

HIDEOUS CREATURES

HOUNDS OF TINDALOS

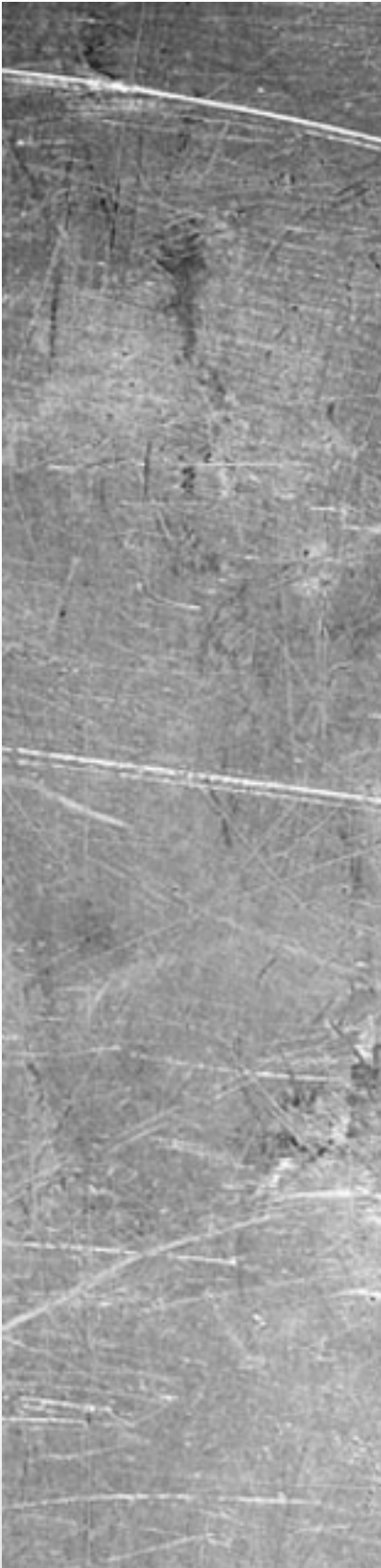


TRAIL OF CTHULHU

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HOUNDS OF TINDALOS

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Hounds of Tindalos is part of the Ken Writes about Stuff subscription series, featuring new and original Hite goodness every month for twelve months. A subscription costs \$24.95 and as well as giving you a generous 30% discount on the individual article price of \$2.95, we'll be offering an exclusive extra later in the year to all subscribers.

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Hideous Creatures: Introduction

Lovecraft created his various “shadowy congeners” because the stories of vampires, werewolves, and even ghosts had become too familiar and too formulaic to evoke true horror. Almost a century after he wrote, his own monstrous races have likewise begun to seem like comfortable story furniture rather than unnerving signals that the world is horrible and wrong.

Our goal with this series is to present a comprehensive look at Lovecraft’s hideous creatures, from as many angles as we can. Our goal is contradiction, surprise, and most especially the uncanny: the recognition of something familiar as something weird. As in the “Gods and Titans” section of the Trail of Cthulhu core book, this series deliberately contradicts itself, blurring boundaries and erasing certainties in the name of the uncanny. In your campaign, these variant truths might be misunderstandings, legends, heresies, or deliberate lies spread by the creatures to lull their foes into a false sense of familiarity.

Change anything and everything in these pages, most especially the ability scores. If you need a terrifying assassin, a brief but survivable fright, or a sanity-shattering horror, just add or subtract points at will.

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The Hounds of Tindalos

“THEY ARE LEAN AND ATHIRST! ... BEYOND LIFE THERE ARE ... THINGS THAT I CANNOT DISTINGUISH. THEY MOVE SLOWLY THROUGH ANGLES. THEY HAVE NO BODIES, AND THEY MOVE SLOWLY THROUGH OUTRAGEOUS ANGLES. ... THEY ARE HORRORS OF THE SOUL, AND YET ... THEY ARE REAL ... ALL THE EVIL IN THE UNIVERSE WAS CONCENTRATED IN THEIR LEAN, HUNGRY BODIES. OR HAD THEY BODIES? I SAW THEM ONLY FOR A MOMENT; I CANNOT BE CERTAIN. BUT I HEARD THEM BREATHE. INDESCRIBABLY FOR A MOMENT I FELT THEIR BREATH UPON MY FACE.” -

