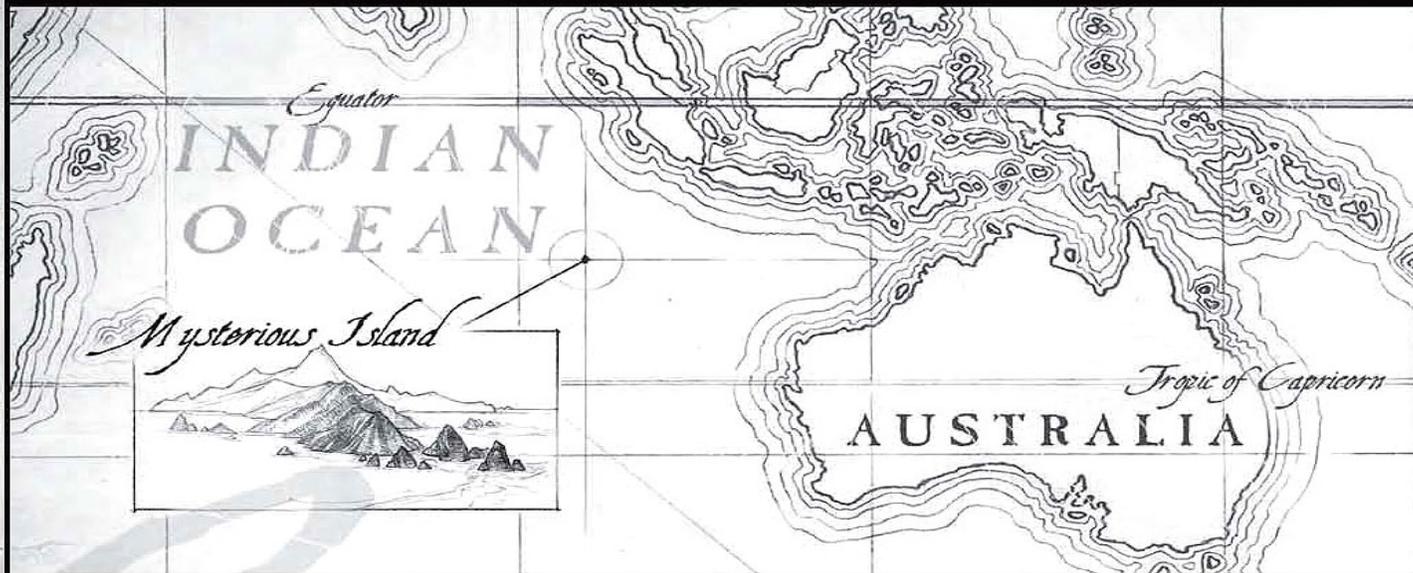


# HOLLOW EARTH EXPEDITIONS THE SEA SCORPION!

FIELD NOTES:  
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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 47

Mere words cannot describe the horror and delight of this mornings discovery! The incredible awe at the power of the beast as it still roams the waters, and the horror at the display of said power on poor Rufus's arm and ribs. Terrible scars. But perhaps I should start back at the beginning.

Our day began as normal, with a warm cup of tea, although weak as our supplies are running low, and a break of camp. Thur-Long our guide suggested that we

move clear of what he called "flat waters." these we were able to determine are the delta area around a great river. Allowing for his caution, we decided to skirt the edge of the area. After a few hours, we stopped in some bog lands, the waters maybe 1 to 2 foot deep. Here we stopped and refilled our canteens, grabbed a quick Nooner of cheese and tack. Thur-Long, the American Carolyn and Rufus kept a steady watch.

That's when it hit, attacking invisibly from the shallows, perhaps 2 foot deep. It's long claw reaching 4 feet to grab Dr. Connors leg, but only catching his boot laces. Quick as a whip, Rufus and Thur-Long were there, striking at it with Machete and Spear, while Carolyn fired her .45 pistol at it.

As they struck back, a second deadly claw struck Rufus in the side, trapping his arm to his body, then it began to drag him

back into the bog.

