

JANE MACGREGOR

— SORCERER —

5+	5+	5+	5+	6+
AGI	ATH	WITS	PRES	INT
5+	4+	5+	4+	3+
KNOW	RES	MELEE	RANGED	LORE



Illus. Mauro Dal Bo

KNACKS

Minor NPC. When this NPC is wounded, they are immediately killed or knocked unconscious at the GM's discretion.

Summon the Hound. *Spell* Once per scene, this NPC may perform a complex action using **Lore**. If they succeed, one Hound of Tindalos in the current scene immediately vanishes from its current location and appears within 10 feet of this NPC. If the action generates at least two successes, the Hound of Tindalos also refills its dice pool. If this NPC rolls two or more results of 1, the Hound immediately appears behind them (whether the spell succeeded or failed) and attacks them.

Counterspell. *Spell* When another character within 50 feet casts a spell, your character may perform a reaction using **Lore**, subtracting 1 from the die result. If they succeed, the spell fails. If they roll a result of 1, they suffer 1 horror.

EQUIPMENT

Black coat, dress, sensible shoes, flashlight, handbag full of occult odds and ends.

Colt 1911 Pistol. Skill (Ranged Combat), Damage 2, Injury Rating 3, Range 75 feet.

Shield Bracelet. When this NPC is hit by an attack, they may mark off a use circle on this item. If they do, one of the shield charms on this bracelet shatters with a loud crack, all damage that would be dealt by the attack is automatically reduced to zero, and any injury that would have been inflicted is canceled. When the last shield charm has shattered, the bracelet breaks in half and can no longer be used.

If there are at least four investigators present, the shield bracelet has three uses (○○○) instead of two. If there are six investigators present, the shield bracelet has four uses (○○○○) instead of two instead.



MACGREGOR'S HOUND OF TINDALOS

— ABOMINATION —

2+	5+	6+	6+	4+
AGI	ATH	WITS	PRES	INT
5+	5+	3+	—	6+
KNOW	RES	MELEE	RANGED	LORE



Illus. Adam Doyle

KNACKS

Major NPC. This NPC may strain themselves once to restore their dice pool limit to their dice pool maximum. If this NPC is wounded after they have strained themselves once, they are immediately killed or knocked unconscious at the GM's discretion.

Vaporous Entrance. Once per round as a simple action, this NPC may appear or disappear in any space that is occupied by a corner or angle (such as the join between two floors and a ceiling). If it disappears, it may reappear in any other space occupied by a corner or angle during its next turn.

Quick Dodge. When this NPC performs a reaction to avoid damage from a ranged attack, if they succeed, they may also immediately move up to 10 feet.

Stealthy. Attempts to spot or locate this NPC are **difficult**. If it acts during a surprise round, it fully refills its dice pool.

WEAKNESSES

The Curves of Time and Space. This NPC cannot cross an uninterrupted circle that has been drawn or laid into a floor or the ground.

EQUIPMENT

Teeth and Claws. Skill (Melee Combat), Damage 3, Injury Rating 3, Range Engaged. **Knockdown** (if the attack generates two or more successes, the target is knocked prone).

Tongue Lash. Skill (Melee Combat), Damage 1, Injury Rating 2, Range 10 feet; **Slow** (this weapon may only be used against a prone or incapacitated target). **Liquify** (add +3 to the injury roll result when causing an injury with this weapon).