

CONSTANT DOWNPOUR [CDR]

1 TABLES ONLY QUICK REFERENCE

2 INCLUDING:

3 JUNGLE + CLEARING DESCRIPTIONS + ENCOUNTERS

4 RIVER RAFTING PROCEDURES + ENCOUNTERS

5 NIGHTMARES + BUNKER DREAM + MORE

HEX CRAWL RULES

- 1 When entering a new hex, the Warden should give a description of the terrain surrounding the crew in order to give players more context in their choice of direction to go.**
The Warden can adlib details or use the Land Terrain Description Tables [7.1-10.2] and the River Descriptions [21.2] & [23.1].
- 2 Traveling to a hex by land requires experiencing one Encounter.**
The Encounter Type (Jungle or Clearing) can be determined from the terrain shown on the hex the crew is traveling through.
 - a Some named hexes have special encounter rules by their title.**
- 3 Traveling to the next hex by river requires the Traversing Rivers Procedure [23.1] and may not require an encounter.**
- 4 Hex Travel Stress Penalty: Each crew member gains +1 Stress for every 2 Hexes they travel through.**
 - a Players Are Not Penalized for Exhaustion** on top of this stress gain and Wardens Do Not Need to Track Rest due to the relentless raining and lack of places to rest.

ADDITIONAL NOTES

- 1 Timing Encounters:** For unnamed hexes, we suggest rolling the encounter after giving players the chance to choose their direction based on the terrain descriptions they experience when entering the hex. For named hex locations, the Warden may opt into rolling the encounter based on the progression of story or while the crew interacts with the location.
- 2 Do Not Track Days.** Day is indistinguishable from night on Venus 3 and time is nearly impossible to track while in the wild.
- 3 Present a choice to players as often as possible.** For instance, in hexes with multiple terrain types, offer players the option to travel into either terrain type when entering the hex or after experiencing an encounter. After an encounter is rolled, give players the option to retreat before engaging in a violent confrontation.

JUNGLE DETAILS: DENSE FOLIAGE

[7.1]

- 0 - 1 Thousands of white orbs dangle from the branch extremities. Suddenly, the fruits fall, explode on impact, and hurl pebble sized seeds across the jungle floor. **Roll BERRY EFFECTS [12.2].**
- 2 - 3 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.
- 4 Endless vines loop down from somewhere high in the canopy. They melt to mush when touched.
- 5 Cylindrical fruits hang like punching bags. The sacks are attached by thin strings to the branches above and must weigh hundreds of pounds.
- 6 It smells like rotten eggs and cat piss.
- 7 Tree limbs gnarl down from the skies. Knotted and rough, water floods down them in a twisted slide.
- 8 The gray foliage is familiar in the shadows. Identical to the jungle near the crash site.
- 9 The grays of the leaves are numbing and branches are evenly spaced in a cross hatch. Vision is distorted and details are indiscernible.

JUNGLE DETAILS: NATURAL WALKWAYS

[7.2]

- 0 - 1 Vines sway rhythmically overhead. Occasionally a snap can be heard when a vine breaks and it slaps into rows of trees.
- 2 - 3 The lining trees have thousands of miniature bulbs sprouting along their trunks. As you approach they blink open like giant eyes following your movement.
- 4 Trees become thinner on either side. They are evenly spaced like rows of crops.
- 5 Criss-crossing trunks lock together before dipping below the water. Some are easily climbed across for long stretches.
- 6 The waterline inches upwards and appears several meters deeper.
- 7 Vines loop like hammocks above the water and squared leaves hang overhead. Fruit falls in the water. **Roll BERRY EFFECTS [12.2].**
- 8 On either side of the path, trees spear the sky above while long pointed leaves take aim at the crew.
- 9 Random starfish-like creatures cling to the trees. They palpitate quickly, sucking at the bark.