- FRANK BELKNAP LONG, “THE HOUNDS OF TINDALOS”

These lean, ravaging creatures dwell at the farthest beginnings of time on this planet, before DNA is formed in the first pools of protein. They do not so much resemble hounds or wolves as they convey to their unlucky viewer an inescapable sense of being hunted. Consider describing the Tindaloth using other predators:

- Sharks (rugose, rows of razor sharp teeth, implacable)
- Wolverines (bristling, ferocious, musky)
- Cobras (swaying, hypnotic, striking)
- Tigers (subsonics, unblinking eyes, mottled muzzle)
- Hawks (glittering eye, talons, hovering in preparation, fast-moving shadow)

They are variously described as gray, green, dappled, shadowy, or black. They leave behind a bluish pus, so they may be a dull gunmetal blue or emit bright radioactive blue light. They may have scales, spikes, fur, stretched hairless skin, or decomposing organs on the outside.

They inhabit the angles of time, while other beings (including mankind and all common life) descend from curves and dwell in Einsteinian curved space-time. Moving between the two states is normally impossible for the Hounds, until a curved-time dweller closes a perceptual connection between the two geometries. In other words, if a curved-timer sees a Hound, that sight becomes

part of the angled-time stream. The Hound can enter the local space-time of its perceiver so long as it features a sharp (120° or less) angle through which to pass. This angle can be as small as a folded matchbook, or as temporary as a ruler stood on its edge.

The Hounds dwell in an impossibly ancient time (“beyond life”) before the angles and curves of space-time had separated: at least 3.8 billion years ago, but possibly quintillions of years ago “on the pale grey shores beyond time and space,” across unguessed aeons. Their home may pre-exist dimensionality itself, where light is dark and silence shrieks.

Despite their immortality, they hunger, and when they spot (or are spotted by) any prey, they follow it through time and space. What, exactly, they hunger for is harder to determine:

- “Men awake in them cosmic hungers. We have escaped, momentarily, from the foulness that rings them round. They thirst for that in us which is clean, which emerged from the deed without stain.”
- They thirst for the purest curve-nature of time-bound sentience, needing it to propagate their shadowy existence in the mouth of angled space-time.
- They feed on the energy of perception itself, on the collapse of the Heisenbergian wave function between angled and curved observer.

- Hounds feed on life-potential, thus their tie to the “yeth hounds” of Devonshire folklore, supposedly the spirits of unbaptized infants.
- They are merely drawn to observers as opposite poles of a magnet are drawn together; humans interpret this fatal attraction as hunger because our brains and endocrine systems evolved to fear beasts that actually do hunger for us.

Driven off by a target, a Hound may well give up, as its timeline now bends around its prey. Unfortunately, the Tindaloth are difficult – not to say impossible -- to drive off. Friends who come to a target’s aid also invite attack.

Despite their strong connotations of fatalistic programming, the Hounds are probably sentient, sapient, and intelligent. Their social structure, if any, remains an enigma.

Hounds of Tindalos

Abilities: Athletics 6, Health 13, Scuffling 30
Magic: 12+; spells always include Contact Hounds of Tindalos, which costs Hounds only 1 Magic point to cast. Many Hounds have other spells.
Hit Threshold: 4
Alertness Modifier: +3
Stealth Modifier: +1
Weapon: +1 (paw), tongue (see below), pus (see below)
Armor: -2 vs. any (semi-real hide); regeneration (see below); immune to mundane weapons or chemicals
Stability Loss: +2

Hounds of Tindalos

Standard Hound Abilities

These standard abilities appear in the Trail of Cthulhu corebook for the Hounds, although only one of them (time travel) is actually attested in Long’s story. Long’s version of Tindalosian pus, for example, is non-caustic. Keepers, feel free to change or remove the effects of any of these abilities in your scenario.

Pus: The Hound’s paws (and the rest of it) are covered with a sort of living bluish pus, which a successful attack smears onto the victim in addition to other damage. The pus acts as a very strong acid (+1 damage modifier) each round until removed. It can be cauterized with fire.

Regeneration: The Hound refreshes 2 Health points per round. Its Health refreshes entirely between scenes. For a horribly deadly Hound, its Health refreshes entirely between rounds.

