

# JUNGLE TRANSITION MAPS

## Conversion Notes

### Rough Water Spaces

43.3

1. [RAPIDS] The water is dark and emits a sulfuric odor. Rocks pierce through the turbulent water.
2. [RAPIDS] Your raft crashes against the riverbank. The raft spins, and its side is now exposed to oncoming rapids.
3. [BEND] The wind whistles in your ears as the slope steepens in a wide curve. The river pushes you towards the inside.  
[BEND] As the raft rounds the bend, the water smells of decay.
4. You are dragged towards a whirlpool draining water on the inside of the curve.
5. [WAVES] The spray of water tastes acidic. Waves crash on all sides of the raft but pale in comparison to a large swell coming from the right.
6. [WAVES] Dropping down a small series of cascades, the waves taste metallic and smell like burning steel. At the bottom, waves crash from the right.

### Capsizing Consequences

44.1

1. You're raft flips and you grind against the riverbank. [Lose an item]
2. The waves batter your face as you fall out of the raft. They tumble you like laundry before you emerge again.
3. Gargantuan hands grab you around the neck and slam you against the riverbed, burying you beneath the sediment. [1]
4. You hit the water. It feels like concrete. As you lift your head you see the whole river come crashing down on you. [1]

### Calm Water Spaces

44.2

1. The frogs' black eyes conceal into their skin. They dive deep into the river before popping back up. If touched, roll [1.2].
2. Dense fog laces the air. Bouncing totems of light form on the riverbank, moving inward to the middle of the river. If touched, roll [1.2].
3. Ovals of glowing water swim counter-current, advancing slowly. If inspected, PCs see tiny shoaling tadpoles. If touched, roll [1.2].
4. An army of small obsidian bullfrogs bellow on the bank of the river. As your raft comes within arm's reach, the noise is nearly unbearable. If touched, roll [1.2].
5. 5-foot water lilies house 2-inch translucent frogs. They lie in the center with their eyes closed. If touched, roll [1.2].

### River Encounters

44.3

d20	Dif.	Threat
1-4	1	Suckermouth Rockfish
5-8	2	A pair of Venusian soldiers leap in and out of the water, gaining speed on your raft.
9-12	2	Blunt-tooth Catfish [2.2]
13-16	3	Two Venusian tanks burst from the riverbank.
17-20	3	Razortooth Fang Eel