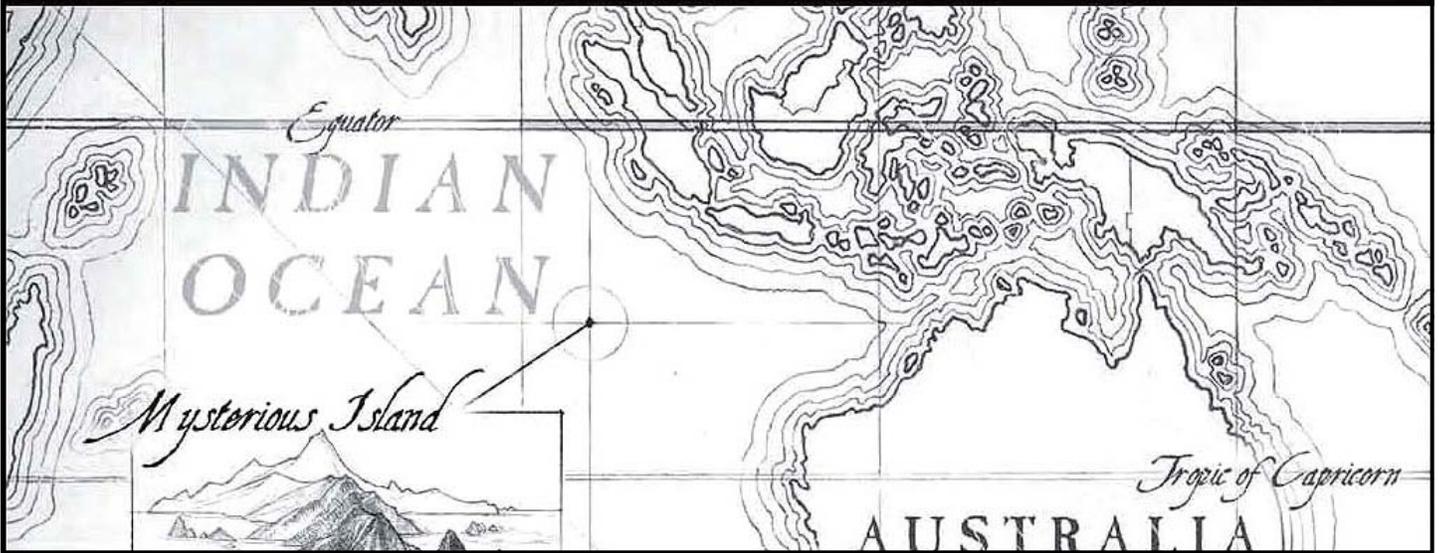




CYTOPLASMIC HEXAHEDRON CREATURE



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 59

This morning we had a horrifying encounter with a creature that is beyond even my ability to describe. The best that I can say is that it was some hexahedron shaped mass composed entirely of cytoplasmic material. Horrifying. Perhaps I should explain how we happened upon such an indescribable beast.

Shortly after we broke camp and started into the hills, we encountered ruins. They appeared to be several hundred years old,

and quite abandoned. Still, after the discovery of the Glass Woman, I wanted to do at least a cursory examination. During said exam, much to his credit and luck, the ships engineer Rufus made an amazing discovery, an underground passage which he happen into.

Paul Bryce and Thur-Long descended and, after tending to Rufus' injuries, determined that it was some form of old mine or series of chambers. The decision was made to explore them briefly, so all our party was lowered into the passage and Torches were lit for light.

We explored numerous empty passages and chambers where, in many, sections of the roof had caved in and debris from the surface could fall in. Strangely there was no organic debris to be found, only rocks.

Then as we traveled down another passage, Paul Bryce ran into something

sticky, yet transparent, like a giant sheet of gelatin dessert, almost invisible in the dark passage. Before he could speak, he suddenly became rigid, as if paralyzed by something, it then started to engulf him. Capt. Warrant and Thur-Long grabbed and pulled at Bryce, and that's when the mass did something unexpected, it formed some type of pseudopod and struck Thur-Long in the chest. He too instantly became paralyzed as it tried to engulf him as well.