Within that moment, several of us picked up rifle and fired repeatedly, our bullets striking it's wide, flat body, while others fought to keep the beast from slipping into the now murky waters.

Then, as fast as it began, it was over. The creature just stopped moving. Thur-Long grabbed up spear and pried the claw open, freeing Rufus.

His wounds are critical, but Dr. Connor says he will make a full recovery due to the unique healing properties of this lands waters.

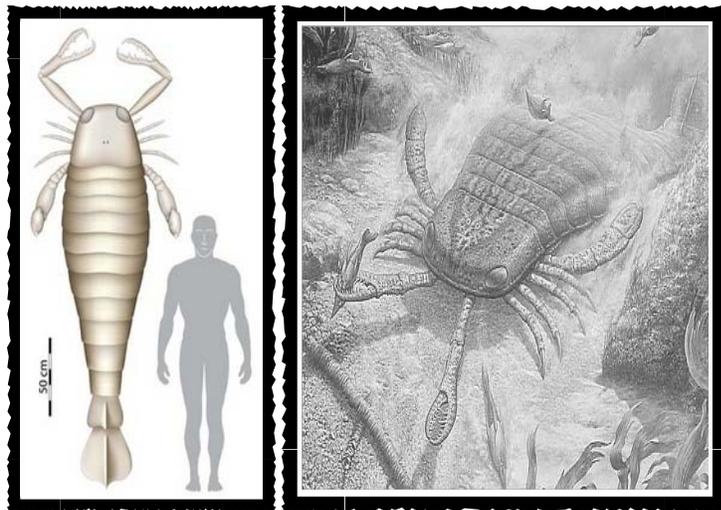
Still, this water scorpion. Invisible. Silent. Deadly. What great predator the surface world should be grateful it exists no more. A reminder of the dangers we must be cautious of every day that we are on foot here in this Hollow Earth.

## Eurypterid-the Sea Scorpion

One of the many horrors of the shallow brackish and salt waterways is the sea scorpion, ancient ancestor of the surfaces modern crayfish and land scorpions. These creatures can be massive, ranging 6 to 12 feet in length, but never being more then 1 foot in thickness. It has a hard segmented shell, allowing for good protection and mobility. It's powerful forward claws have a reach of 1/2 it's total body length (thus a 6 foot would have a 3 foot reach, while a 12 foot would have a 6 foot reach). A wide, flat tail like a Crayfish allows for a powerful escape.

A silent hunter, it's wide eyes allow it to see creatures out of water as easily as prey in water. Once it sees prey it moves stealthily into the shallows to attack.

Their attack is fast, grabbing and dragging their prey into the water where it can drown it, then



### Sea Scorpion

Archetype: Animal  
Style: 0

Motivation: Survival  
Health: 9

#### PRIMARY ATTRIBUTES

Body: 4  
Dexterity: 4  
Strength: 3

Charisma: 0  
Intelligence: 0  
Willpower: 4

#### SECONDARY ATTRIBUTES

Size: 1  
Move: 8 (16)\*  
Perception: 4

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

SKILLS	BASE	LEVELS	RATING	AVERAGE
Brawl	4	4	8	(4)
Stealth	4	5	10***	(5)
Survival	0	4	4	(2)

#### TALENTS

Dual Wield 2 (Reduces Penalty For Using Two Weapons To -2)  
Skill Aptitude (+2 Stealth Rating)  
Tough (+1 Body Rating)

#### RESOURCES

None

#### FLAWS

Bestial (character cannot communicate or use tools)

WEAPONS	RATING	SIZE	ATTACK	AVERAGE
Bite	0L	0	8L	(4L)
Claw	2L	0	10L	(5L)

\*Sea Scorpions can move their normal Move Rate on land, or double when swimming.

\*\*Sea Scorpions have a tough shell that provides a +2 Defense Bonus. Attacks from underneath ignore this bonus.

\*\*\*Larger Sea Scorpions suffer a -1 Size Penalty on Stealth rolls.

leisurely enjoy it's meal.

Take care when walking the shallow shores, and follow good advice and always stab the waters nearby with a long stick. Spotting it before it attacks is the only real defense against this hunter.