

GURPS®

Fourth Edition

BIG LIZZIE™



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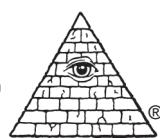
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For some time he stood thus, literally aghast at the magnitude of his discovery.

– *Jules Verne, Journey to the Center of the Earth*

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

This is *not* a western adventure John Wayne or Jimmy Stewart would have taken part in, nor is it like anything Louis L'Amour will ever write. It has more in common with... well...

Ray Harryhausen. The Father of Dynamation (and Super Dynamation, Super Dynarama, and Dynarama). The talent behind *Jason and the Argonauts*, *The Mysterious Island*, *One Million Years B.C.*, and the Sinbad saga.

And *The Valley of Gwangi*.

You see, there are dinosaurs here. Neanderthal men. Plus a few Aztecs. And one eighth-century Irishman... riding a wooly mammoth. But don't have this supplement in sight! Don't tell your players! As far as they are concerned, this should be a standard western romp in pursuit of the badmen and kidnapped school marm Donna Nesbitt. Your players will come riding to the rescue...

...and that's when you spring the dinosaurs on them!

This 1980s-style adventure is intended for four to eight 150-point PCs. The lethality is largely dependent on the number and type of dinosaurs that the party faces, and is thus controllable by the GM. Although specific roles are provided for this scenario, premade characters are not, so the GM should allow time for character creation before the adventure.

This adventure may seem easy at first. It isn't. While not realistic, these cinematic "Hollywood" dinosaurs are very deadly creatures. The posse may kill several without incident – good for them! However, when one of the fearsome beasts finally gets through... well, someone will be dead or hurting. One PC gone means a fraction of the firepower is gone, leading to more dinosaurs getting through... The GM, however, is free to tinker with dinosaur hit points if he so desires.

This adventure may take several game sessions to play, depending on whether the players have spent any time with western games and on how "efficiently" they play. If a shorter adventure is needed, cut Encounters #4 to #10 (pp. 10-11), throwing in two more dead horses (their riders eaten) at Encounter #11 ("Jaws").



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ALTERNATE SETTINGS

Although this adventure is designed as a western, it could be set in any time or place as long as several factors are kept in mind:

- The PCs have few, if any powers; any extranormal abilities that the heroes have are limited in effect and range.
- The PCs have minimal armor.
- The PCs are riding horses, not motorized vehicles; if walking is preferred, then the outlaws must be on foot, too.
- There is a hill or bend that could hide the location of the anomaly's entrance.
- The starting town is small.

With these essential features in mind, the adventure can be adapted with little modification to take place in Victorian England or modern Colorado.

RECOMMENDED READING

Some weapons provided to the adventure participants can be found in **GURPS High-Tech**, though players with only the **Basic Set** should be able to make adjustments relatively easily. For ideas on running "lost world" adventures, check out **GURPS Lands Out of Time**. Those who want to recreate combat scenes will find the following **Cardboard Heroes** sets handy: **Fantasy Set 6 – Monsters I** (for Neanderthals), **Fantasy Set 4 – Animals** (for representing dinosaurs and other creatures), **Fantasy Set 13 – Dragons** (as an approximation of larger critters), and **Cowboys and Indians** (for its selection of genre figures).

ABOUT THE AUTHOR

W.G. (Bill) Armintrout began his game design career in 1978 with the publication of **Hot Spot**, a Metagaming microgame. In addition to his freelance work, he has worked for Steve Jackson Games, Bard Games, Origin Systems, Electronic Arts, Turbine, Psygnosis, Vicarious Visions; designing, developing, and programming board games, RPGs, computer games, and video games. He currently is the proprietor of The Miniatures Page (www.theminaturespage.com), a website for miniature wargamers.

CHAPTER ONE

SETTING UP

In a nutshell, the situation in *Big Lizzie* is this: A mangy collection of outlaws holds up the Nobles (Arizona) bank, taking as hostage lovely Donna Nesbitt, darling of the region. A hastily organized party of townsfolk and a rancher family set off in pursuit. As the outlaws head south toward Mexico, they and their pursuers blunder into an interdimensional region where dinosaurs still walk.

The adventure is intended for brand-new PCs; each individual takes a role appropriate to the adventure (the Doctor, the Eldest Bother, the Gambler, etc.) from the list provided on p. 18. At the GM's discretion, existing PCs may be used, but each should assume a role appropriate to a frontier town and be worked into the adventure background. (Note that the town sheriff dies in the opening sequence, but someone could play the sheriff's deputy.)

The heroes' party should consist of about eight people; if there are fewer players, the GM can run some of the remaining roles as NPCs or allow players to play two PCs each. Alternatively, the GM can increase the heroes' power level and have them better supplied from the start – a group of four, 300-point "action heroes" with twice the supplies could survive this

Donna, where can you be? Where can you be?

– *Ritchie Valens,
"Donna"*

scenario with a little luck. If none of these suggestions fit the gaming group, it's easy to scale back the difficulty of this adventure by making the dinosaurs less aggressive and having the group face fewer Haries near the end.

The GM may randomly choose roles for the players – 12 roles are given, so not all will be used – or he may wish to describe them and have the players pick. Note that there are two PC groups – the Family (four Brothers, Father, Grandpa, and the Cook) and Townsfolk (Blacksmith, Gambler, Store Owner, Trapper, and Doctor).

Once this is accomplished, and eight roles have been assigned or chosen, the subsequent steps are:

1. *Naming.* Players must name their heroes. Family members (the Cook and Grandpa excepted) must choose a common last name.

2. *Character Creation.* Character stats are assigned now. If desired, PCs may be the same sex as their players. Simply alter the sex of the role as appropriate – Father becomes Mother, Brother is Sister, Store Owner is addressed as "Ma'am," etc.

Each male PC except the Cook now determines why he loves Donna Nesbitt, the town's school marm, a matter that will shortly become vitally important. See *The Love Table* (p. 5) for instructions. The Cook and female PCs need not roll. For the female heroes, Donna is the best friend they have in this world. The Cook, meanwhile, knows that his employers adore Donna, so he too is devoted to seeing her safe.

3. *Equipment.* Each role description on p. 18 lists the equipment that each hero is carrying at the moment he is involved in this adventure. The GM may also approve other gear if he desires – bear traps for the Trapper, for instance.

ROMANCE POINTS

Romance is at the heart of this adventure. That is what keeps the heroes in pursuit of the outlaws, goads them into fighting dinosaurs they could easily outrun, and makes things fun.

The GM awards Romance Points secretly during the game, to male and female PCs alike. He does not tell a player that he has just won Romance Points, but silently adds them to that player's total. At convenient intervals (after a battle, or at the end of a session of play), the GM updates the players on their comparative standings in general terms, such as "the Blacksmith is going to get some attention for dropping that bat, but Grandpa is still number one . . ."

Romance Points are granted for a variety of reasons.

Killing a Dinosaur: Worth 20 Romance Points or the Encounter Number (from one to five on the *Encounter Tables*,

p. 15) times 10, whichever is greater. (For encounters with ranges, use the first number in the range to determine the number of points received.) At the GM's discretion, if simultaneous killing shots take down a creature, everyone making the shots get the points.

Major Wounds: Any single shot that causes in excess of 1/2 of the dinosaur's HP in damage but does not kill a dinosaur is worth 15 Romance Points.

Each Shot: Each successful shot at a dinosaur is worth 5 Romance Points.

Running from Battle: In any battle in which some of the heroes run away from a dinosaur, the PCs who do not run receive double the fight's normal Points.

Wounds: Each wounded PC receives 20 Romance Points.

Death: A hero who is killed receives 50 Romance Points.

The Love Table

For each male PC (one at a time, in any order), roll a die. On a 1-3, roll a second die on Column A of the Love Table (below); on a 4-6, roll a second die on Column B.

You have loved the school marm, Donna Nesbitt, ever since . . .

Role Column A Reason

- You found out that those brothers of that ranching family were after her. You *hate* those brothers. (If this is given to a Family member, it refers to the other members of the family.)
- That night at the Settlers' Ball when you kissed her and she slapped your face. You like a woman with spunk.
- You first saw her with the school children, and realized what a marvelous wife and mother she would make.
- You saw that marvelous shoulder-length chestnut cascade of hair, and dreamed of its fresh clean scent.
- You saw her step down from the stagecoach on the day she arrived, and you noticed she had the most beautiful pair of ankles you'd ever seen.
- You heard an angel singing, and then realized as you passed the schoolhouse that it was Donna's sweet voice singing to the children.

Read the text to the player, then write the name of the role next to the entry to mark it as used. A marked entry cannot be reused – if one comes up again, reroll it.

Role Column B Reason

- That rattlesnake ventured onto Main Street and Donna drilled him with her lady-sized derringer. You have to admire a gal that shoots hard and straight.
- That night at the Settlers' Ball when you passed out on the steps of the schoolhouse. In the morning, you dimly remember Donna throwing a blanket on you where you lay. Thinking about her, you haven't touched a drop since.
- The children talked you into fixing the fence of the schoolyard. Donna thanked you for your kindness, and her smile dazzled you with its radiance.
- You realized that Lionel Nesbitt is the wealthy financier driving the railroads through the Territory, and that Donna must be his daughter.
- That night at the Settlers' Ball when you danced with her, and felt her warm and graceful in your arms.
- You learned of her love for poetry and for art, so different from any of the other women you've known on the frontier.

Expertise: Whenever someone successfully uses one of his skills (such as when the Trapper tracks, or when the Doctor heals), he receives 20 Romance Points.

Tokens: Donna drops "Tokens" behind her as the adventure goes along. When a Token is encountered, it is found by one of the heroes with the three lowest Romance Point totals (roll randomly). That person receives 20 Romance Points.

Naming: Whenever a dinosaur type is encountered, the PCs must give it a name. (The GM may let the heroes choose their own name, or he may simply inform them that they have given it the name provided in *Bestiary*, pp. 19-22.) One of those with the three lowest Romance Point totals (randomly chosen) may name the dinosaur, and receives 10 Romance Points.

Miscellaneous: The GM should award Romance Point bonuses in units of 5, 10, and 20 for anything he finds "romantic" or otherwise impressive to Donna. After the adventure, she'll talk to everyone in the rescue party, and thus find out about practically everything they've done.

Examples include:

- Singing a love song to or about Donna around the evening campfire (20 Romance Points to the first player to do so).
- Yelling "For Donna!" while charging a Big Lizzie (10 Romance Points).
- Naming a lake after Donna (5 Romance Points).

The GM may also give Romance Point penalties for anything offensive to Donna.

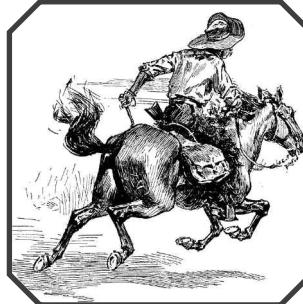
This includes attacking fellow party members, unnecessary attacks on passive dinosaurs, and so forth.

WINNING THE HAND OF DONNA NESBITT

When the adventure is over, each man (except the Cook, if he's male) gets his chance to propose to Donna Nesbitt, while the women, the Cook, and anyone who doesn't want to propose get the opportunity to influence Donna on behalf of a living hero or someone back in town. (The Cook should try to encourage Donna to marry one of the Family members.) Proposals or persuasions are taken in Romance Point order, highest score going first. The hero makes an appropriate Influence roll (p. B359) or Enthrallment skill roll (p. B191-192) against Donna's Will of 12. On a "Good" reaction or better, Donna decides to marry that hero (or the person being suggested). The GM may give a small bonus to someone with a particularly high Romance Point total – perhaps even a penalty to the person with the lowest total, if he gets a chance to go. On less than a "Good" reaction, the next PC gets his chance.