Time Travel: Hounds travel through time, at speeds of up to 100 million years per day. They manifest into a given space-time through angles and corners. They first appear as a cloud of smoke pouring from any sharp (120° or less) corner or angle, from which the head and then body emerges.

Tongue: A Hound’s tongue is long and hollow. If it strikes a person, it bloodlessly and painlessly cores a deep hole into their torso, somehow shifting the organs around. The victim takes no Health damage, but loses 3 rating points of Stability. The Hounds normally save this for the coup de grace.

Possible Hound Abilities

Mix and match these abilities for the Hounds in your campaign. Even within the same scenario, some Hounds might be alpha dogs, or the same Hound might reappear with powers mapped to a different time-point in its life-line.



Blinding Blue Flash: In 25 years or so, they’ll name this radiation effect after Pavel Cherenkov, but for now, it’s what happens when the Hounds’ quasi-matter connects with the present at superluminal speeds. When the Hound appears, everyone in eyeshot must make a Health test at Difficulty 8 or be blinded for a number of rounds equal to their margin of failure.

Clocks, Stop: Just before the Hound enters a space, all timepieces stop and run slow.

Fugue: So-called “packs” of Hounds are just reiterations of the same Hound, moving back and forth in time. Only one Hound of any pack can be injured in any way, as the others have “already” escaped harm.

Held Back By Curves: A Hound must make a successful Athletics test against a Difficulty of 8 to cross a curved line or surface. It can spend Magic points on this test. It can only be damaged by curves: curved sword blades, spherical droplets of acid, etc.

Hypersight: Hounds can see around corners, through straight walls, and into closed rectilinear containers. Add +1 to their Alertness Modifier.

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Perfect Coordination: For every additional Hound in a combat, one foe's Hit Threshold diminishes by 1 against them.

Severing Tongue: In Long's story, Chalmers' head is severed, but there is no mention of a hole cored in his torso. A Hound's tongue doesn't gouge a wound, but slices quasi-materially through the victim's focal chronogeometry. The tongue does +1 damage on a hit, and then +1 automatically every round thereafter, looped around the victim's "temporal spine" and sawing. The end result is usually a bisected torso or severed head, with no visible blood.

Sped-Up: The Hound can strike more than once in a round, for a cost of 1 Scuffling or Magic point per additional strike.

Time Skip: The Hound can flicker in and out of existence to "skip" a round of combat and re-enter anywhere in the action sequence (before or after a foe, for example) it wishes. This flickering in-and-out costs 1 point of either Athletics or Magic. The skipped round counts for regeneration.

VARIATIONS

"THE NATURE OF THE DOELS WAS PLAINLY REVEALED, AND I WAS TOLD THE ESSENCE (THOUGH NOT THE SOURCE) OF THE HOUNDS OF TINDALOS."

- "THE WHISPERER IN DARKNESS"

- The Hounds of Tindalos are the "dogs that howl in the maelstrom of Azathoth," beings of chaos beyond good and evil, motivated only by their hunger.
- The Tind'losi Hounds, children of Noth-Yidik and K'thun, patrol the corridors of angled time waiting for an opening into Einsteinian time.

They will lead their masters, the Old Ones, through the weak points in geometry when the stars come right.

- The spectral, infra-geometric Hound possesses the viewer. When the witness returns his perception to the present, he briefly barks like a dog, twists and writhes, and then rants in a download of his brain's imagery both seen and imagined or dreamed. He sweats out blue protoplasm stripped of enzymes as his brain's passenger shuts his body down: his final act may be to sever his own head in terror.
- A powerful human (or other non-Tind'losi) sorcerer may bind a Hound into his own perception, linking human and Tindaloth geometries. Such a Hound is called a ny'rela. The binding involves a mark (usually an angular scar or tattoo) known as the Tyndalon, and occasionally an image of a Hound worn as an amulet. After his death, his spirit transcends time and duration; his corpse may reshape itself into the form of a hound, a bat, or a lich.
- The Hounds of Tindalos hunt across the skies of the Dreamlands during eclipses and fell conjunctions of the great stars.
- Hounds are hyperdimensional shapes that can only be perceived serially, like frames of film or parts of a Cubist painting. When they enter our space-time, they sublime a shell or coating of bluish protoplasm.
- Tindalos is a great city of corkscrew-shaped towers rising above the gray plain of non-being at the beginning of existence. The Hounds dwell here under their Lords, of whom Mh'ithrha is the greatest.
- As the Hounds get closer, you begin to remember seeing them: in the woods you dared not enter as a child; in the trenches during the War; devouring your long-lost lover, the one you convinced yourself "just fell

out of touch." The Hounds colonize your personal past, because they were always there. The memories infested by Hounds get more and more recent. When you remember them boiling out of the corner of the room and attacking you — they do.

