

# PHASE 4: TRAVERSIN TORRENTS MAP

## Conversion Notes

### Rough Water Squares (R)

30.2

- **Rapids:** Paddling into rapids decreases the chance of capsizing (4). Trying to slow down while entering rapids increases the chance of capsizing (7).
- **Bends:** The current is fastest on the outside of the bend. Paddling with the current is best (2) while switching sides will increase the chance for capsizing (6).
- **Waves:** Paddling head on into waves is the safest way to navigate (2). Trying to avoid waves, may leave the raft horizontal to the waves which will cause capsizing (9).

1. [RAPIDS] Jagged rocks pierce through the river ahead. Water crashes white across the tops. The water appears less turbulent on the far side.
2. [RAPIDS] Rapids lie ahead, with water spraying high in the air.
3. [RAPIDS] The raft plunges down a small waterfall. You barely glimpse the rapids while falling.
4. [BEND] The river reaches a sharp turn creating a whirlpool.
5. [BEND] Large branches whip around the outside of a narrow river bend.
6. [WAVES] Your raft is on course to hit massive waves head-on.
7. [WAVES] A sudden undertow yanks the raft, twisting the vessel into an oncoming wave.
8. [WAVES] Passing a slight bend in the river, you find yourself heading sideways into an oncoming wave.

### Capsizing Consequences

31.1

1. The water pushes your head against the riverbed and pins your limbs to your sides. [1]
2. Tumbling into the water your body slams against rocks.
3. Barbed roots grip you, pulling you under the current. Debris batters your body. [1]
4. Water floods into your mouth. As you clench your jaws, you feel worms wiggling against your cheeks. [1]
5. When you go overboard, you feel something snag and rip away. You realize you just lost something. [Lose an item]

### Calm Water Squares (C)

31.2

1. Several black, disk-shaped frogs float with their toes stretched outward. They smell sweet. As you drift past, your eyes want to close and you find yourself smiling. If touched, roll [1.2].
2. There are patches of black water in this part of the river. If inspected, PC's see swatches of huddled tadpoles. If touched, roll [1.2].
3. A translucent toad is relaxed on a lily. If touched, players experience a short, powerful trip. Roll [1.2].
4. Heavy steam begins to rise from underneath the raft. Halos of light hop across the boat. If touched, roll [1.2].
5. A plump gray toad with a milky underbelly is calmly sitting on a tree trunk. It is, somehow, moving faster than you and begins to pass within arms' length. If touched, roll [1.2].
6. Black stick-shaped frogs leap across the river in ribbons. If touched, roll [1.2].

### River Encounters

31.3

d20	Dif.	Threat
1-5	2	Jaguar Shark
6-10	2	2 Venusian scouts ambush from under the raft [8.1]
11-15	3	The Devil's Stingray. If stung, roll [3.1].
16-20	3	River Gargantuan