Even in human form, they will appear dripping wet or bedraggled with weeds in their hair.

Whether in horse or human form, the water horse is always extremely beautiful and possesses a magnetic quality. Its wet skin or hide is smooth and silky like a seal's but deathly cold to the touch. The terrifying magnetic potential of the ceffyl dŵr or each uisge (“water horse” in Welsh and Scots Gaelic, respectively) becomes clear when a human mounts or touches the water horse: anyone laying a hand on or mounting a kelpie will soon discover that they cannot break the contact. No earthly power can sever the invisible bond between the water horse and its prey, although many folktales tell of people willingly severing their own limbs to save themselves from a worse fate.