Deceased heroes still get their chance to win the woman's heart; Donna may choose to pine away for his memory rather than marry someone else.

Donna may choose not to marry anyone. There's only a slim chance of that, but love is notoriously fickle.



CHAPTER TWO

NARRATIVE

With appropriate background music – *The Best of the Sons of the Pioneers*, the *Tonka* theme song, or even Billy Joel’s “The Ballad of Billy the Kid” – the GM should now put the players in the right frame of mind by reading this narrative. (Adjustments might be needed, depending on the mix of the group.)

To the Townsfolk faction: “Welcome to Nobles, Arizona Territory, a little piece of Eden tucked away in the desert southwest. To the north are mountains where savage Injuns dwell; to the south lies the desolation of the Mexican desert. The nearest town of any size, Yuma, is far to the west. Nobles remains a protected spot, a green and fertile valley where peaceable people live.”

Address the following remarks to the named person, if in play:

To the Blacksmith: “You came to Nobles at the end of a long march west, a march that began at age 15 when you left a Georgia plantation. You enlisted with the Union Army, fought at Petersburg, survived the war, and came west searching for a new, free life. You have found it here in Nobles.”

To the Gambler: “Nobles was supposed to be just another stop on your ever-moving gambling travels. Nevertheless, there was something in this sheltered, hauntingly beautiful oasis against the desert that stirred your heart. You have decided to pause, for a time, in Nobles.”

To the Trapper: “Nobles is your home . . . if you really have one. You come here regularly for supplies, as you have now, staying for a few days or a week. It’s never long, though, before you are back in the mountains, hunting the bear and the mountain lion, where solitude is your only companion.”

To the Store Owner: “A Missourian, you lost your spouse and child in the War of the Rebellion. You rode with Quantrill in his Confederate guerilla force until, sickened by what you had seen, you took your horse and rifle and turned westward . . . not stopping until you one day found yourself in Nobles.”

To the Doctor: “Your ancestor rode into this land with Francisco Coronado, exploring the Colorado River. The days of the civilized and elegant Spanish Empire have been replaced in these parts by the brash and rough ways of the Americans, but you remain a symbol of the best Spanish traditions: cultured, urbane, literate, and chivalrous.”

To all the Townsfolk: “One day, shots rang out in the hot still air of an Arizona afternoon. You ran into the street, guns drawn.

“Ahead of you was Jim Wesson, town sheriff. A gun barked. Jim fell dead in the dust of the street . . . Your friend. Stone dead.

“Before you could return fire, a man with a scarred face appeared in the door of the bank. In his arms, with a revolver at her neck, was school-marm Donna Nesbitt!

“Your hearts froze, for Donna is the woman you care for.”

“Get back, all of you!” snarled the Man With the Scar, ‘or the girl gets it.’

“You stepped back.

“Drop your weapons!” he yelled.

“You dropped your guns.

“Five more outlaws exited the bank, tying bags of stolen loot to their horses as their leader kept his gun pressed against Donna’s throat. You memorized their appearance – a Man With a Wooden Leg, a Man With a (dirty blond) Beard, a Bald Man, a Thin Man (with a prominent Adam’s apple), and a Man With a Gold Tooth, all led by the Man With the Scar.

“They saddled up, the leader placing Donna on his mount. ‘Don’t try and follow us,’ he growled, ‘or this pretty little filly gets it!’

“As they rode out of sight, you ran for your horses!”

“A ranch lies near the only exit to this valley, the pass leading west to Yuma. Knowing the lay of the land, you swiftly ride across country and arrive at the small collection of buildings, meeting the family members currently there.”

When Love Is Not Enough

The big hook for this adventure relies on the residents’ deep feelings for an abducted woman. Should the GM think that the group needs more incentive, not only are the outlaws robbers and kidnappers, they are cultists! As they leave town, they add, “We have other plans for the girl – plans that will help us rule the world!”

Briefly introduce the family members in play by giving the rancher’s name and a little bit about him (as follows).

The Father: Widowed father of the dynasty and founder of the ranch.

The Brother (age 29): The oldest brother, who lost his young wife and children to the Injuns up north.

The Brother (age 24): The second son, the hard-driving and ambitious foreman of the ranch.

The Brother (age 21): Third son in the family, the idealist who believes in peace between Indian and white man.

The Brother (age 19): Baby brother, a boy desperate to prove his manhood to his elder brothers.

Grandpa: White-haired, venerable, but still clear-eyed and able to ride all day.

The Cook: Faithful servant, totally dedicated to serving the dynasty.

The GM continues, addressing the Family players.

“Your hearts froze as the townsmen told you their news of the bank robbery, for Donna Nesbitt is the woman you love.”

"You rode for the pass on hot, lathered horses, but not in time to intercept the outlaws – they'd already made it through the pass, heading west, and then south toward Mexico.

"It has been two days now. Hot and low on water, riding exhausted animals, you continue your pursuit of the outlaws across the desert."

RESTATING THE GOALS

The GM should now take a pause to make sure that all the players understand the adventure. Specifically, the players have four goals:

Rescue Donna Nesbitt. Return the school marm to Nobles, Arizona Territory. The heroes should do nothing to endanger Donna; anyone who persists in doing so should run up against tougher dinosaurs with better rolls.

Impress Donna Nesbitt. Each male hero desires to be Donna Nesbitt's true love. Each female hero wants to persuade Donna to marry a different man (either another PC or an NPC back in town). Therefore, they are competing for Romance Points (see pp. 4-5) throughout the adventure.

Capture the badmen and bring them back for a fair trial and hanging.

Return the loot. Keeping the loot and turning outlaw would contradict their love for Donna – she wouldn't approve of outlaws.

GETTING THERE

The heroes should now determine the march order and appoint a leader. Note that some heroes are unlikely leaders in

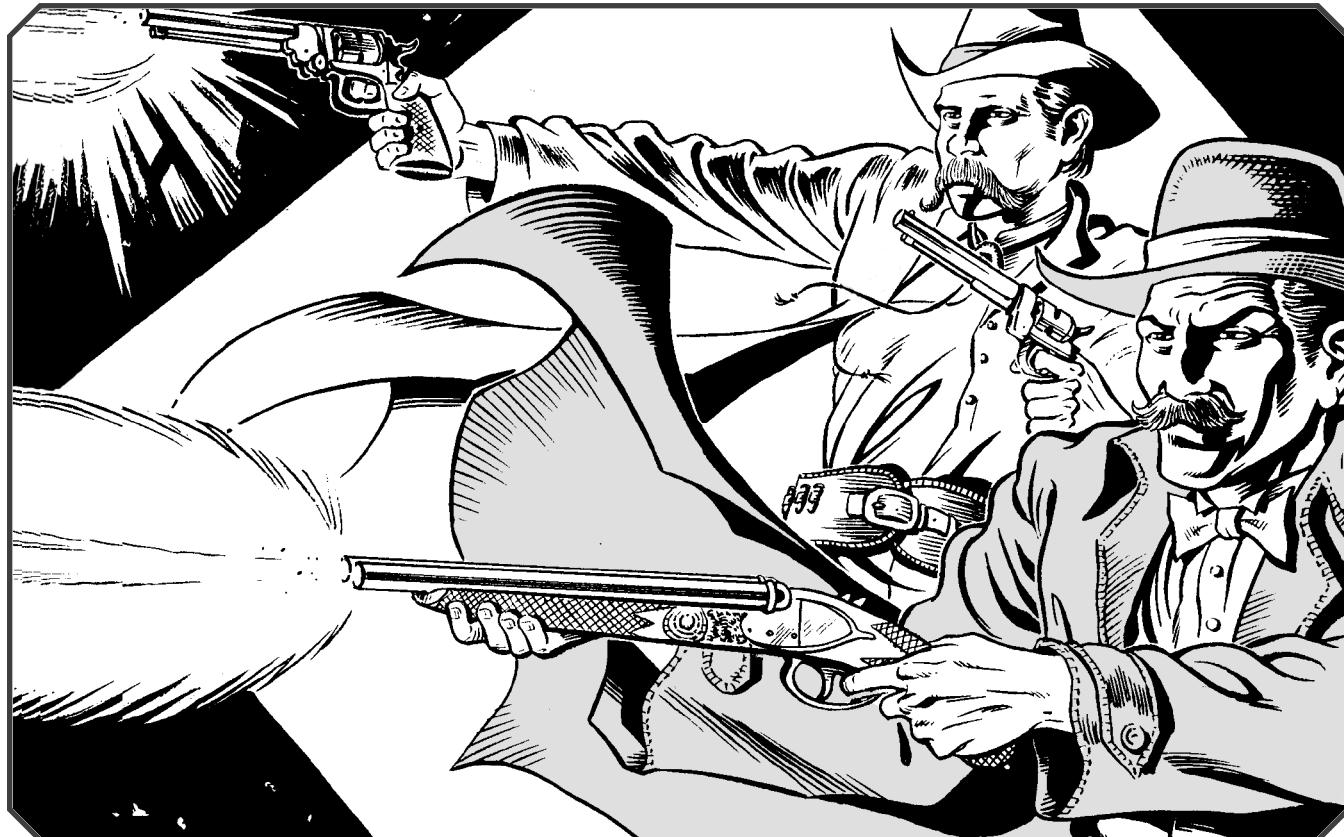
this historical setting. If necessary, the GM should remind players that intraparty murder and mayhem typical in some role-playing adventures is hard to justify in this adventure – and killing your fellow travelers will not make points with Donna. However, some built-in conflict exists between certain people; the GM needs to make sure everyone keeps in character.

The heroes are one mile behind the badmen, in barren hardpan white desert. It's midmorning. The badmen have just disappeared over a long gradual ridge, but they can easily be traced by the trail of dust ascending into the sky and tracks in the dirt and sand. All horses are exhausted (see p. 10 for effects), no food or fodder is left, and each person has a half canteen of water.

No water, no food . . . and no sign of the filthy varmints!

When the rescuers near the area where the badmen's dust trails dried out, they momentarily lose sight of the villains' track – the ground is rocky and hard. As they ride to the spot, they suddenly find themselves falling through misty fog and landing in the ocean at Point 1 on the map (p. 9). No one is injured. (This is precisely what happened to the outlaws.)

All the heroes and their horses fall and land at once – they're not crossing a boundary; they're activating a portal. Anyone 100 yards or more to the rear of the rest of the party sees his allies appear to fold up and slide into nothingness. If anyone in such a position is reluctant to press forward, the GM need simply remind him of his undying affection for Donna Nesbitt.



CHAPTER THREE

LIZARD BASIN

Big Lizzie takes place aboard habitat DerSev of the Transdimensional Zoological Institute (TIZI, or TeeZee). No one in the adventure is aware of this. The habitat is more commonly known as Lizard Basin, and is an exhibit dedicated to the Terran Age of Reptiles. All creatures in this adventure are located in *Bestiary* (pp. 19-22), under their flavorful names; don't assume that "bats" and "turtles" are anything like their Earthbound counterparts!

Each habitat is an island isolated by chaotic ether. The only connections to other places are by anomalies ("accidental" connections – this is how the adventurers arrive) and Link Points (generally one per habitat). To the inhabitants, each habitat appears to be an island surrounded by sea – however, it is impossible to leave the area defined on the map (on p. 9).

