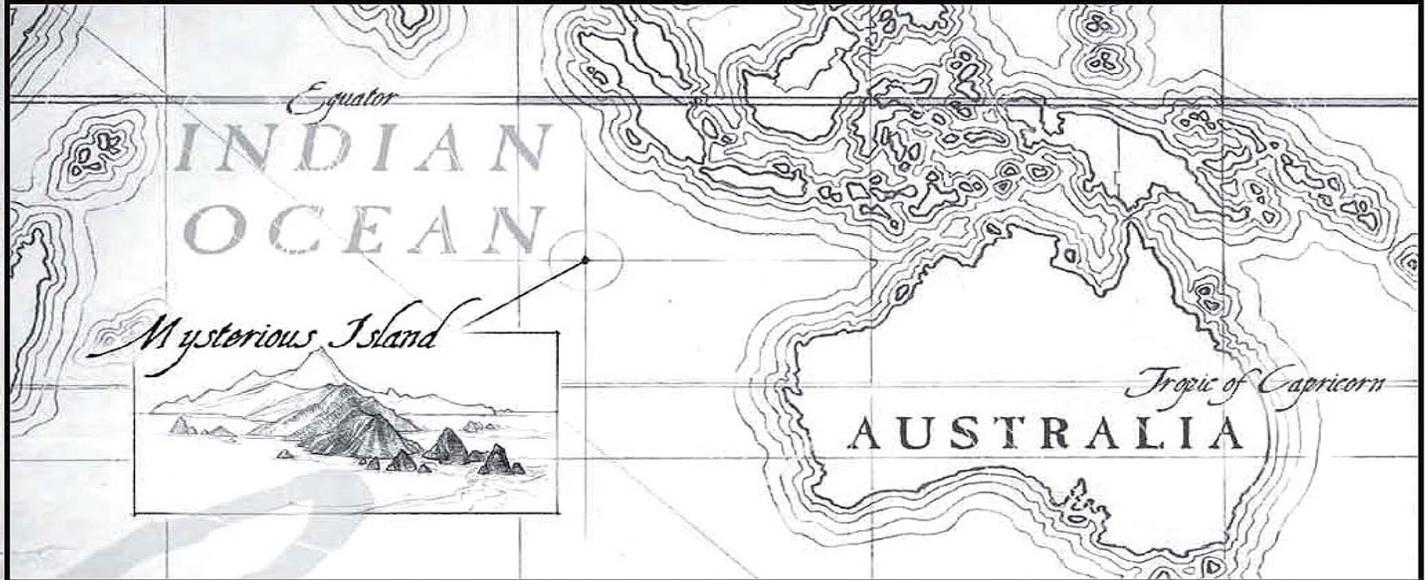


HOLLOW EARTH EXPEDITIONS THE PATTERSON MONSTER

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 188

We have encountered many a strange thing in our journeys across this Hollow Earth. Primitive tribes, giant dinosaurs, ancient artifacts, ape men, lizard people and even Confederate Soldiers, but this latest encounter can only be described as "weird."

It happened yesterday while we were traveling the woods between two different tribes territories. We had been warned about a hideous monster which inhabited the woods. Cautious, we proceeded none the less

until we happen upon an over turned wagon, with a man trapped by a fallen rock. He was battered and bruised, but alive.

As we cleared him from the rock, he warned us about a horrible monster that attacked him a short while ago. Thur-Long and Mr. Bryce scouted about and found large, man-like tracks leading to and from dense woods nearby.

We assured the man we could protect him, but that's when it appeared. Howling like a banshee, the beast stepped onto the mountain trail. It stood like a man, a good 8-foot tall, with long shaggy brown and black fur. It's eyes glowing from some type of inner rage or fire. An old friend of mine in California, Dr. Patterson, described such a beast once. Most frightening.

With a few quick steps it was in our midst, flailing its' arms wildly. Dr. Connor and Rufus were knocked



unconscious in that first attack, and poor Cpl Levins was thrown to the rocks, much as the man we rescued. In the beasts initial furry, it grabbed Ms. Goodhar with one mighty hand and held her close to it's body, preventing us from using firearms against it. To spear, machete and dagger we struck.

We pounded on it for several moments, but to no avail. It's hide seemed to be of solid rock. Then a lucky strike by Capt. Warrent. His swords strike took the beasts arm off at the elbow and from that we saw the curiosity of our foe, for there were no torn bone or muscle or flesh. There was wood, and rope and metal strips. The arm was artificial, a fake.

With the arm gone, the beast suddenly took to feet and turned to run, throwing Ms. Goodhar to the side as it went. The good lady in the clear, we drew and opened fire. Our bullets struck loud against wood and metal. Then, a sudden scream and the beast fell forward, crashing to the ground.

An opening appeared in the beasts upper back and two small lizardmen scampered out, racing into the dense wood. We did not fire, instead we approached the fallen monster. Most Incredible would best describe the "beast" as we looked inside. A huge, lizardman lay occupying the "body" and legs of the beast. He was dead from a rifle to the back. The upper body seemed to be spaced to allow the other two lizards to

operate the arms and head. A megaphone was attached to the mouth, and a small fire pot was balanced near to crystal eyes. An intricate system of pulleys and wood gears seemed to operate most of the body. Most extraordinary.

We took the beast in the mans wagon back to his village where the truth was displayed for all to see. I don't think they will be fearing beasts anytime soon. What a weird encounter, but most extraordinary.

The Lizardman Beast

The Lizardman Beast (or The Patterson Monster, whichever you prefer) is the rough size of an adult Apeman, and such statistics should be used for the battle, with only a few changes.

1. The Beast has no club, but has two (2) Punch attacks. These Punch attacks are made with no penalty as they are operated by the two small lizardmen.
2. The Beast can also "kick" (treat as a punch attack), also without penalty as it is being performed by the large lizardman.
3. The Beasts Defense is a ten (10). This reflects the tough hide, bits of metal and wood frame it is made of and the overall quality of construction. It is also able to use it's full defense against 3 attackers before suffering any defensive loss.

You are free to decide when the characters attacks effect the Beast. I suggest you wait until it is "dramatically" correct (Lucky attack, Large Style Point spend, Interesting player comment, etc). The point is to make sure the beast is hard to take down (due to it's wooden construction), but not so impossible as to be deadly.

However you use the lizardman beast, try and make sure at least one of the smaller lizardmen escape (he may want to seek revenge in a future Field Note). Hopefully the characters will appreciate the engineering that went into this massive construct. They may even want to take and use the Beast someday...