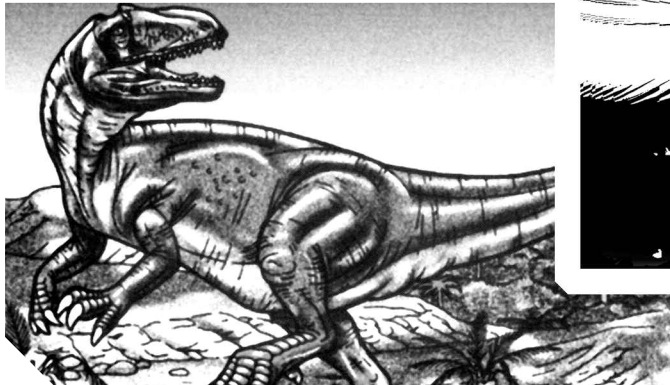# BIG LIZZIE™

Written by W.G. ARMINTROUT
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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

CONTENTS

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

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

About *GURPS*

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: **info@sjgames.com**. Resources include:

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

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").

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.theminiaturespage.com**), a website for miniature wargamers.

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)
2-3	Turtle (1)
4	Bats (3)
5	Croc (1)
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)

Woods

Roll	Result
1	Snarler (1)
2	Dragons (3)
3	Giant Snake (1)
4	Jawbones (3)
5	Big Lizzie (1)
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)

Prairie

Roll	Result
1-2	Dragons (3)
3-4	Snarler (1)
5	Jawbones (3)
6	Other (see below)

Ocean

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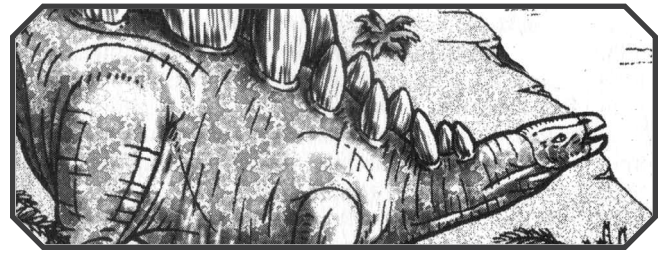
Other Encounters Table

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!

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.
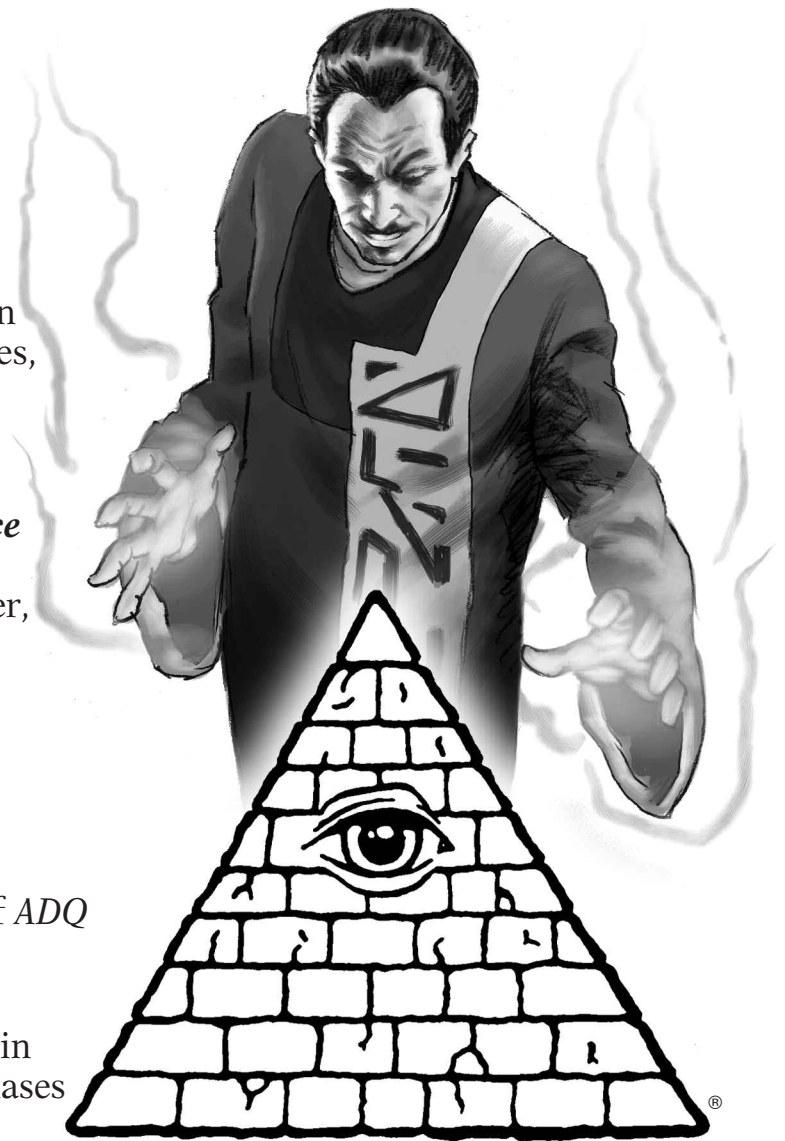*Skills:* Brawling-15; Swimming-17.

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.