A day is 12 hours long – the GM rolls 2d-1 to determine how many daylight hours are left when the players arrive. Night is likewise 12 hours long. There is no dawn or dusk – the "sun" is always at high noon and merely winks on and winks off. Everyone will notice this. Compasses do not work. The constellations in the night sky are totally unfamiliar. The Doctor, Trapper, and second-oldest Brother in particular notice the compass failure and the strange constellations.

*No; a reptile – a dinosaur.
Nothing else could have left such
a track. They puzzled a worthy
Sussex doctor some ninety years
ago; but who in the world could
have hoped – hoped – to have seen
a sight like that?*

– Arthur Conan Doyle,
The Lost World

THE TERRAIN

The habitat forms a shallow basin centering on a large lake, thus earning the name Lizard Basin. The island has several different kinds of terrain on it; the map (p. 9) shows the locations of the various types. Do *not* show the map to the players, as it has information on where the badmen have gone. Each hex on the map equals 2.5 miles. See pp. 19-22 for more information about the dinosaurs mentioned in the adventure.

Prairie: Rolling land, mostly flat but with shallow rises and depressions, covered with knee-high grass. There are scattered stands of trees and occasional ponds. Roaming herds appear from a distance to be buffalo and storks . . . but are actually big rhino and leather necked herds (see *Other Dinosaurs*, p. 21).

Marsh: The fringes of marshland are heavily grassed and are impossible to tell from prairie until ridden into. The central marsh contains wide, scummy pools with deep water. Water channels and trees are scattered about. Animal and insect life can be seen. Traveling through marsh requires finding a solid path (factored into the traveling times described on p. 10) and leading (*not* riding) the horses through.

Woods: Just like the woods back home, though the Trapper or Doctor notice more palms than usual. The group comes across animal trails, clearings, thickets, ridges, and streambeds. Animals are generally hiding.

Hills: Gentle grassy hills scattered with wild flowers and occasional groves. There are large numbers of caves, often associated with streams and ponds. Animals typically remain in the distance.

Mountains: The most bizarre terrain features of the habitat, the mountains are clearly unnatural. They are large tilted slabs of rock towering into the sky, often forming vertical cliffs with majestic waterfalls. They would be impassable were it not for the 10' wide "trails" winding their way through all obstacles – unnatural features that nevertheless appear not to have been made by hands or tools. Animals are seldom encountered.

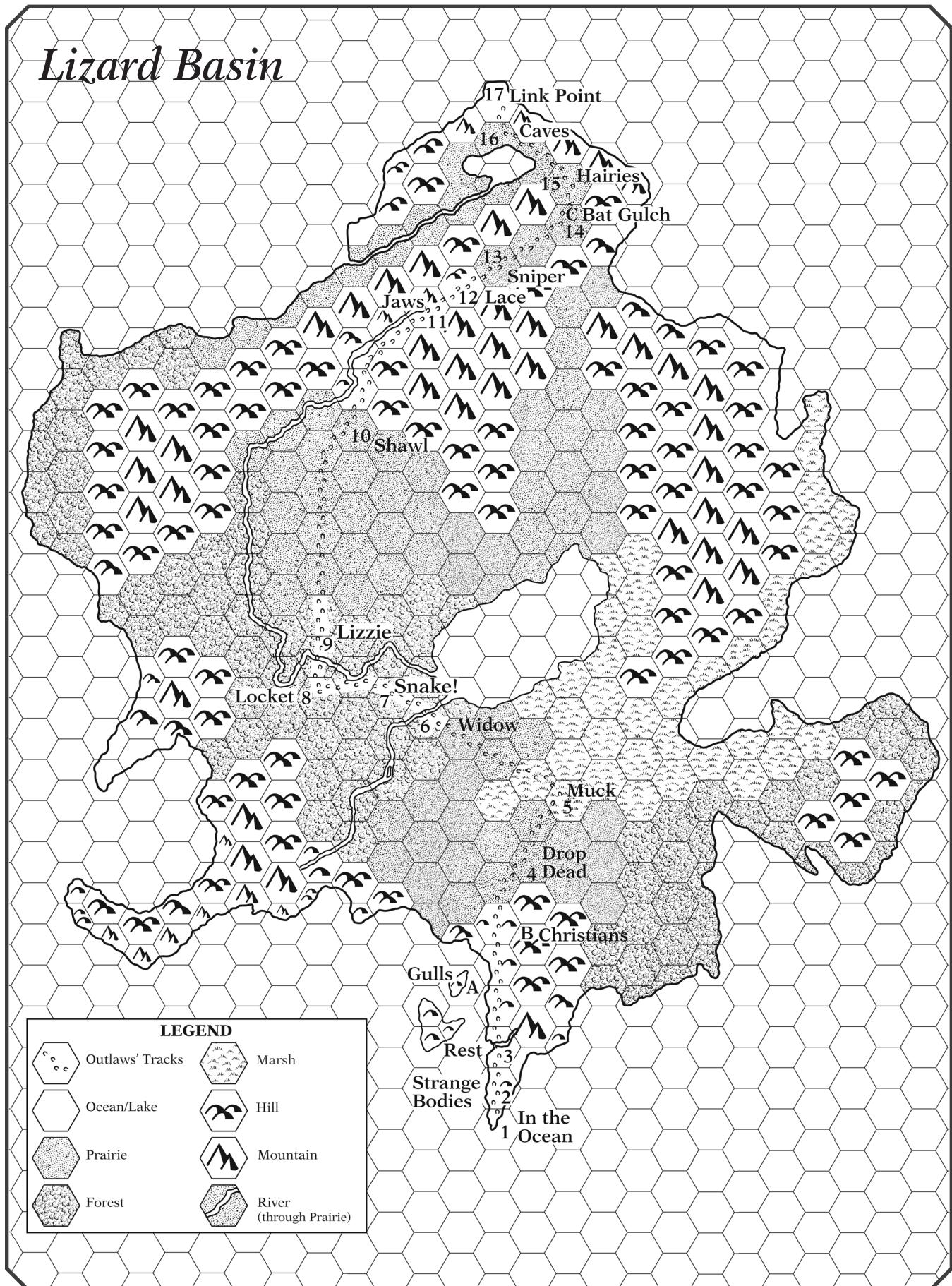
River/Lake: The terrain near rivers and lakes is the same as the type otherwise nearby, expect that the river causes lusher plant life, larger numbers of animals, and some aquatic life on the river. Use the River/Lake travel time only when crossing the river – otherwise use the normal travel times. Rivers cannot be crossed in the mountains.

Ocean: Deep, warm salt water. If a party is intentionally following the shoreline, random encounters (see pp. 14-15) may be rolled on either the normal terrain or the *Ocean* table. (The GM can roll for the encounter, check both tables, and use the most interesting one.) Animal life keeps its distance but can usually be seen.

TRACKING

If anyone in the party has Tracking skill, he can use it to stick close to the outlaws' trail. Roll only once per map hex, at -4 in the marsh or -2 in the mountains. (The normal bonus for following a group of men is offset by allowing a single roll to track through all 2.5 miles.) If successful, the tracker gains Romance points (p. 4), and the GM should make the party feel like they are gaining on the outlaws (see *The Chase*, p. 10).

Lizard Basin



THE CHASE

This is a carrot-and-stick-style adventure. The villains are the carrot – the heroes are supposed to chase them and thereby run into the encounters planned for them.

The dashed line on the map indicates the badmen's path. Their strategy consists simply of riding hard and fast and holding onto Donna. They have *no* idea what is going on, and they are so spooked by the situation that they want to find out what's happening before confronting or ambushing their pursuers.

The GM is responsible for the outlaws. The outlaws should always be one hex in front of the heroes. When outlaws enter numbered hexes on the map, the GM must check the *Planned Encounter* notes (below) to find what happened to the outlaws and what the heroes notice (if anything) when they pass through that hex.

Assuming the group is one hex behind them, the outlaws can be distantly seen as long as they are in anything other than marsh, woods, and mountain. However, the GM may fudge the range if necessary. That is, the heroes should always seem like they are constantly but gradually closing the distance between themselves and the badmen. In reality, the posse can never catch up with the badmen (that would unravel the adventure).

Travel Table

Terrain	Minutes to Cross	
	Mounted	On Foot
Prairie	20	40
Woods	60	60
Marsh	–	90
Hills	30	60
Mountains	60	90
River*	60	60
Ocean/Lake*	–	90

* Travel times for River and Ocean/Lake are used only if the river or lake is being crossed; otherwise, use the normal terrain times.

PLANNED ENCOUNTERS

The following events happen when someone enters the matching numbered hex on the map. Most encounters list two events: one occurring to the Outlaws (and Donna), and the other when the Heroes enter that hex.

1. In the Ocean

The Outlaws are attacked by a feeding herd of big-neck whales. The Man With the Wooden Leg is drowned.

The Heroes arrive in the ocean, a 15-minute swim from shore. They all must dismount and hang on to their saddle horns so that their horses can swim more easily. (Stats for horses are on p. 20.) Do not roll for random encounters until the PCs are ashore. A random person then discovers a bloody, gnawed wooden leg floating in the water. Anyone taking care to look around spots a school of big-neck "whales" feeding in the depths directly below – the creatures may be named (see *Naming*, p. 5) but are not encountered. The outlaws and Donna have already headed off into the island's depths, and cannot be seen.

Once the heroes are ashore, they should realize that their horses are exhausted from the swim and their guns won't work until dry. An hour and a half of rest will fix both problems, and give the group a chance to discuss what's happened. Experienced trackers should realize that abandoning their horses may mean losing the chase, while those who force their horses onward will be likely to have a horse collapse before catching the badmen – see *Exhausted Horses* (below).

Exhausted Horses

An unladen horse loses 1 FP per hour of travel; a lightly loaded one (carrying 190 lbs. or less) loses 2 FP. Once a horse has lost 8 FP, it is *exhausted* and travels at half Move, which *doubles* the time to cross each hex. An hour and a half of rest (with some water and grass) will bring the horse back to full strength. If the horse is pushed onward, once it loses a total of 11 FP or more, it must make a Will roll *every second* to avoid collapsing – or *dying* on a critical failure! Even heroes without any animal skills should realize not to push their horses this far.

Neither horses nor adventurers with common sense like traveling at night, especially in a strange place. It should be clear that the outlaws have to follow the same rules to keep their own horses safe, however, so there's nothing to be lost from bedding down at night.

2. Strange Bodies

The Outlaws meet and destroy a party of duck mouths; the posse distantly hears several rounds of gunfire.

The Heroes discover three duck-mouth bodies. If this is their first close-up encounter with dinosaurs, the GM should describe the animals' weird appearance in loving detail – trying to instill a sense of wonder in the PCs. (For descriptions, see *Bestiary*, pp. 19-22.) The Doctor, if in play, should proclaim the bodies to be of creatures previously thought to have died out in Noah's Flood – giant reptiles!

3. Rest

The Outlaws have chosen to water and rest their mounts at the stream. Watches have been set; Donna is under guard. They ride off before the PCs arrive.

The Heroes realize that they are again mere minutes behind the outlaws.

4. Drop Dead

The Outlaws are attacked. A snarler drops from a stand of trees and drags the Man With the Gold Tooth from his saddle. The other outlaws spur their horses and ride on.

The Heroes come across a snarler eating the Man With the Gold Tooth. The creature will not disturb the party unless provoked, but it will not leave its kill either.

5. Muck

The Outlaws head for the distant canyon and blunder into the marsh. A horse falls and, mired in the muck, refuses to move. The outlaws abandon it. Outlaw status: four badmen, Donna, and five horses. (Donna has her own mount now.)

