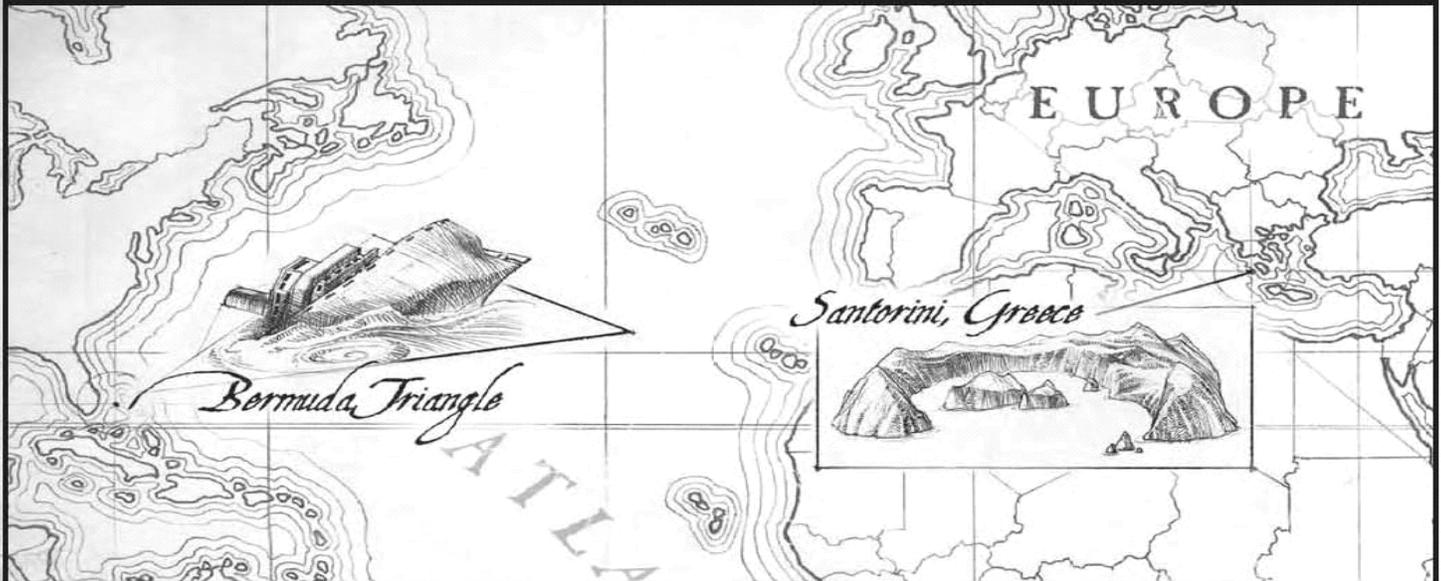




HOLLOW EARTH EXPEDITIONS ADVENTURE

END OF THE LINE



This unofficial adventure is designed as a short introduction for new players to the world of *Hollow Earth Expeditions* and the Ubiquity system. It can also act as a starting point for an ongoing campaign. The Pre-generated Characters found within the *Hollow Earth Expeditions Core Rulebook* or the *Secrets of the Surface World Rulebook* would work great for players not wishing to create a new character.

Summary

A group of passengers on a westbound train in the North African Desert in the summer of 1935 suddenly find themselves in a life or death battle with Nazi Agents and their Mind-Controlled brutes intent on killing an old man. As chaos and confusion abound, can the heroes find a way out of a mysterious jungle they suddenly find themselves in, or will they be forever trapped in that predator filled jungle under its burning sun?

The Hook

To set the adventure, read or paraphrase the following to the players:

You have been traveling on the Trans-Saharan Railway, east from Tangiers, Morocco to Constantine, Algeria in route to Cairo, Egypt. The trip is hot and dusty, even with the breeze created by the motion of the train. The only relief from the oppressive desert heat seems to be in the dead of night, when the temperature drops to a chilly 60 degrees. Here in the lamplight, you can see a dozen or so people, all trying to make comfort in these ever changing conditions.