- "A terrible and unspeakable deed was done in the beginning. Before time, the deed, and from the deed — The seeds of the deed move through angles in dim recesses of time. They are hungry and athirst!"
- The Deed was the speaking of certain horrible words, a negative echo of Fiat lux. The Hounds follow the sounds of those who say the Words, but must see their prey to enter curved space-time.
- The kabbalists knew of the Tandaloth (Hebrew for "lean jackals of the gate") and hid their spoor in obscure scriptures. They are the soul-symbol of the qliploth, the shards of failed and broken Creation abandoned by G-d before the Beginning.
- The Hounds of Tindalos are the servitors of Nyarlathotep, who created them to prey implacably on humanity for its temerity in rejecting the Shining Trapezohedron. The Hounds were consumed and remade by its angular glory; this was the primordial Deed. They gained their power in payment for their obeisance; they seek to "repay" humanity for its refusal. Hence their Greek name Tinodalos, the "firebrands of repayment."
- The Tind'losi fear and hate Yog-Sothoth, that congeries of spheres who demarcates the Key and Gate to curved space.
- The Hounds have certain allies in our space-time, among them the Doels and the satyrs, who "can advance through the Scarlet Circles." Ancient Greek magi could prevent such advances, but their secrets have been lost.

Hounds of Tindalos

MYTHIC ECHOES

A time-spanning species such as the Hounds leaves tracks across human myth and legend. Investigators may recognize the connections after a suitable Anthropology spend; orthodox scholars stubbornly refuse to see the pattern.

As with the variations and possible powers above, Hounds of Tindalos might more closely match their various mythic depictions than Mythos fiction.

Akhlut (Esquimau)

Also known as a keelut, the akhlut is a demon resembling a hairless dog, or perhaps a dog crossed with an orca. It devours lone wanderers, leaving no trace except paw prints that vanish into nothingness or into the ocean.

Black Shuck (Suffolk)

This is the Suffolk variant of the wider British legend of a ghostly black dog that heralds the death of those who see it. It is associated with crossroads (angles) and electrical storms; it usually has glowing eyes. Other British black dogs are called church grims, barghests, or hell hounds: they sometimes actually drag their prey to Hell. The Scottish cú síth (“dog of faery”) drags its prey to Faërie.

Cadejo (Central America)

This black dog also appears to lone travelers and kills them or leads them to Hell. The size of a bull, it has hooves and fiery eyes; sometimes it drags a red-hot chain behind it. It may chew holes through its prey. In Maya Yucatan and Belize, the cadejo is also called the huay pek, or witch-dog.

Cerberus (Greece)

The original hound of hell, Cerberus (or Kerberos) has three (or fifty) heads and keeps visitors out of a grey-litten land inhabited by the dead: i.e., the past. His name is cognate the Finnish hell-hound Surma, and with the hounds of Hel in Norse myth, Gifr and Geri: “very ancient guards/who keep guard until the gods are torn apart.”

Cwn Annwn (Wales)

These pale dogs follow the Wild Hunt across the skies and desolate wastes of Europe. The Huntsman may be Annwn (god of the dead), Christ, the Devil, or a local dignitary, depending on the specific local legend. Wotan (and Odin) led Wild Hunts in pagan Germany; seeing the Hunt meant death unless you could keep up the chase until morning.

Inugami (Japan)

Evil sorcerers create these dog-ghosts by starving a dog to death and incarnating its hunger as a servitor spirit. The inugami can be made to kill and mutilate enemies, hunt down foes, or even possess targets and compel them to madness or suicide.

Sha (Egypt)

These unidentifiable beasts are called “Set-animals” because they accompany the god Set in tomb paintings and sculptures. The word sha is a determinative, used to indicate words associated with chaos, insanity, violence, storms, or perturbation.

Shunka Warakin (Iowa)

This is the “Dog Carries Off” spirit of the Ioway Indians, very similar to the akhlut or the cadejo.

