

PHASE 1: JUNGLE EXPLORATION MAP 2

Conversion Notes

Narrow Walkway Descriptions

19.2

1. Vines sway rhythmically overhead. Occasionally you hear a snap when a vine breaks and they slap into each other.
2. The lining trees have thousands of miniature bulbs sprouting along their trunks. As you approach they blink open, like giant eyes following your movement. [1]
3. As you walk, trees become thinner on either side. They are evenly spaced like rows of crops.
4. The waterline begins to inch upward. Suddenly, you can't feel the ground. You swim forward until the water is waist-high again.
5. On either side of the path, trees spear the sky above while long pointed leaves take aim at you. [1]
6. You notice random starfish-like creatures cling to the trees. They palpitate quickly, sucking at the bark.

Heavy Foilage Descriptions

19.3

1. Thousands of white orbs dangle from the branch extremities. Suddenly, the fruits fall. They explode on impact, hurling pebble-sized seeds across the jungle floor.
2. The largest trees have several stilt-like roots growing out of their trunk. The highest roots reach 13 feet tall, and they are bent like mantis legs, ready to spring forward. [1]
3. Endless vines loop down from somewhere high in the canopy. To move, you must heave them aside. Some mush in your hands as you push through.
4. Cylindrical fruits hang like punching bags. The sacks are attached by thin strings to the branches above and must weigh hundreds of pounds.
5. It smells like a combination of rotten eggs and cat piss.
6. Tree limbs gnarl down from the skies. Knotted and rough, water floods down them in a twisted slide. [1]

Complete Darkness Descriptions

20.2

1. You can't see. The ground vibrates at your feet and the only sound you hear is the giant faucet of heavy rainfall.
2. Layers of heavy leaves erase the light above. As you make your way, they melt, falling on top of you in a black sludge.
3. The air turns cool as you stumble forward in the darkness. It feels like you're digging through leaves to move forward.
4. The water is higher. Floating plants rub against your palm.
5. You smell the musk of rot. The mud beneath feels like it's tightening its grip around your shins. [1]
6. There's a sweet fragrance in the dark. As you decipher the scent, you're wrapped by what feels like tightly woven vines. [1]

Jungle Encounters

20.3

d20	Dif.	Threat
1	1	Ground caves in, PCs sucked into a water drain [1]
2-3	1	60 aquatic chisel ants with paralytic mandibles [1]
4-5	1	Fungal spore explosions
6-9	2	Carnivorous pitcher plant. Jagged teeth and thorned vines. Bears fruit. If beaten, roll [1.2].
10-14	2	Venusian scout pair. If beaten, roll twice on [2.1].
15-16	2	Poison spore traps explode directly overhead [2.2]
17-18	2	Stinging nettle moss. If touched, roll [3.1].
19-20	3	Venusian soldier ambush (3 soldiers). If beaten, roll 3x on [2.1].