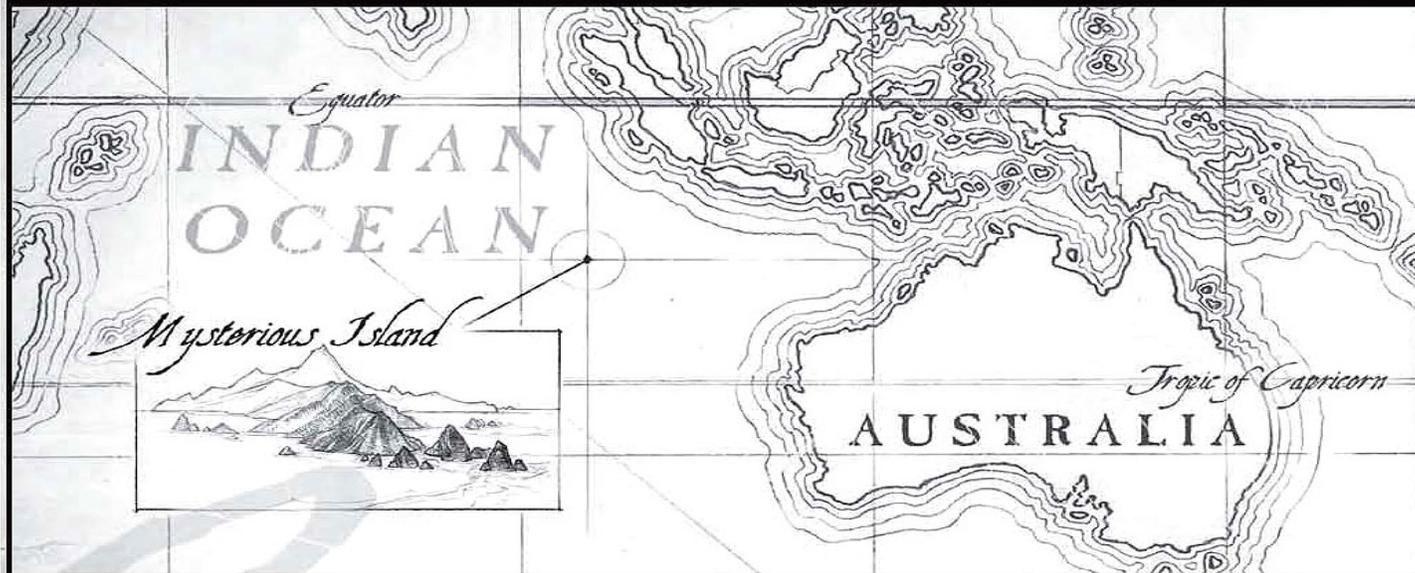


HOLLOW EARTH EXPEDITIONS

SALT SPRINGS

FIELD NOTES:
BY DR. C. ARTHUR TURNER



This is an Unofficial supplement to the world of *Hollow Earth Expeditions* and the Ubiquity system.

Field Notes are short, one shot encounters or introductions to creatures, places and things found throughout the world (both out and within). They are small and lack "area" details so that they may be dropped into an existing campaign without great effort. Enjoy.

Day 28

Tired and weak from days of hard walking on rocky ground, this morning's discovery of a shallow bay surrounded by hot springs seemed a good place to relax, even Thur-Long was unsure of any dangers in the area.

Dozens of hot salt springs feed into the bay, which in turn feed into the deep seas. Because of the temperatures, many of the sea predators we had seen thus far were avoiding it. Ideal for a few days of rest.

The first attack came as we washed our filthy clothing. A tentacle, perhaps 10-feet long, grabbed the leg of Ms. Goodhar and dragged her deep into the bay. With knife and spear we cut the tentacle, but the beast attacked again, this time with greater ferocity.

We fired blindly into the waters deep, hoping for a lucky shot. Mr. Bryce and Rufus dove into the water, hoping to use knife upon the beast while the rest of us held Ms Goodhar tight. I can not tell of the battle below the waters, only that precious minutes pasted before the tentacle eased and they surfaced, shouting warnings of "To Land! Quickly!"

Thus we rushed, only to be confronted by three other beasts like the one they had just fought. A better look upon these beasts we could see, quite amazing, like the Chambered Nautilus of the Pacific. Some



with long, straight shells and others with curled shells. The straight measured around 8 feet, while the curled were perhaps 4 foot tall. Each beast having a good 10 to 20 foot reach with its' tentacles.

And the shells, like rock. Many of our handguns had no effect, only the more powerful pistols and rifles were of value against their rocky shells.

Still, we were fortunate. Beyond a mild sprain on the leg of Ms. Goodhar and a lost Colt .38 revolver, we suffered no injuries.

Careful inspection has revealed these waters teeming with life. The brackish water holding all manner of life, with dozens of species of cephalopod, trilobite and anemone. A dozen different oysters were found, all with pearls in them. A fortune in the outside world, all but worthless here.

Giant Nautiloids.

Either Straight or Curly Shelled, Giant Nautiloids are the distant ancestors of modern octopus and squid. They are intelligent creatures, with keen eyesight and are able to manipulate up to four of their tentacles at one time, attacking (grabbing) two different targets at the same time.

They will attack small creatures within "arm

Giant Nautiloid

Archetype: Animal
Style: 0

Motivation: Survival
Health: 8

PRIMARY ATTRIBUTES

Body: 4
Dexterity: 3
Strength: 4

Charisma: 0
Intelligence: 1
Willpower: 4

SECONDARY ATTRIBUTES

Size: 0
Move: 7
Perception: 5 (9)*

Initiative: 4
Defense: 7 (9)**
Stun: 4

SKILLS

Brawl
Stealth
Survival

BASE	LEVELS	RATING	AVERAGE
4	3	8	(4)
3	1	4	(1+)
1	4	5	(2+)

TALENTS

Dual Wield 2 (Dual attacks at -2 penalty)
Keen Sense (+4 bonus on Sight-based Perception rolls)*
Skill Aptitude (+2 Brawl Rating)

RESOURCES

None

FLAWS

Bestial (character cannot communicate or use tools)

WEAPONS

Bite
Tentacle (4)***

RATING	SIZE	ATTACK	AVERAGE
4L	0	12L	(6L)
1N	0	9N	(4+L)

**Giant Nautiloids are protected by a hard shell across most of their bodies. Only attacks from the front can avoid it.

***Giant Nautiloids are able to attack up to 4 times with their tentacles. If 2 tentacles strike the same target, they can attempt to "Bite" that target on their next action.

reach" of the shoreline, attempting to pull them into the water where they can then bite them. In extreme situations, they can use six of their tentacles to pull themselves out of the water, while still attacking with the remaining two. They are known to "flail" single attacks at creatures around them, while attempting to bite their intended target, which they will pursue until they have grasped it, are killed or are forced to retreat (at 1 to 2 Health).

The shell on either beast weighs around 20 lbs per foot of length (for straight shelled) or 40 lbs per foot of height on curly shelled.

As for the Oysters, an (Average 2) Investigation Search will reveal one to three pearls, worth between \$50.00 and \$250.00 American in the outside world (roll 5 dice for each Pearl. Each success indicates +\$50.00 in value).