Several of them appear to be locals traveling between the major cities, but a few catch your eye. A scruffy dressed man, wearing cowboy boots, a long duster and hat is sleeping in a forward corner, his eyes constantly popping open to scan the car. An elderly gentleman and young man, perhaps in his twenties, sit near the back. They seem drawn deep in a discussion involving several hand-written journals. Sitting across from you in the center of the car is a lovely young blond haired woman wearing elegant, but very functional clothing and an elaborate wide brimmed hat. Apparently used to the climate, she sits there quietly reading what appears to be a book of French Poetry. Behind her is a gentleman in a fine suit, but no

hat. From her demanding tone and constant orders, you are able to determine that he is her butler, Carlton. A sharply dressed man in dark clothing and wearing wire rimmed glasses sits in the corner opposite the elderly gentleman, locking eyes with anyone who looks toward him, but never responding. He constantly seems to be looking at his pocket watch. A middle-aged man, the Rail Steward, sits in a booth near the forward end, flipping cards into an upturned hat.

Most of the NPC's will not engage in small talk with the Player Characters, keeping to their own affairs. The woman, Emily Walters, will be polite if talked to, explaining only that she is on a business trip concerning her late husband's investments. Beyond that, she will try and hide her apparent annoyance at any conversation she is forced into. Carlton will not address anyone but "Ms. Walters."

The elderly gentleman, Professor H. Connors and his assistant, Lucas, will not engage in conversation, simply saying "If you do not mind, we are quite busy! Thank you." Anyone who attempts to look at the journals will cause the old man to slam them shut and stare angrily at the onlooker until they turn away.

The "Cowboy," Levi Damson, will claim to be a Texas oil-rig worker headed to Cairo on business, though he will not say what that business is. He will gladly engage in a poker game if asked, and has a surprising amount of cash to loose for a common rig worker.

The sharply dressed man is Donato Acciai, a contract killer from Milan, Italy. He has been hired to kill Levi Damson by an unknown contractor. He has a picture of Damson in his pocket, along with \$500 U.S. Dollars and a note instructing him to take the Number 147 Engine

NAZI THUGS		Ally 2		
Archetype: Soldier		Motivation: Duty		
Style: 2		Health: 4		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 2		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 4		Stun: 2		
Skills				
Athletics	Base	Lvl	Rtng	(Avg)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Firearms	2	2	4	(2)
Intimidation	2	2	6	(2)
Melee	2	2	4	(2)
Talents				
Skill Aptitude 1 (+2 Skill Rating for Intimidation)				
Resources				
None				
Flaws				
Intolerant (+1 Style when he convinces someone to hate what he does)				
Weapons				
	Rtg	Size	Atk	(Avg)
Luger P-08	3L	0	7L	(3+)L
MP-35 SMG	3L	0	7L	(3+)L
Punch	0N	0	4N	(2)N

from Tangiers on the proper date. The note ends with "He is not to get off the train in Cairo." In his pockets he has two switchblades and a double derringer (.38 caliber) with six additional bullets.

The Train is made up of the following cars: Steam Engine Number 147, a large Coal Car, 3 Box Freight Cars, the Passenger Car, a Freight Flatbed and the Caboose.

This Is An Unofficial Supplement Written For The *Hollow Earth Expeditions* RPG, From The Desk Of: ...the rich (lost_rich@hotmail.com)
 Insert Legal Disclaimer Here About Written All In Good Fun, With No Copyright Infringement Intended, Etc, Etc. Intellectual Property of **Exile Game Studios**. Does Anybody Even Read This Fine Print Stuff? Buster Crabbe Is My Hero. Come Explore The Hollow Earth With Us, It's A Real Blast!
 Visit WWW.EXILEGAMES.COM For More Information.
 Jules Verne Would Be Proud Of This Game. "Poetic License" Taken On A Few Elements For Story Purposes. I Appreciate Your Understanding.
 Updated: June 1, 2011

Brawl in the Club Car

The Passenger car is 60 feet long and 10 feet wide. Windows line both walls and “booth style” bench seating match up to the windows. There are ten booths on one side, nine on the other, with a cabinet where the tenth booth would be. Inside the cabinet is where the Steward stores food and drinks. The cabinet is locked, and the Steward has the key. A central aisle runs down the middle of the car. The Rail Steward sits in a booth nearest the cabinet.