T'ien-kou (China)

The Dog of Heaven eats the moon and sun during eclipses, threatening to upset time and destroy the heavens. It is driven away by the curved bow of the hero Chang Hsien.

Tindalo (Solomon Islands)

A powerful chief or sorcerer becomes a ghost, or tindalo, when he dies. A tindalo’s mana deforms, kills, or infects those who trespass on its vanuha, a place marked off by special stones or statues. Living sorcerers called mane kisu control or tap a tindalo by means of tattoos, marks, or trance rituals. When they die, they become (or return to) the tindalo, which is eternal.

INVESTIGATIONS

Keepers should treat this section, and use these elements, even more idiosyncratically.

Clues

Perforce, the clues in this section mostly point to “conventional” Hounds as painted in Long’s story “The Hounds of Tindalos.” Many of them refer to the drug Liao, which Long’s protagonist took to perceive all time simultaneously – unfortunately, including the Hounds. Feel free to adjust them at will.

Accounting: I tell you, it’s impossible. Nobody could have that kind of good luck buying mining shares unless he had inside information. Perhaps if he’d seen the rocks laid down a billion years ago, he could do a better job than this. **(Geology)**

Anthropology: This is a “tindalo” boomerang, probably carved on the island of Tulagi around 1900. Note the angled geometric design contrasting with the smoothly curved wood – you can see this same work on clubs, paddles; other curved wooden items. This boomerang is splintered, of course, meaning the tindalo’s power has escaped.

Archaeology: The missing man was an enthusiastic participant in the underground trade in certain ancient tablets depicting – ah – obscene forms and, um, activities. Inscriptions on those tablets prominently mention this blue, er, slime.

Architecture: This circular room was added in the last few months, probably by the householder himself – the workmanship is rushed and hardly professional.

Hideous Creatures

Art History: Picasso and Braque invented Cubism — art that looks simultaneously at all angles of a subject — just after a private show of Melanesian and African tribal art. Picasso was also inspired by Gauguin’s sculpture *Oviri (Sauvage)*, depicting a Tahitian goddess killing two ferocious hounds.

Assess Honesty: That woman was really, seriously, in fear of her life. Her dreams may sound wild to us, but she believes them implicitly. When that dog barked outside, she jumped out of her skin.

Astronomy: The constellation Draco represents the Serpent of the Fall, although the Arabs called it the Jackals. Its Egyptian name was Tanem, and they identified it with the Devourer of Souls. Code for some cosmic predator intimately connected with the dawn of consciousness?

Biology: The fluid resembles living protoplasm, but lacks enzymes. Without enzymes, cells should not be able to move or live, yet this matter is alive. Enzymes also hydrolyze dying cells: without enzymes, protoplasm might never die, possessing enduring vitality, i.e., immortality. Enzymes are the negative components, so to speak, of unicellular organism, which is the basis of all life. That living matter can exist without enzymes is impossible.

Bureaucracy: The clerks are unanimous in their insistence that no “Valerie Collinswood” appears in any city record; places where she should appear (like the title deed on her house) are smudged or blank. It’s as though her very historical existence has been devoured.

Chemistry: The bluish slime on the body seemed almost alive, but it was completely anaerobic, and contained polyphosphates and hydrogen sulfide rather than proteins. It no longer burns, although when it was on the victim, it must have been highly acidic judging from his wounds.

Cop Talk: You would not believe the number of calls Animal Control got that night — it seems everyone awake thought they saw a wild dog in the street or in their house, though none of their descriptions matched. Or even made much sense.

Credit Rating (1-2): The cleaning woman has a family to feed. She didn’t know that taking money to leave a bent hairpin in the room would do any harm, but she’ll describe the man who paid her as long as we keep her out of it and nobody tells the heat.

Evidence Collection: Whoever was in this room filled in all the corners with plaster and got rid of all their furniture except rounded pieces. They even puttied over the corners of their windows and picture frames.

Forensics: The body was found flat on its back, burned and corroded as if by acid, but covered with a non-acidic bluish slime. The head was severed and laid on the chest, covering a hole drilled with some sort of smooth-sided tool. The hole somehow did not puncture any organs. The cause of death was a massive coronary. The body showed old needle tracks indicating drug use, but none were found in the system.

