

Small Clearing Encounters

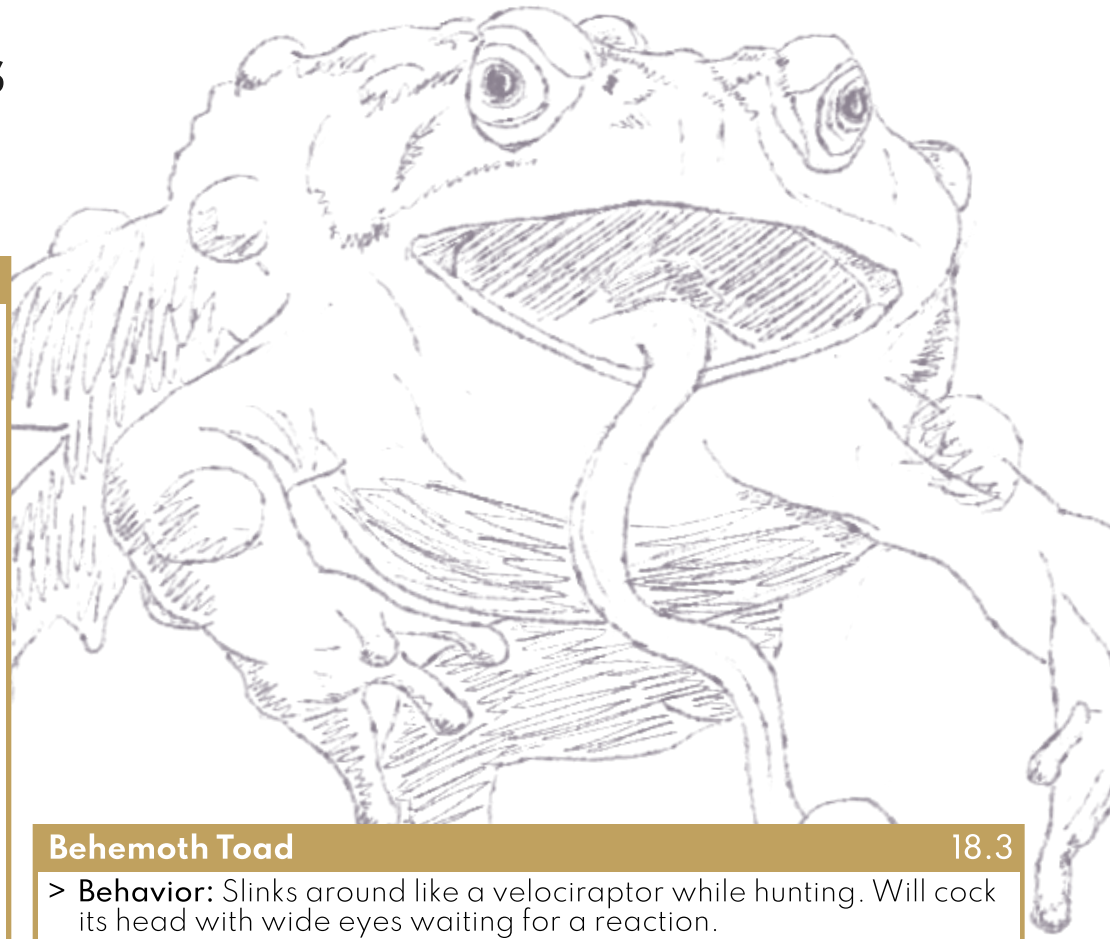
Conversion Notes

Armored locusts 18.2

- > **Behavior:** Frightens easily. Reflexively shoots themselves towards danger attempting to get behind them. Emits small poison clouds as they fly.
- > **Poisonous:** If sprayed, roll [2.2].

Alien leeches [1] 18.4

- > **Illusion:** Players suffer psychological damage.
- > **Burrowing:** Eats in spirals as they sink into players' bodies.



Behemoth Toad 18.3

- > **Behavior:** Slinks around like a velociraptor while hunting. Will cock its head with wide eyes waiting for a reaction.
- > **Cornering:** Leaps over players to cut off escape.
- > **Poisonous skin:** The rain beats holes in the toad, which regenerate in huge venom-filled warts. If touched, roll [2.2].
- > **Acid tongue:** 15 ft tongue with acidic saliva.

Sludge horror 18.5

- > **Surrounds and causes hallucinations:** The sludge envelops living things causing them to hallucinate. Roll [3.1].