After the characters have had a chance to talk to the NPC’s, read or paraphrase the following:

The “clackity-clack” of the passenger car wheels on the track create a quite rhythm that seems to lull you into a half-sleep in the cool midnight air. Peaceful and relaxing, despite any conversation that might be going on.

But that peace is broken as the door forward is knocked off its hinges. Three massive Silverback Gorillas burst into the car, each with a large, bowl like helmet on its head. The helmets are covered in wires, vacuum tubes and diodes with blinking lights and electricity jumping between the wires. As the beasts walk, they flail their arms about, striking anyone near their path. Behind them, three German soldiers follow, one armed with a Submachine gun and the other two armed with pistols. The lead German is yelling “Kill Professor Stern Now!” The beasts, moving forward with their arms flailing, each seem to mumble “Kill Stern, Kill Stern” over and over again.

The Germans will leave the Gorillas to carry the battle for them, shooting anyone who they believe is getting in the way. Beyond the Professor, all of the named NPC’s will attempt to get out of the way or hide during the battle.

On the First round of the fight, the Professor and his Assistant will exit out the back door and

Silverback Gorilla	Follower 2			
Archetype: Animal	Motivation: Survival			
Style: 0	Health: 8			
Primary Attributes				
Body: 5	Charisma: 1			
Dexterity: 3	Intelligence: 1			
Strength: 5	Willpower: 3			
Secondary Attributes				
Size: 0	Initiative: 4			
Move: 8 (Climb 16)	Defense: 8			
Perception: 4	Stun: 5			
Skills				
Brawl	Base 5	Lvls 3	Rtng 8	(Avg) (4)
Empathy	1	1	2	(1)
Stealth	3	3	6	(3)
Survival	1	3	6	(3)
Talents				
Climb (Double Move rating)				
Skill Aptitude (+2 Survival Rating)				
Resources				
None				
Flaws				
Near Human (cannot communicate but may use tools)				
Attacks				
Bite	Rtg 0L	Size 0	Atk 8L	(Avg) (4)L
Punch	0N	0	8N	(4)L

jump onto the following Flatbed Freight Car, trying to make their way to the Caboose. It will take the Gorillas one round to reach the back of the passenger car, and then they can only exit the car one at a time. However, the Professor is slow and the first Gorilla can easily overtake him on the Flatbed.

If the Player Characters try and interfere, the Germans will order one of the Gorillas to kill them, leaving the other two to deal with the Professor. Mr. Acciai will take advantage of the confusion and German gunfire to shoot Damson with his Derringer.

At the end of the Third round of the fight, one

of the Gorillas will crush the professor with a “Bear-Hug,” and then go to turn on the assistant, who is laying on the Flatbed in fear. If the player characters are somehow successful in stopping the three Silverback Gorillas in the passenger car before any have a chance to exit to the Flatbed car, then a Fourth Gorilla will jump down from the roof of the Passenger car to attack the Professor. If a Player Character is in a position where he can see the Professor and his Assistant, read or paraphrase the following:

As you watch the terror on the Flatbed car, you see one Silverback turn and drop the limp body of the elderly man to the ground. With a look of horror, the young man yells “Professor!” The beast stands for a second, then starts toward him. With speed driven by pure panic, he unlocks a padlock on a large metal plate and opens a fuse box. In there he grabs a huge Breaker Switch and throws it. Suddenly a swirling vortex of blue-green electricity surrounds the metal plate that he and the Gorilla are standing on. The electricity swirls faster and faster and then abruptly explodes outward. Your body is filled with a tingling feeling, as if touching your fingers to an electric socket, then a bright flash of light and all goes dark.