JUNGLE DETAILS: COMPLETE DARKNESS [8.1]

- 0 - 1 The ground vibrates and the sound of rushing water crashing against smooth porcelain lies in the distance.
- 2 - 3 Layers of heavy leaves erase the light above. They periodically melt away, falling in black sludge. Blinding beams of pure white pierce through the canopy before the it regrows choking the light away.
- 4 The air turns cool and whistles. The slushed leaves on the ground need to be dug through or climbed over.
- 5 A lattice of thick vines loop in the air. The vines look fleshier and bumpier than vines previously seen.
- 6 The musk of rot. Mud beneath feels like it's slowly tightening its grip.
- 7 The rain sprays down as if there's no canopy and it's hard to breathe. No step is without leaves and branches rubbing harshly against the body.
- 8 The water is higher and floating plants rub against collar bones.
- 9 A sweet fragrance in the dark. Tightly woven vines rub against anything that moves.

JUNGLE SOUNDS + SMELLS [8.2]

- 0 The slap of large leaves echo in the thick sulfurous air.
- 1 The howl of fluttering leaves grows increasingly louder as the wind sweeps blooming honeysuckle through the air.
- 2 Ruffles in the brush quicken and slow. The foul breath of Venusian hell coats the area.
- 3 The croak and moans of frog-like creatures bellow. A sweet honey crisp passes by.
- 4 Splitting trees crack and clang against each other in the distance. The air smells of blue algae and wet fur.
- 5 A bullet burst of thuds from the falling canopy and the splash of water. The smell of freshly cut leaves.
- 6 The drumming of rain on foliage freshens the air.
- 7 The crack of thunder is captured and echoes through massive burrowed trunks. The smell of charred wood billows in from the North.
- 8 The sound of slicing machetes is paired with the caress of leaves against each other. Trapped decomposing smells escape the splashing water beneath.
- 9 The slow splitting and snapping of vines is meditative. Sick breath air mixes with the scent of new growth.

CLEARING DETAILS: TALL GRASS

[9.1]

- 0 The seeded heads of grass loom high overhead, turning at anything that passes as if taking aim. They litter debris downwards when brushed.
- 1 Hairy grass bushes the area. Little sunlight gets through and the grayness becomes less and less textured.
- 2 The grass stands upright unaffected by the wind. It creates a mathematical curve and doesn't budge if pressed up against.
- 3 The water is 10 feet deep here and the grass pokes feet above it, flapping in the wind.
- 4 Towering whistle reeds clonk and sway, clunky then smooth.
- 5 Vibrating tall grass looks like a wall of white noise ahead.
- 6 Hissing waves of light gray strands sway back and forth in the wind. Little can be seen past the grass.
- 7 Shifting slates of reeds crash against each other in the winds.
- 8 Domed stalks provide peculiar protection from the rain. The water spills in circular slides around the outside so it doesn't fall in the middle. The water is high and the stalk domes block all forward vision.
- 9 Flailing reed stocks arch twelve feet above the water before slapping down.

CLEARING DETAILS: OTHER

[9.2]

- 0 The cordgrass wraps tightly in thick spindles. Large walkways curve around the cylindrical structures like a crooked maze.
- 1 Reeds whistle hymns beyond an odd flattened area. Only an inch of water rests above the mound of grass.
- 2 A long straight path, the grass around it bends like exotic feathers lining a royal walkway.
- 3 The grass seems pleated ahead in smooth waves of fabric further than binoculars can see.
- 4 Ripped grass and reeds twirl in fierce twisters before fluttering to the ground.
- 5 Twisted stalks point in cones and hang down like night caps. The tips seem to jab forward as they are passed.
- 6 Sheets of grass blaze in fire by strikes of lightning. The regrowth jumps up excitedly and is burned a second time.
- 7 A large circle of water is surrounded by odd-looking flicking stalks.
- 8 Mounds of Potamo Major suits are stacked equidistant to each other.
- 9 The tall grass is thrashing in the wind, slicing each other for new growth to slice through the victor. The violence leaves large gaps that allow comfortable vision ahead.

CLEARING SOUNDS + SMELLS

[10.1]

- 0 Clapping and buzzing in the distance. Grass stems release a meat-like smell.
- 1 Sharp whistles shoot through the grass. A burning smell passes along with it.
- 2 Rocket fuel fumes bubble from the ground water. It splatters with the drowning rain.
- 3 Prairie fire smoke dotted by the rain rolls over the clearing. It howls and bays in the ears as it passes.
- 4 Slashing grasses cut into the flooded floor. Sulfuric whiffs spill out of water pockets.
- 5 Reeds hack against twisted stalks and the crunching breaks the sound of rain. The water smells of odorous dead algae.
- 6 The air is stale and the crack of whips is ceremoniously repeated.
- 7 The water babbles beneath decaying grass.
- 8 The sound of jabbering insects is sickeningly loud against acidic tasting air.
- 9 The rain pitter patters against curved stalks and clanking reeds. The air is pleasantly fresh.