The Heroes encounter the mired horse. The horse is uninjured and merely needs some loving treatment and a little guidance to get out. If no one helps it, all male PCs lose 20 Romance Points. (This may well put some in the negative!) The first person to aid the horse receives 20 Romance Points, and the group gets a new horse.

If the posse rides past the horse without slowing, each member must roll against Perception or Survival (Swampland)+2 to avoid hitting the muck. Failure means an immediate Riding-4 roll is required to stay seated. If this second roll fails by 0-4, the rider falls; failure by 5+ means the horse is mired as well, costing the group another 10 minutes as they extricate it; while a *critical* failure means a broken leg – the party loses this horse!

6. Widow

The Outlaws encounter and fire on dragons. The trackers may hear gunfire.

The Heroes find, in a clearing along the outlaws' path, what appear to be three dead Dragons. Well . . . two dead dragons, and one wounded, furious, and very much alive dragon (p. 20), which will spring up if anyone comes within 20 yards of its vision. The wounded dragon has 19 HP.

Spooking Horses

Horses may spook (a) whenever a new type of dinosaur is first seen, (b) when a dinosaur comes within 10 yards, (c) every five seconds spent adjacent to a dinosaur, and (d) when called for by other rules. Whenever such an encounter happens, make a Will roll for the horse; any roll of 14 or more is an automatic failure. (A horse's Will is 11.) A failure means the mount is spooked; see p. B397 for details.

7. Snake!

A great snake, which drops from the trees, attacks *The Outlaws*, carrying the Man With the Scar from his horse. His horse spooks, dragging along Donna and her mount (which were tied to the scared horse). The Man With the Scar kills his snake without taking damage, Donna is bruised and dirtied from a fall, and one horse breaks a leg and is shot.

The Heroes find the dead horse, the dead snake, signs of a struggle, and Donna's shoe. (The shoe is a "Token" – see the rules for *Tokens* on p. 5.)

8. Locket

The Outlaws rest for a few minutes here. Donna manages to hide a small clue.

The Heroes find a Token: a strip of yellow cloth (from Donna's dress) tying a locket to a tree branch. The locket contains pictures of her parents (her father is indeed Lionel Nesbitt).

9. Lizzie

The Outlaws wound and run from a Big Lizzie. Gunshots may be heard if the posse is close enough.

The Heroes encounter a wounded Big Lizzie astride the trail, howling and stomping the ground. It has 30 HP. If the group leaves the trail to avoid the Lizzie, the GM may require them to make tracking rolls (p. 8) until they pick up the trail again, causing them to worry that they're losing ground.

Accelerated Recovery

The peculiar nature of TeeZee causes healing to accelerate: The amount of HP recovered from any type of natural or assisted healing (such as rest or medical care) is tripled. See pp. B423-428 for specifics.

10. Shawl!

The Outlaws press through this area, but Donna drops something on the trail.

The Heroes find another Token: Donna's shawl (complete with the fresh, clean scent of that chestnut hair).

11. Jaws

The Outlaws meet three jawbones in a tiny valley (triangular shaped, 100 yards to a side), and things do not go well for the villains. They lose two more horses and one of their own. The rescuers hear long, sustained gun fire.

The Heroes encounter two jawbones feeding on one jawbone's body, two dead horses, and one human being (only an arm is visible). No one can identify the body without riding closer to the jawbones (it's the Bald Man, not Donna). The jawbones will growl, but are sated and will not attack. A trail of blood leads away from the battle, along the "path." Each horse carcass carries \$1,000 in bank loot in the saddlebags, as well as extra bullets and rations.

12. Lace

As *The Outlaws* pass through this area, Donna slips something out of her pocket and lets it fall to the ground.

The Heroes find another Token, a prettily scented lace handkerchief.



13. Sniper

The Outlaw Thin Man, badly wounded by the jawbones, can go on no further. He takes post behind a boulder, intending to hold the pursuers back while his companions escape.

The Heroes are attacked by the Thin Man (use stats for *Other Outlaws*, p. 16, except he has 4 HP remaining). The villain is hiding behind a boulder within five yards of the path that the outlaws took. He opens fire when the group is about 30 yards away, shooting at the lead rider. The PCs can make a Hearing-2 roll to detect where the shots are coming from. The Thin Man will fight from behind the boulder until dead.

If Outlaws Are Outlawed, Only Outlaws Will Be Outlaws

If the heroes are likely to be disappointed that the outlaws they're chasing have been picked off one by one off-camera, it's relatively simple for the GM to declare that some or all of them actually survived various encounters. Once the Hairies have grabbed Donna (in Encounter #15), the outlaws may have reasoned, "Go ahead; have her. What do we need her for now?" They may have then decided to follow the Hairies to see if they knew some way out of here.

The outlaws can be introduced as a "wild card" element at any interesting point during Encounters #16 or #17. If the heroes seem to be having too easy a time during the

climax, one of them might get shot in the back by an opportunistic black hat. Alternatively, if it seems the heroes are going to broker a tentative cessation of hostilities between the quarreling factions, then a villainous gunshot might be blamed on them and threaten to blow the whole thing apart.

Here the motivations of the factions can come to full blows. The outlaws want to escape freely, ideally with the money (if they can negotiate that from the heroes). The adventurers want to rescue Donna and capture the outlaws – alive if possible. There will be blood!

14. Bat Gulch

The Outlaws now consist of the Man With the Scar, Man With the Beard, Donna, and two horses. They enter a gulch surrounded by caves in the hills and cliffsides. The caves are full of "bats" (actually, *Quetzalcoatlus*; see p. 19). The outlaws are attacked by waves of bats: The first wave is shot down. The second wave kills the Man With the Scar; Donna, sharing a horse with him, now grabs his rifle and begins shooting at the bats. The third wave is shot down. The fourth wave drags off the Man With the Beard; he dies. As yet another wave comes in, Donna's horse spooks and carries her out of sight beyond the gulch with two bats in close pursuit. (The rescuers can probably see this in the distance.)

The Heroes ride in on a *really* stirred-up gulch. A half-dozen "bats" are feeding on the outlaws. Other bats are circling in the air at the far end of the gulch; those in the caves

are restless and hissing. See *Map of Bat Gulch* (below). The posse begins at "start."

When the PCs move into the gulch ("start" on the map), the first wave of three bats commences. Roll 1d to find where the bats are coming from: On a 1-2, it's from the "exit" end of the gulch (or the end toward which the group is currently heading). On a 3-6, it's from the grotto matching the number rolled. (If the grotto is behind the heroes, then the wave comes from the "exit".)

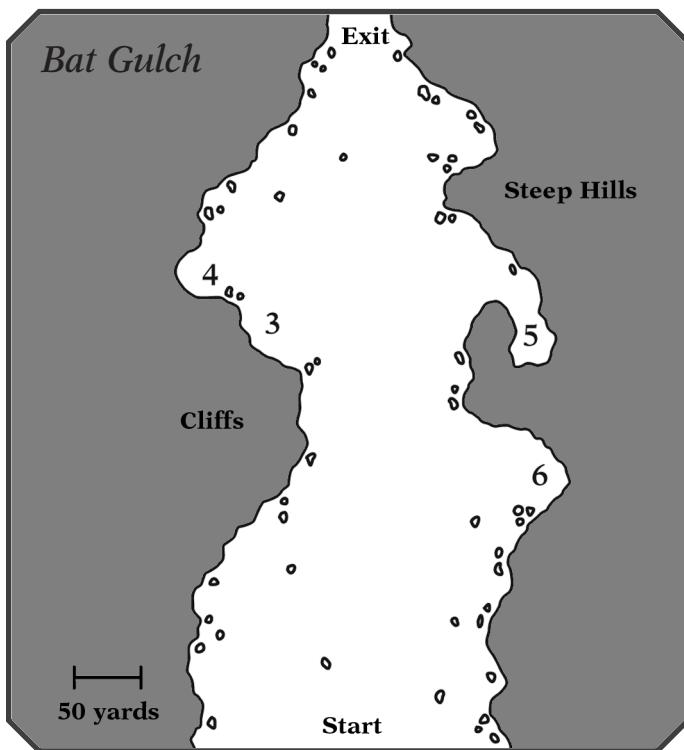
Range can be measured on the map. If the range is greater than 300 yards, make it 300 yards instead. For bats rolled on 1 or 2 above, initial range is never less than 80 yards. A wave, once begun, pursues until it is within attack range, even if the heroes leave the gulch.

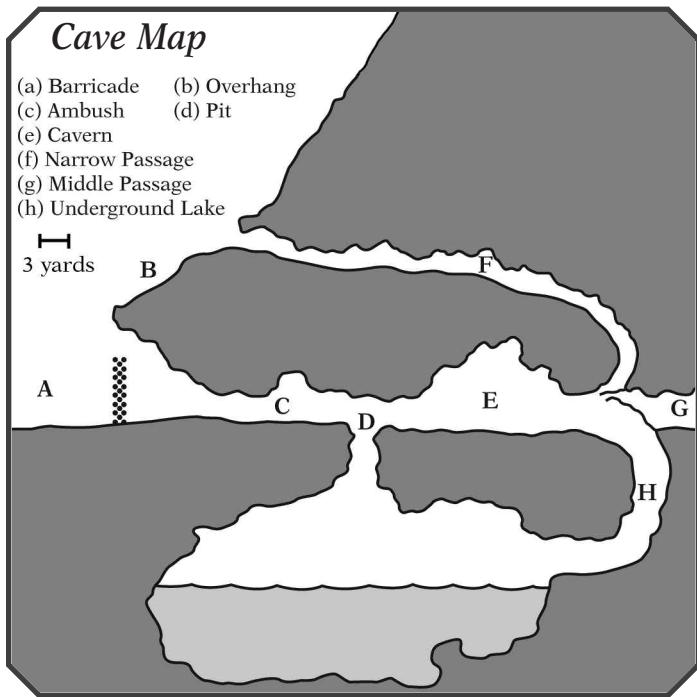
New waves launch until the last person exits the gulch. A new wave begins, and a new starting point is rolled when the last wave is dead or when the last wave cannot catch up with the group (disband this wave and start a new one). The GM may discontinue new waves after the fourth.

15. Hairies

Donna, as her pursuing bats give up the chase, calms her animal and brings it to a halt just inside a stand of trees – where upon a net descends and captures her! Half of a Hairy war party grabs her and takes her back to the Hairies' cave, while the others hide again to wait for more action.

The Heroes near the stand of trees. They spot two horses grazing nearby (the outlaws' and Donna's horses) and distant horsemen riding away toward the small lake. Heading straight for the horsemen, or following Donna's trail, will lead beneath the trees – where the Hairies (pp. 16-17) will ambush. (Six crouch in the grass nearby and six more are in the trees; each PC has a 2-in-6 chance of being dropped onto by one of the latter.) On the first turn after a gun has been fired, each Hairy must make a Will roll or flee for their hidden mounts (and toward the mountains). If the heroes round up the grazing horses, they find each horse carries \$2,000 in bank loot in saddlebags, along with extra bullets and rations. (If the outlaws are also cultists – see *When Love Is Not Enough* on p. 6 – the heroes find religious paraphernalia in the bags, including an ornate knife, silk rope, small strangely formed candles, an oddly decorated tinderbox, and a book in an obscure language.)





16. Caves

Donna's hairy captors, drunk on her beauty, have decided to keep her as an object of worship. The war party, with new reinforcements, therefore sets out through the caves to the Link Point; a few warriors remain to keep the posse from assaulting the "impregnable" defenses of the cave.