Derailed!

Due to the activation of the STEPP device by the Assistant, Lucas, the characters and part of the train have been transported to a lush jungle within the Hollow Earth. To set the scene, read or paraphrase the following:

Your senses pick up on the feeling of a light rain coming down on your face, the sound of birds chirping and a river flowing somewhere nearby. Slowly you open your eyes and see the sun and clouds, high in the sky, causing a beautiful rainbow to reach down to dense jungle nearby. Where the rainbow strikes, you see a great Silverback Gorilla, wearing a metal

helmet, slowly lumber off into the thick. As your head clears, you realize you are laying in the wreckage of the train cars, twisted and battered, half the roof of the passenger car ripped free; the cars are lying off the tracks in some thick tropical jungle.

The characters can easily deduce that they are no longer in the Sahara Desert, but are now in some dense jungle. It is daytime, around Noon, with a storm just ending. There is no sign of the rail line beyond approximately 200 feet of track and railroad ties. The Passenger car is still coupled to the Box Freight Car that was forward of it. The Flatbed is still attached to the Caboose, but not to the Passenger car. The Box Freight car and Caboose are no longer complete, both appear to have been neatly cut in half, the Boxcar around 20 feet from the Passenger car and the Caboose around 40 feet from the Flatbed. It is a clean cut, with the rest of either car completely missing. All the cars are coupled together using a simple Link & Pin Coupler (a large steel pull pin).

If the characters search for survivors amongst the wreckage, they will find that the Cowboy is dead (by bullet or Gorilla is your choice), and most of the “locals” are either dead or critically injured. Ms. Walters is alive, although she appears to have a severe leg injury (broken, severe sprain, etc.) but her butler, Carlton, appears uninjured beyond a few cuts and scrapes. The well dressed man has suffered a head injury and is unconscious. Outside on the Flatbed the professor is dead, but his assistant, Lucas, is relatively uninjured.

A quick survey will also reveal a problem, the Caboose, although still linked to the Flatbed, is teetering off a short cliff, and the loose jungle soil below the rail car is starting to slide. Should the Caboose fall, it will drag the Flatbed off as well, plunging it some 50 feet below into a swift moving river.

There may be many options for shoring up the

Caboose, but the two most pronounced would be to either disconnect the Caboose from the Flatbed, thus allowing it to fall into the river and saving the Flatbed, or to tether the Caboose to some of the large trees using jungle vines, hoping it will hold.

Because of the strain on the Coupler, it may be almost impossible to pull the Pin. This will require one massive Combined Feat of Strength roll, with a Difficulty of 10. Only two characters can directly grab the pin, but if some other way is found for more to assist, then that is acceptable.

If a character tries to shoot the pin in order to break it, they will have to hit it through the Coupler, this gives the Pin a Defense of 12. Additionally, the Pin has a Structure of 7, so 8 points of Lethal damage must be inflicted in order to break it.

Tethering the Caboose to the trees will require two different attempts; first the characters must find sufficient Vines strong enough for the task. This will require a Survival or Foraging skill check (Difficulty 4), with each failure wasting 10 minutes of time. Once sufficient vines are found, they must be attached to the Caboose. This will require an Extended Craft Mechanics, Science-Engineering or Survival Skill check, with a total number of successes required of 20. Each skill roll will take 10 minutes to complete. Once 20 successes are reached, the Caboose should be secure, at least for a few hours.

If the characters try and question Lucas about what happened, read or paraphrase the following:

I'm, I'm sorry. I panicked. All I saw was that strange *Beringei Graueri* crush the Professor and I just panicked. I thought the thing was going to kill me next. I couldn't out run it, they can run up to 25 miles per hour! I was dead! So I activated the STEPP, hoping that in the confusion I might be able to hide from the beast.