DEJA VU and DETAILS TO REPEAT

[10.2]

- 0 The reed grass lies flat ahead of tall beaten ferns. Parachute cord hidden in the flat grass looks like the clearing you landed in.
- 1 The vines ahead cross in near perfect plus signs.
- 2 The dark overcast sky blends with the canopy. The darkness slowly lowers like a curtain making the entire landscape a blanket of the same slate gray.
- 3 Geometrically piled trees and boulders. One trunk stands vertically.
- 4 The sky slowly transforms into a series of perfect squares that slowly pixelate the clearing ahead. Rolling fog shatters the geometry and the clearing doesn't appear the same as it was before.
- 5 A muddied mouth opens in the ground and water drains swiftly down the small hole. It slowly closes as the water level rises.
- 6 Large orbs of light are suspended in midair. They blindingly shimmer against the water below.
- 7 Teeth-like blades of grass pierce the air menacingly. The stems slowly point at the crew.
- 8 The grass rolls into large gray circles that slowly connect. When passing, the giant circles are fairly flat and the grass holds its structure against the rain.
- 9 The deeper into the jungle the more the canopy leaves meld with the sky. It begins to feel like walking through a glass marble of speckled dark gray.

NIGHTMARES

[11.1]

- 0 Your arms feel gelatinous. The rain drills holes through your goopy limbs. Your vision is distorted, like looking through fisheye lenses. A dark vignette clamps around your sight and it gradually turns into pain. **+2 Stress.**
- 1 A hot thrashing in your chest beats against your bones. You begin to gag as a giant worm escapes your mouth. **-2 to Body Save permanently.**
- 2 You snap awake lying face up. Your legs won't respond. Nothing is responding. Your eyes burn like they've been open for a long time and a distorted face looms over you. Its mouth is carved from iridium, its fangs shiny in blood. You can feel venom inject into your veins. It rushes like rapids throughout your body until you feel nothing. **-2 to Fear Save permanently.**
- 3 Your boots sink further as you run through the jungle. Sludge slithers through the trees behind you. Soon your boots are unable to lift from the mud and the sludge surrounds your body. You choke on it, unable to breathe, and the world is black. **-2 to Fear Save permanently.**
- 4 Your neck cranks back slowly with an open jaw. The rain beats at your tongue. Teeth crack and decay as the water slowly suffocates you. **+3 Stress.**
- 5 The water warms around your ankle, wriggling up your bare legs. Suddenly, you are swept away through meters of water. You close your mouth trying to stop the water from overtaking you. Webbed fingers force otherwise, as water floods your lungs. **Make a Panic Check.**
- 6 Walking into the sun dome you feel alive. The sun's warmth fills the room as you hug your comrades in a heroes' welcome. Their embrace tightens. More soldiers, waiters, and caretakers pile on top, smothering you beneath their weight. **-2 to Sanity Save permanently.**
- 7 You see a familiar rocket penetrate the clouds overhead. It's low and looks like it's on a landing trajectory. As you watch, the nose redirects as if targeting the ground beneath you. It rapidly approaches, taking up your entire vision and you feel the fire beating like heavy rain across your body as you're incinerated in the crash. **Make a Panic Check.**
- 8 The rain falls harder. It's heavy and sharp like rocks. It pummels you as your pinned against the ground. You scream as the rain cracks your bones. **Make a Panic Check.**
- 9 A lean person with a white and chrome VR set around their head stands in front of an intricate monitor station. Moving their hands like they're orchestrating a symphony they tap the air and snap their fingers. The monitors display various rockets entering planet atmospheres. With each poke and snap of the fingers a new red "X" appears over a rocket. Their trajectory changes slowly until they crash. They crash one by one until the monitors are full of red "X's". **-2 to Sanity Save permanently.**