Geology: Look, if these things are trapped on the other side of the life barrier — in the Pre-Archaeon — then perhaps that life can hold them back! Blue-green algae was the first life on Earth, and it leaves stromatolite fossils in smooth, rolling curves. Unfortunately, we need a hypersaline lake for living stromatolites, and the nearest one is in the Mexican desert.

History: The descriptions in his “dream journal” tally exactly with eyewitness records of the Battle of Bouvines in 1214 — records that have never been published, and certainly not in English.

Law: The search warrant explicitly mentions “narcotics” but none were found in the murder room according to the official police record. Is someone covering up a drug ring in the police force, or is something else going on?

Library Use: The back files of the Partridgeville (N.Y.) Gazette contain a story of a very similar murder: that of the occultist and novelist Halpin Chalmers, on July 5, 1928. He was found in a locked room naked, beheaded, and covered in blue slime. **(Cop Talk)**

Medicine: Apart from the obvious signs of heavy drug use, I suspect that she hasn’t had a good night’s sleep in almost a month. Her pulse and heart rate are thready and elevated, evidence of near-constant stress. The closest parallel I recall is some of the worst shell-shock cases during the War, under heavy bombardment for weeks on end.

Occult: Halpin Chalmers’ *The Secret Watcher* (Charnel House, 1927) contains a number of speculations about the nature of “parallel life,” originating with a force before time and matter. This force is the “Secret Watcher” of the title, acting in our dimension through agents called the Doels. As Chalmers wrote, “It moves through strange curves and outrageous angles. Someday I shall travel in time and meet it face to face.”

Oral History: The villagers all agree: the Hell-Hound appears every 204 years and carries off the heir to the Brachan manor. In 1734, it is blamed for Sir James Brachan’s disappearance. In 1530, they say it took a barmaid’s son, who was posthumously judged to be Lord Brachan’s bastard by the local bishop and by a ducal court of inquiry. They say the Hound can always smell the true bloodline of the knight who first called it up in 1122.

Outdoorsman: I don’t know how this *Cimolestes* skeleton turned up buried in this guy’s wall — it’s a primordial shrew that’s been extinct for 60 million years. **(Biology)**

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Pharmacy: This sample of the so-called “Liao” drug is a combination of vegetable resin and refined alkaloids: the closest parallel might be an opium-nuciferine blend, but there are trace chemicals quite similar to the DMT molecule synthesized in 1931 by Richard Manske. Whatever is in it is definitely psychoactive, and could easily cause hallucinations and paranoia.

Physics: In 1905, the German physicist Arnold Sommerfeld theorized that an electron moving faster than light would move backward in time, or perhaps set up an infinite corridor linking the remote past and the present. As early as 1889, Oliver Heaviside predicted that such motion would release a bright blue flash just like that described by the witnesses.

Sense Trouble: What’s that horrific stench? It’s pungent, acrid, and nauseating, but smells like nothing you’ve ever encountered.

Streetwise: Sure, I can put you in touch with the On Leong tong. They’ll know who’s running Liao, or rather, who’s running the real stuff. You know as well as I do that half the “Liao” on the street is just tar and incense.

Theology: The sage Chuang Tzu records that Confucius “slept beneath the straw dogs” and received both prophetic dreams and nightmares that endangered his life. The Tao Te Ching mentions these “straw dogs” implying they encompass all the “ten thousand things” and that the “inhumane” Sage consigns mankind to them.

SCENARIO SEEDS

Here are a few Tindalosian tales to get your angles jangling.



Fugue in the Key of Dee

A long-lost John Dee manuscript has surfaced in Manchester, where he served as warden of the College at the end of his life. Written in code, De Flectatura Tempore apparently deals with the most abstruse mathematics. A report in the Empire News claims that the physicist Sir Arthur Schuster read the translation and confirmed that Dee had “anticipated Einstein” – amazing news, if true.

The eminent scholar died (October 17, 1934) the day after that report ran, and his family and the university have denied everything. The supposed translation with Schuster’s alleged notes has disappeared – a controversy worth looking into.