If the characters ask about the STEPP machine, read or paraphrase the following:

What is the STEPP? It's an incredible device conceptualized by Professor Stern and crafted together by the two of us over the last three years. STEPP is short for *Sudden Transmission Electromagnetic Portal Particulator*. Simply put, it's a device that methodically separates the electromagnetic properties of the atomic structure of an object, then converts that structure to an electrical pulse and sends it through a dimensional portal to a new location where they are reassembled. Basic particle physics, quite simple really.

If the characters ask where he thinks the STEPP sent them, read or paraphrase the following:

I really can't say. I didn't have time to properly align the Particulators' Meta Field Diodes, so it is possible we are on Venus or Pluto. Although, looking at the position of the Sun and the strange upward curvature of the horizon, it is also possible that we move a very short distance to the Hollow Earth inside our own. You see a great many Geologists and Volcanologists theorize that our world is hollow, and that there is a great deal of life on the inside shell of the Earth. I think that's where we may be. Yes, I am quite certain, well, sort of, that we may be in our Hollow Earth. Do you realize the sights we might see here? Ancient Civilizations? Creatures that have been extinct for a million years? It just fires the imagination. Wow.

After the characters have had a short amount of time to search, tend to injuries and question the NPC's, read or paraphrase the following:

As you carry about your various tasks while still trying to recover from the shock of being transported to the jungle, a shower of sparks suddenly erupts from the STEPP device. Quickly Lucas runs to the machine, opening up a couple of locked panels and poking about

Searching The Wreckage

If the characters choose to search the wreckage or dead for useable materials, here is a partial list of what they may find. You are at liberty to add to or subtract from this list as you deem necessary (such as reducing ammunition spent during the *Brawl in the Club Car*).

- The “Cowboys” pistols; 2 Colt Peacemakers (3L Damage, Strength 3, Range 50 feet), twin holsters and 30 spare rounds of .45 Long Colt.
- The Germans weapons; 3 Luger P-08 pistols, plus 2 spare clips for each along with an MP-35 Submachinegun with 2 spare clips.
- Several Knives or Machete from the Locals.
- Enough Food and Water to last the survivors a week. There are also 6 bottles of alcohol of various types.
- Several hundred dollars (American) in various currencies.
- Two First-Aid Kits, with 8 uses remaining between them.
- Partial luggage and torn clothes, including personal hygiene materials, from the remainder of the box car.
- Miscellaneous bulk items, such as a few bails of cotton, sacks of feed grain, barrels of lamp oil, a large Postal Courier pouch, bundles of wood or slate roofing tiles, a large box of colored yarn skeins, a 200 lb roll of blank newspaper (cut diagonally by the STEPP transport), etc.

Additionally, on the Flatbed Car, the STEPP Machine only occupies about 1/3 of the flatbed space, the rest is filled by three Ford 1933 BB Stake Trucks. All three were damaged in the wreck, but it is possible to repair one using parts from the others. Unfortunately jungle is too thick to easily drive the truck. It would require the characters to chop trees down about every 100 -feet for several miles before a wide enough game trail might be found.

with his fingers. “No no no no no no no” he mutters as he looks inside. “This is bad, very bad.” He looks up and notices people are watching him. “The Primary Interlock Diodes are all damaged, as are the Delta Wave Tubes and the Secondary Phase Control Piston. Without those, the STEPP will not run, and our luggage was in the first Boxcar, so I have no replacements. To make matters worse, the Liquid Fuel Cell is leaking, there must be a micro-crack. I would guess that in two hours it will have completely leaked out, and without that fuel cell the STEPP will not work.”

If the characters inquire about the Liquid Fuel Cell, Lucas will explain that he does not know where the Professor acquired it. He is also unable to “trap” the liquid as it leaks out because it evaporates as soon as it contacts air, that is also why he is unsure where the leak is. Also, due to the corrosive nature of the Liquid Fuel, he doesn’t know of a way to seal the leak.

