

# Small Clearing Encounters

## Conversion Notes



### Living cord grass

36.2

- > **Illusion:** Players suffer psychological damage.

### Mud drowning

36.3

- > **Illusion:** Players suffer psychological damage.

### Two Venusian tanks

36.6

- > Reference Venusians [8.2].

### 14 Hopping wasps

36.4

- > **Behavior:** Attacks in swarms, targeting the nearest PC. Will not retreat.
- > **2 ft. Slender with thick wings** Wings rest firm against the wasps' bodies when not in use.
- > **Venomous:** If stung, roll [2.2].

### Giant centipede

36.5

- > **Behavior:** 13 ft long. Stands 10 ft. tall over players like a cobra. Bears internal teeth, which emit a horrific grinding sound.
- > **Plated:** sharp-edged, hard exoskeleton.
- > **Burrowing:** escapes into the ground and pops out.
- > **Venomous mandibles:** If bit roll [2.2].