The Heroes approach the Hairies, who, serene behind their barricade (Location A on the *Cave Map*, above), heckle the players (use appropriate gibberish) and refuse to negotiate.

A. Barricade: A dozen Hairies stand behind the barricade, prepared to rush anyone attempting to open the central, hinged gate. Shots taken at Hairies behind the barricade are at -2 to hit, but bullets pass through the brush-and-timber obstruction. Horses cannot ride through or jump over the barricade. The gate can be opened when more heroes are pulling to open it than Hairies pulling to keep it shut.

B. Overhang: Five Hairies are concealed on the rock overhang above the cave, prepared with rocks to drop onto any strangers standing near the barricade (Dropping-2 to hit). The group throws one stone every second for 1d damage. Hairies at the barricade use war flutes to alert those above to roll or stop their rocks – the upper natives cannot be seen from below. The heroes probably cannot avoid the first attack, but once they are aware of the danger, they can try to dodge as normal (see p. B431).

C. Ambush: Behind the barricade is a large outer cave, with a smoldering fire and stack of torches. Leading from this cave is a passageway eight feet wide and several feet in height (horses can be ridden if the riders crouch low), with a breeze blowing gently toward the heroes. It is dark. Upon reaching point C, six Hairies, hiding in a large ceiling crevice, drop down onto the posse! (Roll randomly for which members are attacked.) This is an attack from above (at -2), but unless warned via Danger Sense, only heroes who succeed at a Per-4 roll get an active defense against it. Those wielding torches may wish to use them as clubs (p. B433); this will not scare away the Hairies.

D. Pit: The cave now widens to seven yards. Within this widened portion is a crevice, concealed by the Hairies with a covering of twigs and earth, which the heroes step onto unless they are either following the left wall, or specifically searching for traps. Anyone walking on the pit may make a DX or Jumping roll to get clear . . . otherwise, he goes down the hole. Horses automatically go down. *Note:* Those riding at more than a trot also automatically fall down the hole.

Dropping down the pit (a smooth, water-formed chute) is harmless to the PCs; horses must make a DX roll to avoid breaking a leg as they fall. Everyone will have to tread water (see pp. B354-355). There is no way to return up the pit (lariats aren't long enough), but fallen heroes may speak to their comrades above thanks to the cave acoustics. (When PCs are talking, the GM should roll an occasional 1d – on a roll of 1, the big-neck whale roars.) Those in the water can get out via a passage (see *H. Underground Lake*) – if they can find it.

E. Cavern: A large, smoky cavern with 34 Hairies (women, children, and the elderly) huddled around three bonfires. Led by a white-haired chief, these Hairies ignore or avoid the posse unless they are well treated. In that case, the natives point toward the middle exit if asked any question. Anyone bothering these Hairies loses 20 Romance Points. This cavern has three exits: F (up), G (forward), and H (down).

F. Narrow Passage: The passage soon turns narrow, winding upward until only one riderless horse or an unmounted man can go through at a time. This leads to *B. Overhang*, where five Hairies are stationed with rocks.

G. Middle Exit: This cave goes to the outside world; go to 17. *Link Point*.

H. Underground Lake: This passage soon turns damp, the walls gain a covering of slime, and the way leads to a large cavern containing an underground lake (also accessible through *D. Pit*). A path skirts the right side of the lake. A blind big-neck whale (entirely albino) intercepts anyone following this path. (Use the normal creature stats on p. 19, with no penalties due to darkness.) The path eventually peters out, leading nowhere.

17. Link Point

Father Eamod MacDermod, human supervisor of this portion of TeeZee, arrived to investigate the detected anomaly and collided with the Hairy war party. The Hairies launched an immediate attack on MacDermod's Aztec escort, but they were driven back with losses. *The Heroes*, as they near the cave exit, notice sounds of scuffling, hoarse shouts, wood striking wood, and a tambourine.

Attacking Father MacDermod

Should the posse go after Father MacDermod . . . things may get sticky. If MacDermod dies, all Link Points deactivate – until a clone can be activated, about three weeks later. There is no other exit from this location, leaving everyone in dinosaur land with a shrinking supply of bullets and many angry Aztecs. The GM must improvise in this case.

They then see what is shown on the Link Point map (see below) and described here.

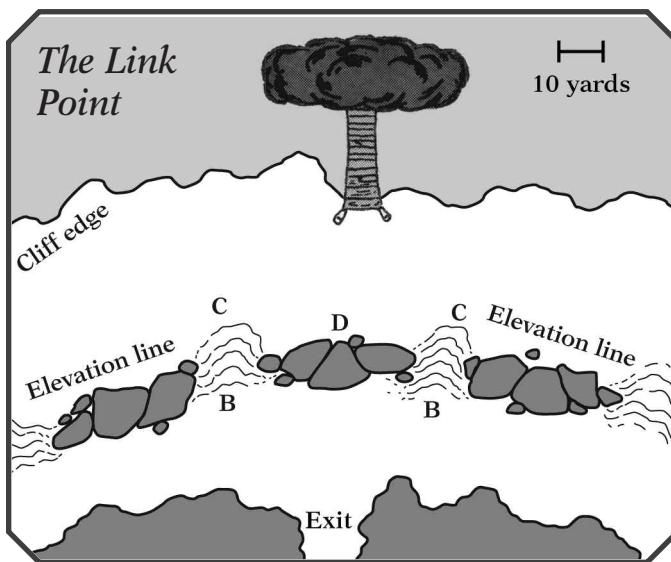
At a distance directly in front of them (Location A), they see a circle of chaotic darkness hanging in mid-air at the end of a suspension bridge running from the cliff edge. (This is the Link Point.)

To the group's right and left (Location B), about 30 yards away, they see the Hairies lined in battle formation against Aztecs. Directly across from the Hairies (Location C) and engaged in fighting them, are the Aztecs and Father MacDermod (who is riding a mammoth). The Hairies have already noticed the posse's arrival.

Between the two battling groups is Donna Nesbitt, tied to a pole and hung in the air! Next to her are several important-looking Hairies, one of which is beating a tambourine.

A Hairy force immediately charges at the heroes. The attack consists of seven Hairies mounted on toe ponies (p. 22), and six Hairies on foot.

When the charging Hairies have been killed, the remaining Hairies fall to their bellies and surrender to the nearest PCs and Aztecs. Father MacDermod then slowly approaches the heroes on his mammoth, dismounts, and greets the rescuers (in English, with Irish brogue): "Far from home, are ye not? Welcome to Purgatory." Anyone may then speak with the priest (see *Father MacDermod and the Aztecs*, p. 17, for ideas on what he might say).



Thus ends the dangerous side of the adventure.

All Romance Points earned during this encounter are *doubled*. The first player to reach Donna's side receives an additional 40 Romance Points (not doubled), and the first one to offer her a ride (which she gladly accepts) receives 20 Romance Points (also not doubled).

Father MacDermod offers to return the heroes to their "time frame reference" – by use of a handheld device, he can "tune" the Link Point and then send the heroes riding through it. The PCs and Donna then appear in the pass above the Family's ranch.

Once the group returns to their own time, Donna Nesbitt listens to their stories and decides who gains her favor. See *Winning the Hand of Donna Nesbitt* (p. 5)

RANDOM ENCOUNTERS

The GM rolls 1d whenever the players enter a new hex. He also makes a die roll for each additional three hours the posse spends in the same hex. At night, the GM makes three die rolls for the entire period. If, for any of these die rolls, the result is equal to or less than the Risk Factor listed for that terrain (see the *Risk Factors and Modifiers Table*, below), a random encounter occurs. The GM may also add a specific encounter from the lists here at any time to liven up the adventure.

Once the GM determines that a random encounter will take place, he figures out what it is by making two more die rolls.

First, the GM discovers the initial range by using the *Random Encounter Range Table* (p. 15). He first rolls 1d, adding any bonuses or penalties due to terrain (see *Risk Factors and Modifiers Table*, below), and discovers if the range is close, short, medium, etc. He then uses the corresponding formula to discover the exact range in yards.

Second, he discovers what the posse has run into by finding the *Encounter Tables* (p. 15) matching the current terrain and rolling 1d. The number after the creature's name is how many are encountered. For creature stats, see *Bestiary* (pp. 19-22), except the Hairies, which are on pp. 16-17.

With these facts to guide him, the GM now improvises an encounter. He may add any features that might reasonably be found in the general terrain (adding boulders on the prairie, for instance, or ponds in the woods), and be as simple or as creative as he desires. Furthermore, for groups of less than eight PCs, the GM may opt to tone down the lethality of the dinosaurs, either reducing the number appearing or having the party encounter only subadults that haven't developed their full strength yet (and thus do less damage).

Special Encounters

Letters on the habitat map indicate other possibilities for random encounters.

A. Gulls: When rolling for random encounters within two hexes of this letter, a roll of 1 or 2 on the *Encounter Tables* (p. 15) indicates gulls (p. 20) instead.

B. Christian Hairies: When rolling for random encounters within one hex of the letter, a roll of 1 or 2 on the encounter table automatically indicates an encounter with Christian Hairies (pp. 16-17).

C. Bat Gulch: Same as A above, but with bats (p. 19) rather than gulls.

Additionally, the encounter lists have "Other" as a possible result. When this comes up, the party comes across something unusual but not dangerous. Roll 1d and consult the *Other Encounters Table* on p. 15.

Risk Factors and Modifiers Table

Terrain	Risk Factor	Modifier
Prairie	1	+1
Hills/Mountains	1	0
Woods	2	-1
River/Lake	3	-1
Ocean	1	-1
Marsh	2	-4

Random Encounter Range Table

Result	Range	Distance
-2 or less	Short	1d+7 yards
0, -1	Close	3 yards
1	Short	1d+7 yards
2, 3, 4	Medium	1d×5 + 15
5	Long	1d×6 + 40
6, 7	Very long	1d×30 + 100

Encounter Tables

Marsh

Roll Result

1	Duck Mouth (2)	1-2	Duck Mouth (4)
2-3	Turtle (1)	3-4	Dragon (4)
4	Bats (3)	5	Christian Hairies (pp. 16-17)
5	Croc (1)	6	Other (see below)
6	Other (see below)		

Woods

Roll Result

1	Snarler (1)	1	Duck Mouth (2)
2	Dragons (3)	2	Turtle (1)
3	Giant Snake (1)	3	Croc (2)
4	Jawbones (3)	4	Jawbones (2)
5	Big Lizzie (1)	5	Big Lizzie (1)
6	Other (see below)	6	Other (see below)

Prairie

Roll Result

1-2	Dragons (3)	1-2	Turtle (3)
3-4	Snarler (1)	3-4	Gull (2)
5	Jawbones (3)	5	Big-Neck Whale (4)
6	Other (see below)	6	Other (see below)

Hills and Mountains

Roll Result

1-2	Duck Mouth (4)
3-4	Dragon (4)
5	Christian Hairies (pp. 16-17)
6	Other (see below)

River and Lake

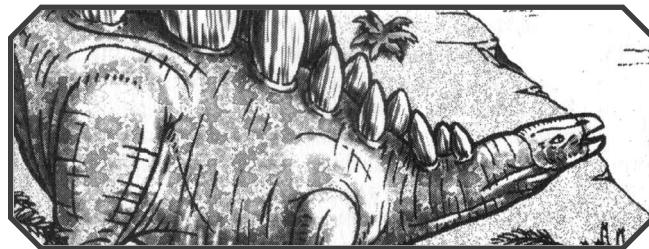
Roll Result

1	Duck Mouth (2)
2	Turtle (1)
3	Croc (2)
4	Jawbones (2)
5	Big Lizzie (1)
6	Other (see below)

Ocean

Roll Result

1-2	Turtle (3)
3-4	Gull (2)
5	Big-Neck Whale (4)
6	Other (see below)



Other Encounters Table

Roll Result

1	A nest of eggs. These may have been just recently abandoned and still warm. Are these from a dino that leaves its young to fend for themselves? Or will it return to check on them?
2	A small group of young dinosaurs. They have a fraction of the ability of their adult counterparts.
3	Strange creatures in the distance. These could be any of the dinosaurs in Bestiary (pp. 19-22), especially one from Other Dinosaurs (p. 21), which the heroes see and can name, but which they never encounter.
4	A small herd of toe ponies. These might be wild, or they might be a group domesticated by the hairies. They are only found in the prairies, woods, hills, or mountains. One stallion is present, along with 1d6-1 mares and 1d6-2 foals (or a number equal to the mares, whichever is lower). See p. 22 for stats.
5-6	Human or (riderless) horse remains. These should be long since dead and of someone from the PCs era or earlier – a lone trapper, an escaped slave, or an Indian, for example. If desired, the person might be from a more-modern era, if the GM wants the situation to get even weirder. The PCs might find ammunition, guns, an empty canteen, saddlebags or other supplies.