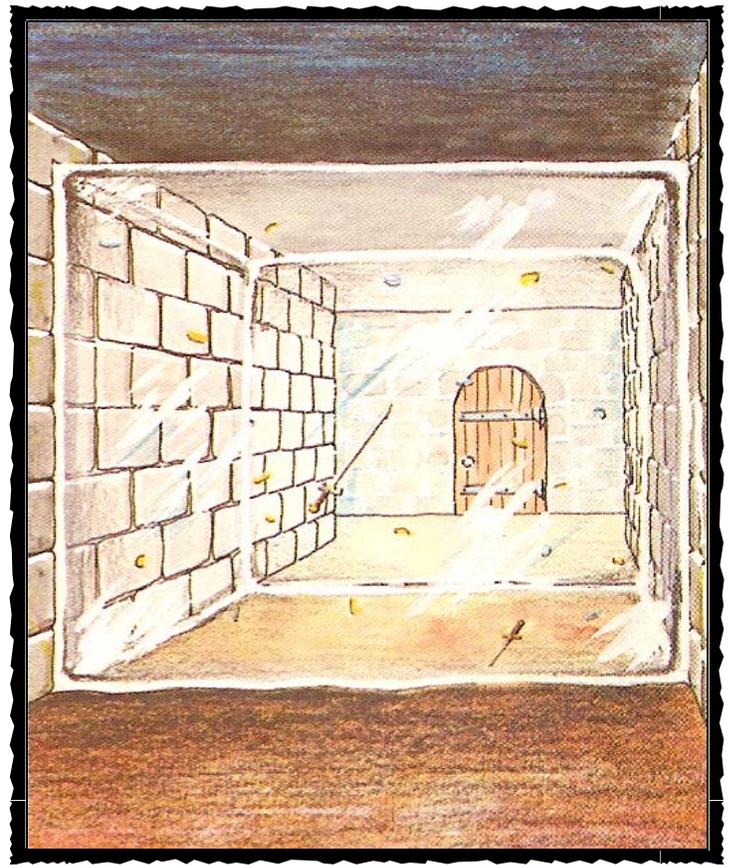
The American Carolyn fired her pistols into it, seemingly without any real effect, while the rest of us pulled at Bryce and Thur-Long. Finally Dr. Connor shoved one of our torches into the thing, which caused it to lurch back, possibly reacting to the fire. This allowed us to free our paralyzed friends and retreat back to our rope.

With the good doctor holding our torches in defense, the rest of us quickly climbed to the surface and hauled our paralyzed companions up.

A most harrowing experience to be sure. When next I am exploring a dark passage in this Hollow World, I must remember to walk with my torch in front of me, least something be waiting quietly in the dark.

The Creatures Lair

Although Dr. Turner may have an understanding as to why there is no plant or animal debris in the passages, the question remains; Where did the beast come from? Is it a natural creature, a giant, single-cell monstrosity that prowls the dark until by happenstance it finds a meal? Or could it be unnatural? Created by scientists long lost to the hunger of their experiments, doomed never to know the terror they have unleashed.



Cytoplasmic Hexahedron Creature (Follower 3)
Archetype: Animal **Motivation:** Survival
Primary Attributes:
 Body 8, Dexterity 4, Strength 6
 Charisma 0, Intelligence 0, Willpower 6.
Secondary Attributes:
 Size 1, Move 5, Perception 6
 Initiative 4, Defense 12, Stun 8, Health 15.
Skills: Brawl 10, Stealth 12, Survival 3.
Talents: Knockout Blow (Bonus to Stun Opponent)
 Poison Skin 2 (Skin Secretes Toxin Rating 4)*
 Translucent (+4 To Stealth Skill)***
Flaw:
 Bestial (Cannot Communicate Or Use Tools)
 Slug (Moves At 1/2 Normal Rate)***
Weapons: Pseudopod 10N, Engulf *Special**
 *When The Creatures Toxin Is Encountered, Either By Accidental Touch Or By It's Pseudopod Attack, The Creature Effected Needs To Make A Body Resistance Check Against It's Toxin Rating Of 4, Or Become Paralyzed For 1 Minute Per Point Failed.
 **Any Creature Paralyzed By The Cytoplasmic Toxin Will Be Slowly Drawn Into It's Body And Will Suffer 1L Wound Each Round. Engulfed Creatures May Be Pulled Free With A Successful Feat Of Strength Opposed By The Cytoplasmic Creatures Strength.
 ***Special Flaw; Not In The Listed Books.