If asked about repairs, Lucas believes he can fix the STEPP, if he has the proper parts. If someone suggests it, or shows him a helmet from one of the two dead Gorillas (or three Gorillas if a fourth had to be added in the *Brawl In The Club Car*), he grudgingly agrees that these might work, but he will need a more. He will need another helmet, and he must complete the repairs in the next 90 minutes so that there is enough power for the return trip. “Without that power” he will say “we are stuck here forever.”

The Great Ape Hunt

The characters will need to hunt for the missing Gorilla, following its trail through the jungle. Due to her injury, Ms. Walters is unable to travel into the jungle, and Lucas indicates that he will need to start working on repairing the STEPP so that it is ready when the party returns with the last helmet. The butler, Carlton, produces a .38 Police Special from a shoulder

Velociraptor		Follower 2		
Archetype: Dinosaur		Motivation: Survival		
Style: 0		Health: 6		
Primary Attributes				
Body: 3		Charisma: 0		
Dexterity: 5		Intelligence: 1		
Strength: 3		Willpower: 3		
Secondary Attributes				
Size: 0		Initiative: 6		
Move: 8 (16)*		Defense: 8		
Perception: 6		Stun: 3		
Skills	Base	Lvls	Rtng	(Avg)
Athletics	3	1	4	(2)
Brawl	3	5	8	(4)
Empathy	1	1	2	(1)
Stealth	5	3	8	(4)
Survival	1	5	6	(3)
Talents				
Alertness 1 (+2 Perception rating)				
Run (Double Move Rating when Running)				
Resources				
None				
Flaws				
Bestial (cannot communicate or use tools)				
Attacks	Rtg	Size	Atk	(Avg)
Bite	0L	0	8L	(4)L
Claw	0L	0	8L	(4)L

holster and indicates that he will stand guard of Ms. Walters, the unconscious Donato Acciai and Lucas. He will refuse taking another weapon, indicating he is familiar with the revolver, not other guns. If Lucas is offered a gun, he will say that "I am familiar with many firearms, having studied them in college, but I've never had cause to put one to practical application." He will, however, take the gun offered and place it in his jacket pocket. Ms. Walters is "a true lady" and will refuse to touch "...one of those dirty, Barbaric things."

Tracking the Gorilla through the jungle is not difficult as the beast has left a solid trail to

follow. Any successful Survival or Tracking skill check (with a Difficulty of 2) will allow the characters to follow the Gorilla. During this time, the characters may make a Perception Check, with a Difficulty of 4. If successful, the character will realize that they are themselves being tracked. Several creatures appear to be moving parallel to them, deep in the jungle. This is a pride of four Velociraptors, although the character may only see one or two. If one of the Raptors is spotted and attacked, it will run away from the area at its fastest speed, possibly drawing attention away from the others in the pride. It will then circle around in time to assist in the attack.

The trail will go strong for about 30 minutes, then the characters will encounter a crossing of trails, as if the Gorilla kept returning to this location and striking out in a new direction each time. A total of five different trails, created by the Gorilla, lead out from here. A successful Survival or Tracking skill check (with a Difficulty of 4) will determine that four of the trails have tracks going in two directions, while the last one only has tracks leading away.

As the characters strike out to follow that trail, they are attacked by a pack of Velociraptors. Three of the creatures will attack from the dense underbrush, each taking on a different target. A Fourth Velociraptor remains hidden, watching the battle. After three rounds of fighting, or if one of the other Velociraptors is killed, it will attack, launching itself at the character that appears to be the strongest.

During the battle, on the round after the fourth Raptor attacks, the last Gorilla will charge out from the underbrush. Anyone who asks will notice that it is not wearing the helmet. This may cause the characters to panic, but as its action the Gorilla will attack one of the Velociraptors and beat it until it stops moving.

Unlikely Rescue

When the fight with the Velociraptors has ended, the Gorilla will just stand there, looking curiously at the party members. A Perception check with a Difficulty of 2 will allow the characters to realize that this is indeed the last Gorilla, only the helmet it was wearing is now missing. The beast is friendly and polite, almost domesticated in its attitude toward the party.