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Book-Hounds may also want to look into the *De Flectatura Tempore* manuscript itself: it should sell for a pretty penny if the frantic flurry of client telegrams is any indication. The eccentric occultist who found it isn't interested in a sale, but not everyone finds that an obstacle. Investigators or Book-Hounds find themselves trapped in a battle between rival sects of Tindalos-cultists: the book may hold Dee's reconstruction of the Seal of Tindalos, offering safety from, and perhaps command over, the Hounds.

Don't Mess With Tindalos

In 1938, paleontologist Roland Bird discovers a long series of brontosaur tracks fossilized in stone near Glen Rose, Texas. He visits Glen Rose following rumors that human footprints could be found in the same stone, but leaves without seeing anything definitive on that front. Drawn by the publicity, later gawkers and Bible-thumping creationist preachers "discover" human tracks thereabouts: one set of tracks shows human footprints in fossilized stone, running flat out away from the tracks of an unknown beast.

The attention to the prints slowly draws the Hound that made them out of the Jurassic toward Glen Rose. Its approach leaves more prints, which draw more attention. Eventually, the Investigators, the Hound, and the small town of Glen Rose meet in time and space: possibly, not ours.

The Dunne-ish Horror

In 1927, the Irish aeronautical engineer J.W. Dunne published *An Experiment With Time*, which became hugely influential and massively read. In it, he posits that all time exists simultaneously: past, present, and future. Dunne proposes the following experiment to test his theory: record your dreams minutely, and compare them to future events. The more correspondences, the more likely the theory is to be true.

Unfortunately, some of the millions of people now dreaming of time are watching the distant past – and attracting the attention of the Hounds. Used to chasing down one or two occultists a century, suddenly Tindalos reels under perceptual assaults. The Hounds prepare a sweep through humanity to sever its time-sense forever – and the Investigators have dreamed of the point in space-time their assault will break through. This can be a single adventure turning aside the lead Hound, or build to the climax of an entire campaign designed to harness Mythos time- and dream-travel and prepare for war against the Precambrian.

Every Dog Has Its Day

In the summer of 1935, Wing Commander Victor Goddard flew his Hawker Hart through "purplish-yellow clouds" and a strange electrical storm. Below him, he saw the derelict RAF base at Drem, Scotland restored to military activity – complete with strange yellow-painted planes, including a futuristic monoplane he didn't recognize. Either that (a "friend at the Ministry" asks them to look into Goddard's wild story) or the reports of a red-eyed black hound shrieking in the woods near Dunbar draw the Investigators to East Lothian.

That county famously tried and executed hundreds of witches between 1560 and 1705, among them one Jane Baird, of Tynninghame, burnt in 1661. She had used her hyperspatial geometries to bind a Hound to herself; on the advice of a local scholar, the parish paid for a candle to burn in perpetuity on a precise spot tangent to it, sealing her and the Hound up together at the moment of her fiery death. Construction work in the church extinguished the candle; the Hound now scrabbles at local space-time to escape.

BIBLIOGRAPHY

The seminal tale of the Hounds of Tindalos is, of course, Frank Belknap Long's story "The Hounds of Tindalos." Lovecraft mentions the Hounds briefly in "The Whisperer in Darkness," officially canonizing beasts that heretofore had no direct Cthulhoid connection. Long wrote his own reimagining of his story, "Gateway to Forever," which appears along with Peter Cannon's satirical extensions of the "Chalmers Mythos" and several other less notable stories in *The Tindalos Cycle* from Hippocampus Press. Michael Cisco's "Firebrands of Torment," in that anthology, does at least look at the Hounds (and "Hounds") from a different angle.

The Hounds also appear as more-conventional dark-fantasy monsters in Brian Lumley's *Elysia* and *The Transition of Titus Crow*, as they did in the Howardian round-robin "novel" *Ghor Kin-Slayer* (three chapters of which also appear in *The Tindalos Cycle*). Roger Zelazny brings the "Hounds of Thandalos" on stage toward the end of his fantasy novel *The Changing Land*, where they are effective but hardly cosmic threats.

Brian Sammons' "One-Way Conversation" and Elizabeth Bear and Sarah Monette's "Mongoose" both present science-fictional takes on the Hounds. Adam Niswander's *The Hound Hunters* brings the Tindaloth into the American Southwest, and Thomas Monteleone's *Fantasma* makes them the secret weapon in a mob war. Chris Lackey's "SnackTime" plays interesting games with the Hound(s?); that story appears in *Shotguns v. Cthulhu*.