PARTING WORDS

If there seems interest, this adventure can have a sequel. TeeZee makes an interesting story device for a western game, allowing all sorts of nonsense to fall into an adventure. If the GM is interested in sequel adventures, here are some story ideas.

Recovery Agents: The PCs may have recovered little, if any, of the stolen bank loot. In this sequel, bank officials hire the group to retrieve the loot – or threaten to hang them as bank robbers unless they can prove they weren't in cahoots with the Man With the Scar. The anomaly is located again in the desert, as before . . . because civil war has broken out between MacDermod and the heathen Hairies. The anomaly might lead to *any* habitat . . . or other strangers might be there also (Mexican *federales*, anyone?).

MacDermod's Boys: Father MacDermod might come to Nobles to hire the PCs. There is trouble onboard Purgatory. This could be anything from Vikings in the monastery to aliens invading the zoo . . . and along with MacDermod, his Aztecs, and his mammoth, the heroes are to put things right.

Invasion of the Dimension Snatchers: The aliens, impressed by the PCs' showing against the dinosaurs, might decide they need an "Age of the Wild West" habitat. The heroes wake up one

morning in Nobles to find it surrounded by sea on all sides, and a Link Point floating above the pass. Their mission: liberation!

Forever Donna! The Hairies, with partial control over the Link Points, manage to stage a raid at the wedding of Donna Nesbitt. She is kidnapped again, along with her visiting younger sisters, Anna and Jennie. The Hairies escape through an anomaly behind the wedding chapel, but the PCs (led by Lionel Nesbitt himself, the cantankerous old capitalist) pursue . . . However, the Hairies, unfamiliar with Link Points, have misfigured the connection and everyone is sent to somewhere very strange. (Medieval habitats? Alien habitats? Or even to the alien homeworld itself?)

The Underground Empire: Perhaps the anomaly isn't the only strange thing in these parts. Every so often, a hidden civilization of advanced science and ruthless politics sends its bizarrely dressed warriors to steal from or kidnap the unsuspecting town – until some clever cowpoke finds out about it . . .

Wild, Wild Spies: A last option for a science fiction-western adventure is the "Old West secret agent" campaign – reminiscent of the *Wild, Wild West* TV show. It wouldn't be difficult to sustain a SF-western campaign – with **Big Lizzie** to start the show!

CHAPTER FOUR

CHARACTERS

Most of the opponents that the PCs encounter in this adventure are dinosaurs, but the heroes might meet some humans and (incongruously) other mammals. Because the NPCs are not intended for use in a long-term campaign, their stats are

sketchy; they lack point values and most traits that are not immediately useful during this adventure. The GM may, if desired, fully generate characteristics for all opponents.

HUMANS AND HUMANOIDS

The PCs will probably never have to interact with most of these characters outside of speaking with them, but the stats are included just in case a fight breaks out.

THE OUTLAWS

The outlaws are merely poor unfortunate hoodlums who wandered into this adventure by accident. The PCs are not supposed to fight them; Donna would probably die in such an event. For some additional information about the outlaws, see pp. 6 and 10.

Man With the Scar

ST 11; DX 12; IQ 10; HT 12.

Damage 1d-1/1d+1; BL 24 lbs.; HP 16; Will 11; Per 10; FP 12. Basic Speed 6.00; Basic Move 6; Dodge 10; Parry 11 (Brawling). SM 0; 6'; 180 lbs.

Advantages/Disadvantages: Appearance (Unattractive); Combat Reflexes; Distinctive Feature (Scar); English (Native); Spanish (Accented/None).

Skills: Brawling-14; Guns/TL5 (Pistol)-15; Guns/TL5 (Rifle)-13; Intimidation-12; Knife-13; Riding (Horse)-12; Survival (Mountains)-10; Survival (Plains)-9.

Equipment: Canteen of water, blanket, Henry rifle (*High Tech*, p. 110), Remington New Model Army pistol (*High Tech*, p. 94), ammunition for guns, small knife (p. 272), trail rations.

Other Outlaws

ST 11; DX 11; IQ 9; HT 12.

Damage 1d-1/1d+1; BL 24 lbs.; HP 15; Will 10; Per 9; FP 12. Basic Speed 5.75; Basic Move 5; Dodge 8; Parry 9 (Brawling). SM 0; 5'6"-6'; 150-170 lbs.

Advantages/Disadvantages: Appearance (Unattractive) and Distinctive Feature (Scar, etc.), or Appearance (Ugly); English or Spanish (Native); English or Spanish (Accented/None).

Skills: Brawling-13; Guns/TL5 (Pistol)-14; Guns/TL5 (Rifle)-13; Knife-13; Riding (Horse)-12; Survival (Mountains)-10; Survival (Plains)-9.

Equipment: Canteen of water, blanket, Spencer M1860 carbine (*High Tech*, p. 120), Remington New Model Army pistol (*High Tech*, p. 94), ammunition for guns, small knife (p. B272), trail rations.

THE HAIRIES

Hairies are actually *Homo neanderthalensis* – Neanderthal Man. They have spread throughout TeeZee. There are two major civilizations: Heretic (the Hairies at Encounters 15, 16, and 17) and Christian (random encounters).

Hairies average 5' in height, have long front-to-back heads with very little chin, large jaws, rounded sloping foreheads, and bulging eyebrows. They have modern hands and feet and walk perfectly erect. They appreciate simple music and bright colors (even flowers), have a sense of religion, but lack any comprehension of art or drawing. They speak, but their throats cannot form most modern human sounds.

A Hairy attacking from close-combat range will not hit the horse instead on a miss. A Hairy dropping from ambush who misses his target may not make an attack on his next turn.

Christians

These Hairies, technologically the most primitive, were converted by Father MacDermod to a form of Christianity. They are peaceful, friendly folk who will flock to help if any sign of the Christian crucifix is shown. Roll 1d to discover the nature of the encounter:

1 – *Female Gatherers*: 1d+1 females transporting a dinosaur carcass. They flee from the posse, hide, or call for help.

2 – *Male Hunters*: Two males armed with clubs, searching for game. (Another male may be out of sight but in range of a quick whistle.)

3-4 – *Hunting Party*: 1d+2 male hunters armed with clubs and tracking game.

5-6 – *Ambush*: 1d+1 male hunters ambush the PCs, believing them to be Heretics. They will attack from a height by throwing rocks (1d damage) if possible.



Heretics

The major (combat) difference between Christians and Heretics is that the Heretics have domesticated a form of horse – the toe pony (p. 22). The Heretics also have a form of civilization uniting tribes on several habitats. In fact, the Heretics are responsible (by accident) for creating the anomaly which the heroes and outlaws fall through.

Generic Hairy

ST 12; DX 11; IQ 9; HT 12.

Damage 1d-1/1d+2; BL 29 lbs.; HP 12; Will 9; Per 10; FP 12. Basic Speed 6.00; Basic Move 6; Dodge 9; Parry 10 (Brawling). SM 0; 4'5"; 120-150 lbs.

Advantages/Disadvantages: Appearance (Unattractive); DR 1 (Skull Only); Overweight; Sense of Duty (Tribe); Short Lifespan 1; Temperature Tolerance (Cold) 1; Tribal Language (Native).

Skills: Brawling-13; Broadsword-12; Dropping-12; Gesture-10; Naturalist-8; Survival (Mountains)-10; Throwing-12; Tracking-10.

Equipment: Basket, light club (1d+3; p. B271).

In the era of the Wealden and Lower Cretaceous there lived, in and about Great Britain, 4 or 5 species of Dinosaurs 20 to 50 feet long, 10 to 12 Crocodilians, Lizards, and Enaliosaurs 10 to 50 or 60 feet long, besides Pterodactyls and Turtles; and many more than this, since all that lived would not have left their remains in the deposits.

– James Dwight Dana,
A Text-Book of Geology (1864)

FATHER MACDERMOD AND THE AZTECS

TeeZee is run by a group of aliens who found Father Eamod MacDermot in the eighth century A.D. wandering through Iroquois Indian country, the last survivor of a wildly off-course missionary party from Ireland. The aliens convinced him that one of their number was the archangel Raphael. The aliens then set up an automatic clone-bank arrangement for him and put him in charge of a string of habitats featuring pre-human and non-Christian life.

MacDermot is under the impression that he is administering Purgatory, a place where the souls of men go to be purified from sin through punishment. In the last thousand years, MacDermot has learned many subjects and languages – he is an educated, friendly, but unconventional man.

One of the habitats under MacDermot's supervision consists of Aztecs, who have taken to worshipping him as Quetzalcoatl. In an effort to moderate their bloodthirsty religion, he accepts

certain Aztecs as servants, bodyguards, and wives at his monastery headquarters. (The bodyguards are dressed in ceremonial robes: pure white, knee-length, topped with intricate head masks depicting fanged jaguars, skulls, or abstract designs in jade and quetzal plumes.)

The priest rides on a "howdah" platform on a mammoth's shoulders (p. 21). It is one of the animals roaming a different "park," where MacDermot has his monastery.

Father Eamod MacDermot

ST 10; DX 9; IQ 12; HT 10.

Damage 1d-2/1d+1; BL 20 lbs.; HP 16; Will 12; Per 12; FP 10. Basic Speed 4.75; Basic Move 4; Dodge 7; Parry 10 (Brawling). SM 0; 5'7"; 150 lbs.

Advantages/Disadvantages: Aztec (Native); Clerical Investment; English (Native).

Skills: Beam Weapons/TL9 (Pistol)-12; Brawling-14; Knife-12; Leadership-17; Persuade-15; Religious Ritual (Christianity)-14; Riding (Horse)-14; Theology (Christianity)-14; and other skills as needed.

Equipment: Bible, Christian crucifix, stun gun* (Dmg HT-4(2), Acc 4, Range 16/65, Weight 2.2/0.5, Shots 8, ST 4, Bulk -2, Rcl 1, see footnote for effect).

* On a successful hit, the target goes unconscious for 3d minutes.

Generic Aztec

ST 11; DX 11; IQ 9; HT 10.

Damage 1d-1/1d+1; BL 24 lbs.; HP 15; Will 9; Per 9; FP 10. Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 10 (Broadsword). SM 0; 6'; 180 lbs.

Advantages/Disadvantages: Aztec (Native); Duty (To Father MacDermot); English (Broken/None).