They can attempt to work with the Gorilla, using Animal Handling, Diplomacy, Empathy or some Science skill, to determine the location of the helmet. Any reasonable or creative attempt should be rewarded with success. Success being that the Gorilla will lead them to the helmet, which has thrown up in a tree not too far away. An Athletics or Climbing skill check, with a Difficulty of 3, will allow a character to climb the tree and retrieve the helmet without damaging it. The Gorilla will not follow the characters when they return to the train wreck, instead it will quietly walk off into the jungle.

If anybody should “try on” the helmet, they will need to make a Willpower Roll with a Difficulty of 3. Failure will result in the character falling into a trance-like state and feeling compelled to kill the assistant Lucas or mangle the professor’s body as he hears a voice ringing over and over in his head saying “Kill Stern!” Removing the helmet is easy enough for anyone to do, and the moment the helmet is removed the character will revert back to normal, with no memory of being in the trance.

The walk back to the train wreck will take about 30 minutes. If any character chooses to Run back to the train, it will take only 15 minutes. A successful Survival or Tracking skill check may be necessary to make it back to the train wreck without becoming lost. If so, the Difficulty will be 2. During this time, Thunder has started to echo through the trees and a light rain has begun. Once any character arrives back at the

Ms. Emily Walters		Ally 2		
Archetype: Everyman		Motivation: Greed		
Style: 3		Health: 5		
Primary Attributes				
Body: 2		Charisma: 3		
Dexterity: 2		Intelligence: 3		
Strength: 2		Willpower: 3		
Secondary Attributes				
Size: 0		Initiative: 5		
Move: 4		Defense: 4		
Perception: 6		Stun: 2		
Skills				
Athletics	Base 2	Lvls 1	Rtng 3	(Avg) (1+)
Empathy	3	3	8	(4)
-Lies			9	(4+)
Firearms	2	1	3	(1+)
Investigation	3	2	5	(2+)
Larceny	2	4	6	(3)
Melee	2	2	4	(2)
Stealth	2	2	4	(2)
Survival	3	3	6	(3)
Talents				
Skill Aptitude 1 (+2 Skill Rating for Empathy)				
Resources				
Status 1 (Aristocratic Family; +2 Social Bonus)				
Flaws				
Vain (Character is Arrogant and Ego-centric)				
Weapons				
Mauser C-96	Rtg 2L	Size 0	Atk 5L	(Avg) (2+)L
Punch	0N	0	4N	(3+)N

train, read or paraphrase the following:

A strong thunderclap and drizzle announce your arrival back at the train wreck where you find Lucas hard at work repairing the STEPP machine. He looks toward you as you walk up, a worried expression on his face. A subtle glance by him draws your eyes over to the passenger car, where you see the butler, Carlton, laying on the ground, a switchblade sticking from his back. “Welcome back” you hear a female voice say. Turning you see the

woman, Ms. Walters, standing against a tree, apparently not so injured as she originally lead you to believe. Tucked under one arm she holds the Professors Journals and in her other hand she is holding a radio of some kind. "Please," she says to you, "set your guns on the ground, or I will be forced to push this." She waves the radio in the air. "Will you please show them Lucas?" Looking back to Lucas, he opens his jacket to display a belt of some kind, with lots of wires and a blinking light. "That, my friends, is an explosive belt. I push this, and he goes Boom. So please put your guns on the ground and we will all make it back home in one piece."

If the characters attempt to approach or attack her, she will drop the journals and produce a Mauser C-96 ("Broomhandle") pistol from her handbag and engage them in combat, ducking behind the large tree for cover (Half-Cover; +2 Defense). If she becomes seriously wounded or finds herself in a bad situation (surrounded, flanked, etc), she will go for the radio detonator. Fortunately, before she can push the button, the Allosaurus will attack her (see below).

