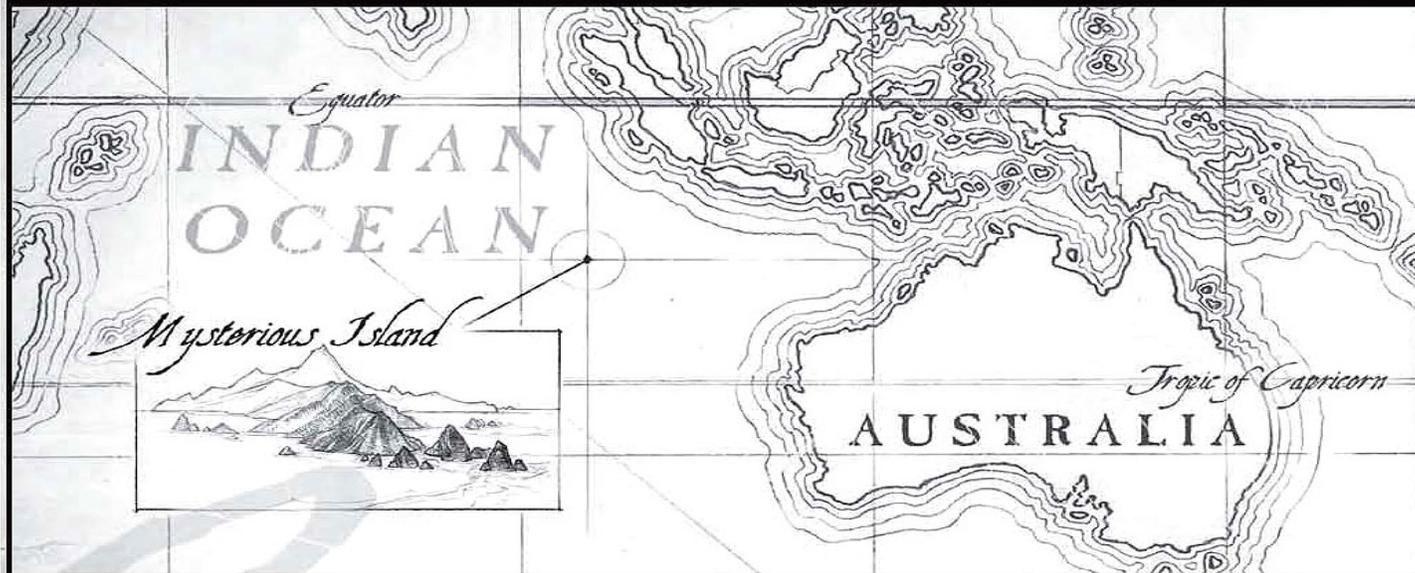


HOLLOW EARTH EXPEDITIONS BRONTOSAURUS HERD

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 54

Still recovering from our recent encounter in the delta region, we were happy to come upon a large lake, surrounded by forest and chest high grasses. Little could I have guessed the misinformed dangers hidden in this tranquil area.

As we neared the lake, we spotted long snake-like necks rising out of the grass. Quickly I identified them as Brontosaurus, a known carnivore. We stopped at the forests edge and watched as the herd of

better than 20 beasts appeared to be grazing. This, I believe, proves Professor Randall's theory that they are indeed Omnivores. Amazing as we watched, the herd moved and the very ground seemed to shake, even as far away as we were. As much as a Navy Ship each beast must weigh.

"Are they dangerous?" asked Capt. Warrent, former of our lost steamer.

"They like the grasses" Thur-Long informed us, "but may step on us we go to close."

"I'm afraid so Captain. On this Thur-Long is mistaken. Do you not recall that movie we saw shortly before leaving; KING KONG." A true work of fiction, but I believe that fine scientific minds must have helped pen the parts with the terrible lizards within it. The brutal Brontosaurus alone killed perhaps half a dozen sailors. Brutal, but

accurate. Vicious creatures they are, yet peaceful as they graze like giant cattle.

With that thought on our minds, we turned toward the safety of the forest, away from those terrible beasts. It was then that another danger struck. A juvenile Allosaurus, I recognized it from artwork in Randall's library, stood waiting, motionless as a statue. We all stood there, looking upon it in confusion, not sure what it was doing. Then, in a blur of teeth, it had the ships porter, Anderson, in it's mouth.

Our long guns set to work on the beast, but it was too late for Anderson, a terrible way to die to be sure. We were having an effect on it when suddenly it spun around, it's massive tail sweeping the ground just as a dog's tail might brush an end table clear of picture frames.

I'm not sure how many were knocked to the ground, I can only speak for my being rendered briefly unconscious by it's strike. When I awoke, Paul Bryce, a hunter from the Americas, informed me that the beast survived, gravely wounded, but survived none the less. He wisely decided not to track it beyond sight due to safety concerns.

Five, including myself, were wounded. Another hard lesson in this land, danger can come at you from all directions.

Juvenile Allosaurus

The Juvenile Allosaurus is a dangerous hunter, stalking and cautious, it can wait for it's prey, or run quickly to strike it's prey. The Juvenile does not appear to stand the fight, but rather kills what it needs and then moves to feed where it is



Juvenile Allosaurus
 Archetype: Dinosaur
 Style: 0
 Motivation: Survival
 Health: 13

PRIMARY ATTRIBUTES
 Body: 7
 Dexterity: 2
 Strength: 6
 Charisma: 0
 Intelligence: 0
 Willpower: 4

SECONDARY ATTRIBUTES
 Size: 2
 Move: 8
 Perception: 6
 Initiative: 2
 Defense: 9
 Stun: 6

SKILLS	BASE	LEVELS	RATING	AVERAGE
Brawl	6	4	10	(5)
Stealth	2	2	2*	(1)
Survival	0	4	6	(3)

TALENTS
 Alertness 1 (+2 Perception Rating)
 Skill Aptitude (+2 Survival Rating)
 Tough (+1 Body Rating)

RESOURCES
 None

FLAWS
 Bestial (character cannot communicate or use tools)

WEAPONS	RATING	SIZE	ATTACK	AVERAGE
Bite	4L	-2	12L	(6L)
Claw	0L	-2	8L	(4L)

*Juvenile Allosaurus suffer a -2 Size Penalty on Stealth rolls.

safe. Full grown it appears to have no rival, but at young it appears cautious, taking meals of opportunity where it can.

In this land where the Tyrannosaurus Rex is king, this brash youth must be a prince in waiting.