Skills: Brawling-12; Broadsword-14; Heraldry (Aztec)-10; Knife-14; Survival (Plains)-9; Theology (Aztec)-13.

Equipment: *Ichcauipilli* (cotton armor; DR 1), flint knife (see large knife, p. B272), *macautil* (obsidian sword; Dmg sw+1 cut, Reach 1, Parry 0U, Weight 3, ST 10, shatters on a critical failure).

DONNA NESBITT

Donna Nesbitt, the kind and beautiful school mistress, is the special western heroine – charming, gracious, a good shot, a hard rider – in short, a cross between a duchess and a tomboy.

ST 9; DX 9; IQ 12; HT 10.

Damage 1d-2/1d-1; BL 16 lbs.; HP 14; Will 12; Per 12; FP 11. Basic Speed 4.75; Basic Move 4; Dodge 7; Parry 7 (Brawling). SM 0; 5'5"; 120 lbs.

Advantages/Disadvantages: Appearance (Beautiful); English (Native).

Skills: Cooking-12; First Aid/TL5-11; Guns/TL5 (Pistol)-12; Knife-9; Riding (Horse)-11; Singing-12; Teaching-12; Theology (Christianity)-10.

Equipment: Necklace with locket, shawl, Merwyn & Bray derringer (concealed on person; use stats for derringer, p. B278).

The Posse

Give this section to the players so that they may choose which character to play. Players must design character stats appropriate for the role they choose. In addition to the basic equipment listed, each member of the posse has a canteen, a blanket, five boxes of ammunition for each gun they carry (assume 50 pistol/rifle rounds or 20 shotgun rounds per 2-lb. box), and a horse. The setting is TL5.

Blacksmith: After leaving a Georgia plantation, you joined the Union Army and fought under General Grant at the Battle of Petersberg. In the West, you have found a happy, free life. Basic equipment: Henry rifle (*High Tech*, p. 110), Spencer M1860 carbine (*High Tech*, p. 120), two Colt M1873 "Peacemaker" revolver (*High Tech*, p. 94).

Gambler: From the riverboats of Sacramento to the railroad camps of the Rockies, you have traveled and gambled. Now, a pretty schoolmarm has caught your eye, and you are considering settling down . . . Basic equipment: Winchester Model 1866 rifle (*High Tech*, p. 110), Remington Model 95 Double-Derringer (*High Tech*, p. 91), playing cards, dice, poker chips.

Trapper: People can't be trusted. That's why you're a mountain man. You can speak Indian languages, track both beasts and men, and cook wild game. Basic equipment: Two Remington Number 1 Rolling Block rifles (*High Tech*, p. 120), Winchester Model 1866 carbine (*High Tech*, p. 110), Beaumont-Adams Mk I double-action revolver (.36 caliber U.S. version with Dmg 1d+2 pi; *High Tech*, p. 94), compass, hatchet (p. B271).

Store Owner: You lost your spouse and child to the Yankees in the recent Civil War. You then fought under Quantrill, the guerilla leader, until the savagery drove you West to find a clean way of life. Now you operate a general store. The years have mellowed you, but you still believe whites are naturally superior to nonwhites. Basic equipment: Winchester Model 1866 rifle (*High Tech*, p. 110), double shotgun (p. B279), Remington New Model Army pistol (*High Tech*, p. 94), compass, timepiece.

Doctor: A descendant of conquistadors, you are cultured, urbane, literate, and chivalrous. You speak Spanish and English and have a wide background in medicine and natural science. Basic equipment: Spencer M1860 carbine (*High Tech*, p. 120), Colt M1851 revolver (*High Tech*, p. 94), medical bag, timepiece, compass, drawing pad, pen set, crucifix (on a chain about your neck).

Father: The head of a great ranch, you are a widower with four grown sons (ages 19 to 29). Lately,

you've been thinking of getting married again . . . ever since you met the new school teacher in the town. Basic equipment: Spencer M1860 carbine (*High Tech*, p. 120), Winchester Model 1866 rifle (*High Tech*, p. 110), two S&W Number 1 revolver (*High Tech*, p. 94).

Brother (age 29): You are a lonely man. Your wife and eldest son were killed in an Indian raid up north, leaving you to raise your three-year-old son alone. (The Cook and the Cook's spouse help care for your son, in addition to general cleaning.) Basic equipment: Winchester Model 1866 rifle (*High Tech*, p. 110), Colt M1873 "Peacemaker" revolver (*High Tech*, p. 94).

Brother (age 24): You are known throughout the region as the tough, hard-driving foreman of your family's ranch. You love the frontier life. Basic equipment: Winchester Model 1866 carbine (*High Tech*, p. 110), Remington New Model Army pistol (*High Tech*, p. 94), lariat.

Brother (age 21): Your mother died when you were young, but you've always remembered her gentle Christian ways. Perhaps that's why you dream of becoming a preacher and bringing peace between the Indian and the white man. Basic equipment: Winchester Model 1866 rifle (*High Tech*, p. 110), illustrated Bible, wooden cross.

Brother (age 19): You don't care for cowboys and frontiersmen. In fact, you can't wait to go west to California and real civilization (gambling, wild women, high finance . . .). Basic equipment: Winchester Model 1866 rifle (*High Tech*, p. 110), Remington Model 95 Double-Derringer (*High Tech*, p. 91), flask of gin, timepiece, deck of cards.

Grandpa: You are a majestic elderly man with flowing white hair, but not so old that you don't care for the young ladies. You are tremendously brave, fearless, in good health, and very adventurous – the archetype of the Indian fighter gracefully aging. Your son-in-law runs the family ranch but profits from your advice. Basic equipment: Winchester Model 1866 rifle (*High Tech*, p. 110), double shotgun (p. B279), S&W Number 1 revolver (*High Tech*, p. 94), timepiece, pocket Bible.

Cook: Born in Hangchow of Chinese parents, you came to America to make your fortune. You worked the railroads, met a powerful rancher, and became the faithful family servant on his ranch. You are married, happy, and love your work. Basic equipment: Spencer M1860 carbine (*High Tech*, p. 120), Merwyn & Bray derringer (concealed on person; use stats for derringer, p. B278), cleaver (use stats for a hatchet, p. B271), cooking utensils.



BESTIARY

This section contains relevant information for the dinosaurs that the visitors might meet on the “island.” Note that the aliens who created the habit made a few modifications to the dinosaurs, so the stats do not reflect real dinosaurs perfectly. In particular, the weaker dinos have been beefed up, making them more of a challenge, while the strongest were scaled down somewhat, improving party survivability. No one knows the aliens’ reasons behind these alterations, of course.

Most of the creatures have been given names of existing creatures – *Diplodocus*, for instance, became an elephant. The reasoning is that a cowboy who had never seen an elephant, but has heard it described as a gray creature of great size with a long trunk, might mistake a large gray dinosaur with a long neck for an elephant. See *Naming* (p. 5) for ideas on using these designations in the adventure.

A TZI-modified dinosaur usually All-Out Attacks every turn. Make an IQ+4 roll each time it hears gunshots or takes a noticeable wound (*over* HP/10 injury); success means it realizes there’s danger and switches to normal attacks. For dinosaur hit locations, see pp. B552-554.

BAT

Real name: *Quetzalcoatlus*. This purplish-gray furred flying creature has a 45' wingspan. They are cumbersome gliders, easily overheated in bright sunlight. They generally make one pass and then fly away. See *Bat Attacks* (below).

ST: 13	HP: 11	Speed: 5.75
DX: 12	Will: 11	Move: 2 (Ground)/10 (Air)
IQ: 2	Per: 12	Weight: 95 lbs.
HT: 11	FP: 11	SM: +5
Dodge: 8	Parry: N/A	DR: 1

Bite (13): 1d-3 large piercing. Reach C.

Claw (13): 1d-1 cutting. Reach C.

Grapple-and-Drop (15): See *Bat Attacks* (below). Reach C.

Bat Attacks

A bat may try to drag an opponent away. Treat this as a leg grapple; it rolls DX+3 to “hit.” On subsequent turns, it attempts to lift the person into the air; the prey may make a ST roll each turn (ST +3 if he has a hand free) to resist. (This is passive; on the victim’s turn, he may try to break free from the grapple by winning a Quick Contest of ST versus the bat’s ST+7.) Once the prey fails a ST roll, the bat will fly away with him at Move 4, rising two yards per second, dropping him once it reaches 50 yards up. See p. B430 for falling damage, or just treat it as 7d damage.

The victim may continue to try breaking free once lifted, but he can only roll once every 10 seconds, and must win a Quick Contest of ST versus the bat’s ST+12! Injury to the bat causes the usual shock or stun penalties, which helps to even the odds here.

Traits: Acute Vision 2; Flight (Winged; Air Move 10); No Fine Manipulators; Lifting ST +6; Sharp Beak; Sharp Claws; Weak Bite; Wild Animal.

Skills: Brawling-13; Flight-16.

*Oh, no bird . . . a giant pterodactyl . . .
a flying reptile.*

— Horace Bromley,
The Valley of Gwangi

BIG LIZZIE (“BIG LIZARD”)

Real name: *Tyrannosaurus*. Huge at 40’ long, this 16’ tall biped carnivore is ponderous but mighty, with six-inch-long teeth.

ST: 34	HP: 34	Speed: 7.00
DX: 13	Will: 12	Move: 17
IQ: 2	Per: 14	Weight: 2.5 tons
HT: 14	FP: 14	SM: +5
Dodge: 10	Parry: N/A	DR: 2

Bite (13): 3d+1 impaling. Reach C.

Tail Swipe (13): 3d+4 crushing. Reach 6.

Traits: DR 4 (Skull only); Fangs; Sharp Claws; Short, Weak Arms (1/4 ST); Striker (Tail; Crushing; Cannot Parry; Long, SM +1; Limited Arc, Rear Only); Wild Animal.

Skills: Brawling-13; Tracking-15; Running-12.

BIG-NECK WHALE

Real name: *Elasmosaurus*. A Loch Ness monster, this marine dinosaur has four great flippers and a long neck. It is often known as “*plesiosaurs*.” They travel in schools and feed from the surface on fish. They are very maneuverable and have mottled green markings on topside.

ST: 31	HP: 31	Speed: 5.75
DX: 13	Will: 10	Move: 1/2 (Ground)/10 (Water)
IQ: 2	Per: 10	Weight: 2 tons
HT: 10	FP: 10	SM: +4
Dodge: 8	Parry: N/A	DR: 1

Bite (15): 3d cutting. Reach C-3.

Traits: Ichthyoid; Sharp Teeth; Wild Animal.

Skills: Brawling-15; Swimming-17.

CROC

Real name: *Phobosuchus*. This is a 45’ long crocodile (the skull alone is 6’ long!). If the encounter takes place on the river, it is accompanied by its full-grown mate or a young one.

ST: 21	HP: 21	Speed: 6.75
DX: 13	Will: 11	Move: 8
IQ: 3	Per: 12	Weight: 5 tons
HT: 14	FP: 14	SM: +8
Dodge: 9	Parry: N/A	DR: 4

Bite (14): 2d+1 crushing. Reach C, 1.
Tail (14): 2d+2 crushing. Reach C-3.

Traits: Amphibious; Cold-Blooded (50° F); Night Vision 5; Peripheral Vision; Quadruped; Striker (Tail; Crushing; Long +2; Cannot Parry; Weak); Striking ST +6 (Bite only); Wild Animal.
Skills: Brawling-14; Intimidation-10; Running-14; Stealth-14; Swimming-14; Tracking-15.