Characters can attempt to remove the explosive belt from Lucas. This will require a Demolitions or Defusing skill check with a Difficulty of 4. A failed skill check of 0 successes will result in the explosive detonating. Lucas will be killed instantly and all characters within 20 feet will suffer an Explosive Attack of 8L.

If the characters do as she asks, she will then urge them to go stand over by Lucas while he fixes the machine. She will not engage in small talk except to say that the Reich will reward her handsomely for the Professors notes.

Whether Ms. Walters is engaged in a gunfight with the characters, or is covering them while Lucas fixes the STEPP, she is unaware that an Allosaurus has slowly walked up behind her due to the storm. The characters do not need to make a Perception check to notice the beast as it

Allosaurus	Follower 2			
Archetype: Dinosaur	Motivation: Survival			
Style: 0	Health: 10			
Primary Attributes				
Body: 5	Charisma: 0			
Dexterity: 3	Intelligence: 1			
Strength: 2	Willpower: 3			
Secondary Attributes				
Size: 2	Initiative: 4			
Move: 9	Defense: 6			
Perception: 6	Stun: 5			
Skills	Base	Lvls	Rtng	(Avg)
Brawl	6	4	12	(6)
Stealth	3	1	2*	(1)
Survival	1	5	6	(3)
Talents				
Alertness 1 (+2 Perception rating)				
Skill Aptitude (+2 Brawl rating)				
Resources				
None				
Flaws				
Bestial (cannot communicate or use tools)				
Attacks	Rtg	Size	Atk	(Avg)
Bite	2L	-2	12L	(6)L
Claw	2L	-2	12L	(6)L
Stomp	2N	-2	12N	(6)N
* Allosaurus suffer a -2 Size penalty on Stealth rolls.				

quickly becomes visible to them. If they attempt to warn her about it, she will reply with a harsh statement about their "feeble attempt to distract her," the beast will then attack. Its attack is a bite that will cut her in half, with her arms and legs falling to the ground. It will then gulp her body down and stare at the party, apparently intent on eating them as well.

The characters will have to fight the beast, but must be careful as there is a chance that it could accidentally step on the STEPP device and permanently ruin it. Additionally, its size and strength could easily snap any vines that might

be used to tether the falling Caboose.

If the characters are able to get their hands on the remote for the Belt Bomb, they will find it is a flat box 8 inches long and 2 inches wide with a long antenna on the top. There are two buttons, both are labeled in German. The top button, which is blinking, is marked "Lock" while the bottom one, which has a steady light, is marked "Detonate." If the "Lock" button is pushed, the belt will unlock and both buttons will go dark.

If the characters try and throw the explosive belt into the mouth of the Allosaurus, they will need to make an Athletics or Throwing skill, attacking against its Active Defense, modified by its Size, and a -2 penalty for trying to throw it into the mouth while it is open. This gives it a Defense of 5 against this thrown attack to its mouth. If the attack misses, then the belt just falls to the ground at the Allosaurus feet. If the attack succeeds, then the detonation of the belt will result in the beast taking the full 8L Attack damage directly its Health with no Defense roll possible.

After the fight with Ms. Walters and the Allosaurus, assuming the STEPP and Lucas survived, the machines repairs can be finished and activated. If the characters choose to do this, they will wake up back in the desert, near the railroad tracks, in the middle of the night. The train and rails will not be put back into place, so there will be a large section of tracks

missing from the rail line and the last half of the Caboose can be wrecked where the missing track is. Additionally, there are only two trains that run on this line, and they run 4 days apart. It is easy to assume that it could be a week before the other train runs down this line again, possibly ending in a crash due to the missing rails.

Should the characters be unsuccessful in activating the STEPP machine (Lucas is killed, Allosaurus crushes the machine, Liquid Fuel runs out, etc.), then they are trapped in the Hollow Earth and will have to find some other way to return to the Surface World. It is a big World in there, perhaps the way home lies just beyond the next adventure in the world of *Hollow Earth Expeditions...*