DRAGON

Real name: *Stegosaurus*. This quadruped herbivore is 20' long with two ranks of rainbow-colored plates running along its back. The tail – its weapon – carries two great spikes. When attacking a mounted person, there is a 4-in-6 chance that the dragon swipes at the horse. Because the creature is so stupid, it has one turn for attacking even after killed.

ST: 38	HP: 38	Speed: 5.25
DX: 10	Will: 10	Move: 4
IQ: 1	Per: 10	Weight: 3.5 tons
HT: 11	FP: 11	SM: +3
Dodge: 8	Parry: N/A	DR: 4

Tail Swipe (10): 4d+4 crushing. Reach 4.

Traits: Quadruped; Striker (Tail; Crushing; Cannot Parry; Long, SM +1; Limited Arc, Rear Only); Wild Animal.
Skills: Running-11.

Trampling

Any dinosaur of SM +2 or larger can attempt to "trample" a human; those SM +3 or higher may trample a horse or mounted person! This counts as a melee attack, rolling against the higher of DX or Brawling; the victim may only dodge. Success does thrust/crushing damage to the target.

DUCK MOUTH

Real name: *Parasaurolophus*. This gentle herbivore, a type of *Hadrosaurus*, has ducklike bill and a skin-covered projection at the rear of its skull. It can move on two or four legs. It lives near water, but it feeds on tough land vegetation. It has excellent hearing, eyesight, swims well, and can "honk" through its tube when danger appears (scaring the horses – see *Spooking Horses*, p. 11).

ST: 30	HP: 30	Speed: 6.50
DX: 14	Will: 9	Move: 6
IQ: 1	Per: 11	Weight: 2 tons
HT: 12	FP: 12	SM: +4
Dodge: 9	Parry: N/A	DR: 3

Bite (14): 3d-1 crushing. Reach C.
Tail Swipe (13): 3d+3 crushing. Reach 5.

Traits: Quadruped; Striker (Tail; Crushing; Cannot Parry; Long, +1 to SM; Limited Arc, Rear Only); Wild Animal.
Skills: Brawling-14; Running-11; Swimming-14.

GREAT SNAKE

When encountering this large constricting snake, do not roll for range – it always attempts to drop around a random PC. (It does not suffer the normal -2 to attack from above.) Anyone except the victim firing on the snake is subject to *Striking Into a Close Combat* (p. B392); in particular, they are at an extra -2 and may hit the victim on a miss.

ST: 19	HP: 19	Speed: 5.75
DX: 12	Will: 10	Move: 4
IQ: 2	Per: 19	Weight: 300 lbs.
HT: 11	FP: 11	SM: +1
Dodge: 8	Parry: N/A	DR: 0

Bite (13): 2d-2 impaling. Reach C.

Constriction Attack (13): Quick Contest of snake's ST+1 vs. victim's ST or HT, whichever is higher + follow-up margin of victory. Reach C.

Traits: Cold-Blooded (50° F); Fangs; Vermiform; Wild Animal.
Skills: Stealth-12; Wrestling-13.

GULL

Real name: *Pteranodon*. This white-furred flying reptile has a 23' wingspan. It has a toothless and very long beak, no tail, and a rubber-like crest at the back of its skull. It soars slowly over the ocean feeding on fish. It breeds on small islands. They generally make one pass and then fly away.

ST: 6	HP: 6	Speed: 6.25
DX: 14	Will: 11	Move: 1 (Ground)/12 (Air)
IQ: 2	Per: 11	Weight: 40 lbs.
HT: 11	FP: 11	SM: +3
Dodge: 9	Parry: N/A	DR: 1

Bite (14): 1d-5 large piercing. Reach C.

Claw (14): 1d-5 cutting. Reach C.

Traits: Acute Vision 2; Flight (Winged; Air Move 12); Lifting ST +4; Sharp Beak; Sharp Claws; Wild Animal.

Skills: Brawling-14; Flight-17.

HORSE

The outlaws and heroes ride light horses. No other horses are found on the habit unless some wild ones slipped through the anomaly; the appearance of "lost" horses is at the GM's discretion.

ST: 21	HP: 21	Speed: 5.00
DX: 9	Will: 10	Move: 6
IQ: 3	Per: 12	Weight: 1,200 lbs.
HT: 11	FP: 11	SM: +1
Dodge: 8	Parry: N/A	DR: 0

CHARACTERS

Bite (10): 1d-1 crushing. Reach C.
Kick (10): 2d+2 crushing. Reach C.

Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadruped; Weak Bite.
Skills: Brawling-10; Mount-12*.

* Wild horses do not have Mount.

*Look at the size of that footprint!
I've never seen anything like it
before!*

— Joe Nolan,
Lost Continent

JAWBONE

Real name: *Allosaurus*. The most effective of the carnivores, this biped is 30' tall, runs with 6' strides, and can swallow small animals whole. On the river, jawbones hunt in pairs.

ST: 28	HP: 28	Speed: 5.50
DX: 11	Will: 10	Move: 11
IQ: 2	Per: 10	Weight: 3 tons
HT: 11	FP: 11	SM: +5
Dodge: 8		Parry: N/A
		DR: 2

Bite (13): 3d-1 impaling. Reach C.
Claw (13): 1d cutting. Reach C.
Tail Swipe (13): 3d-1 crushing. Reach 6.

Traits: Fangs; Sharp Claws; Short, Weak Arms (1/2 ST); Striker (Tail; Crushing; Cannot Parry; Long, SM +1; Limited Arc, Rear Only; Weak); Wild Animal.
Skills: Brawling-13; Tracking-13; Running-13.

MAMMOTH

There is only one of these hairy elephant-like creatures on the island, it's trained, and Father MacDermod (p. 17) is riding it.

ST: 54	HP: 54	Speed: 6.00
DX: 12	Will: 11	Move: 8
IQ: 4	Per: 11	Weight: 7 tons
HT: 12	FP: 12	SM: +4
Dodge: 9		Parry: 9 (Trunk or Tusk)
		DR: 2

Other Dinosaurs

If the GM wishes to add even further variety to the dinosaurs encountered or seen at a distance in this game, here are some suggestions, including some ideas on what would happen during an encounter. He can make up his stats for them, or adapt the cinematic dinosaurs found *GURPS Lands Out of Time*.

Big Claw. Real name: *Deinonychus*. This fast biped dinosaur has five-inch hunting claw toes and an unbending tail. It is nine feet long.

Big Ellie ("Big Elephant"). Real name: *Brachiosaurus*. This giant quadruped rests in the water during the day and feeds on shore at night. The herd "chief" will assault intruders (see *Trampling*, p. 20). These are even bigger than elephants (below).

Big Rhino. Real name: *Triceratops*. This herbivorous quadruped has bony head and shoulder armor, two large spikes over each eye, and a horn on its snout. It has a beak like a parrot. It's 24' long. Encountered creatures are the bulls of a large herd blocking the group's path.

Dome Heads. Real name: *Pachycephalosaurus*. These biped herbivores have bone domes on their heads, which provide some protection to their tiny brains. They also use them to ram into each other during courtship rituals (similar to mountain sheep). Before encountering a mating demonstration, the PCs will hear sharp cracking sounds, whereupon the males will charge the intruders.

Elephant. Real name: *Diplodocus*. This quadruped forest-dwelling dinosaur is 90' long (which counts the 45' tail and 26' neck). Elephants emit a roar that scares horses (see

Spooking Horses, p. 11) and like to trample their enemies (see *Trampling*, p. 20).

Iguana. Real name: *Iguanodon*. This 14' long herbivore can run on two or four legs. The group will hear a rumbling sound, then be faced by a pack of iguanas running right at them. (The iguanas are only panicked and will stampede past the PCs, trampling anyone that gets in their way.)

Leather Necker. Real name: *Struthiomimus*. This ostrich-like reptile has a beak and long legs. It is as intelligent as a monkey, omnivorous, and runs in packs. Leather neckers will pursue the PCs as long as they are in prairie, learning to keep out of effective gunfire range, waiting until intruders are attacked by something else before sending a few bulls in to simultaneously attack. If a leather necker hits with an attack, the PC will be dragged off his horse and fall on the ground – future attacks will be to damage and kill.

Sea Monster. Real name: *Nothosaurus*. This streamlined lizard has needle-like teeth. It can swim at sea or scramble ashore on webbed feet. If encountered on the seashore, there will be a mated pair of sea monsters.

Shark. Real name: *Tylosaurus*. These gigantic marine lizards have a serpentine shape, a tail flattened for swimming, and paddle-like limbs with webbed surfaces. It is the best dinosaur carnivore in the sea.

Spiked Turtle. Real name: *Edmontonia*. A night-feeding herbivorous turtle-like lizard, it has an armor-plated back ringed with stout spikes. It is always encountered during daylight when a horse steps on him sleeping in the underbrush. The turtle thrashes around, then walks away.

Trample (13): 5d+2 crushing. See *Trampling* (p. 20) for rules.

Reach C.

Trunk (13): 5d+1 crushing. Reach C-2.

Tusk Bash (13): 5d+7 crushing. Reach 1.

Traits: Quadruped; Striker (Trunk; Crushing; Long, SM +1; Limited Arc, Front Only; Weak); Striker (Tusks; Crushing; Limited Arc, Front Only); DR 4 (Skull only); Wild Animal.

Skills: Brawling-13; Mount-11*; Running-12.

It was a hunting call. Something out there is carnivorous. And it sounds very, very hungry.

— Mike,

Planet of Dinosaurs

SNARLER

Real name: *Dryptosaurus*. An active, small-sized carnivore, the snarler is an active climber and leaper, running on two legs or stalking on four. A snarler in an encounter always attacks from ambush – leaping down from trees or overhanging rocks, surprising a midnight campfire, etc. It snarls in a distinctive manner.

ST: 16	HP: 16	Speed: 7.00
DX: 16	Will: 11	Move: 10
IQ: 3	Per: 12	Weight: 130 lbs.
HT: 12	FP: 12	SM: 0

Dodge: 10 **Parry: N/A** **DR: 1**

Bite (13): 1d cutting. Reach C.

Claw (13): 1d cutting. Reach C.

Tail Swipe (13): 1d+1 crushing. Reach 1.

Traits: Sharp Claws; Sharp Teeth; Striker (Tail; Crushing; Cannot Parry; Long, SM +1; Limited Arc, Rear Only; Weak); Wild Animal.

Skills: Running-14; Tracking-14.

TOE PONIES

Real name: *Hipparrison*. Toe ponies resemble tiny horses with short manes and two small toes next to their hooves.

ST: 18	HP: 18	Speed: 5.25
DX: 10	Will: 11	Move: 7
IQ: 3	Per: 11	Weight: 800 lbs.
HT: 11	FP: 11	SM: +1

Dodge: 8 **Parry: N/A** **DR: 0**

Bite (10): 1d-1 crushing. Reach C.

Kick (10): 1d+3 crushing. Reach C.

Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 14); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Skills: Brawling-10; Mount-12*.

* Wild toe ponies do not have Mount.

TURTLE

Real name: *Archelon*. This 10' sea turtle has a horny beak. It fights to protect its egg grounds.

ST: 17	HP: 17	Speed: 6.50
DX: 10	Will: 12	Move: 5 (Ground)/10 (Water)
IQ: 3	Per: 11	Weight: 2 tons
HT: 16	FP: 16	SM: +2

Dodge: 5 **Parry: N/A** **DR: 2**

Bite (10): 1d+1 crushing. Reach C.

Traits: Amphibious; DR 4 (Back and belly); Quadruped; Wild Animal.

Skills: Swimming-14.



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