SCAVENGING VENUSIANS

[11.2]

- 1 Nothing is found
- 2 Small stone vial filled with white liquid. **If consumed suffer a Nightmare [11.1].**
- 3 Large stone vial filled with white liquid. **If consumed -1 Stress.**
- 4 Small stone vial filled with gray liquid. **If consumed, become Poisoned [12.1].**
- 5 Large stone vial filled with gray liquid. **If consumed, antidote to Venusian Venom or Poisons [12.1].**

VENOM & POISON SYMPTOMS

[12.1]

- 0 White blood cells begin destroying themselves. Heavy pains. **Disadvantage[-] at Body Saves for d5 hours.**
- 1 Suffer a storm of hallucinations. **Vividly experience a Nightmare [11.1].**
- 2 Affected skin erupts into painful blisters. They painfully explode under pressure.
- 3 Nervous system attacked, stopping nerve signals to the affected area. Local paralysis ensues. **Disadvantage[-] at Strength Checks for d100 minutes.**
- 4 Severe abdominal pain weakens the body. Intermittent vomiting. **Disadvantage[-] at Strength Checks for d5 hours.**
- 5 Vision blurry and seeing duplicates. **Disadvantage [-] at tasks that require sight for d100 hours.**
- 6 The affected area swells. Cold sweat and chills.
- 7 The gray world begins tilting and spotlights of vibrant colors flicker in distorted forms. **Disadvantage [-] at tasks that require sight for d5 hours.**
- 8 Nothing happens.
- 9 The venom/poison can be felt transporting through the bloodstream. Widened eyes, newfound strength, and heightened senses. **Advantage [+]** at Strength Checks for d100 minutes.

BERRY & FROG EFFECTS

[12.2]

Black 1 Tasteless. **Nothing happens**
2 - 3 Bitter. **+1 Stress**
4 - 5 Sweet. **-1 Stress**

Gray 1 - 2 Tasteless. **Nothing happens**
3 - 4 Bitter. **+1 Stress**
5 Salty and dry. **Advantage on Next Save**

White or Translucent 1 Sour. **+1 Damage. Throat is Irritable.**
2 - 3 Tasteless. **Nothing Happens**
4 - 5 Savory. **-2 Stress**

SEARCH THE BODY

[12.3]

- 0 Severed limb
- 1 Pain pills + Binoculars
- 2 Vial of cyanide
- 3 Corded rope (20ft)
- 4 Tactical hunting knife
- 5 The Mantis [50.1]
- 6 Med kit
- 7 2 Grenades [51.1-51.3]
- 8 Syringe labeled Crustacea No.15 [52.1]
- 9 Proton Musket IV [49.1]

- 0 **GROUND CAVES IN**, sucking everything 1.5m deep. The mud tightens quickly to secure the ground and the rain continues to pound down. **Strength Check or require help.**
- 1 **60 AQUATIC CHISEL ANTS** with paralytic mandibles. **Body Save or paralyzed for 1d5 rounds.**
Combat:50 1d5 DMG Mandibles (Adjacent) **Speed:25 Instinct:30 Wounds:1(1)**
- 2 **FUNGAL SPORE EXPLOSIONS** blast like fireworks. Hallucinogenic fog blankets the area. **(Range: Close) Body Save or suffer a NIGHTMARE [11.1].**
- 3 **JUNGLE CANOPY ROCKETS TO THE GROUND** from a swing of swift lightning. Two more bolts spear down dozens of trees and the sky roars its charcoal mouth. **Fear Save or -2 to Fear Save permanently.**
- 4 **2 VENUSIAN SCOUTS** peak through the leaves. Hunched with heads forward and dipped low. They keep a distance unless they discover a weak spot in the human regiment. Scouts will disappear from sight, and reappear moments later as the party advances. **Keeps at Long Range. If beaten, roll twice on SCAVENGING VENUSIANS [11.2].**
Combat:45 2d10 DMG Iridium Dagger or Claw. (Adjacent or Close if throwing dagger) **Speed:70 Instinct:45 Wounds:2(25)**
- 5 **LEAF SLUSH HORROR** falls with outspread arms from the canopy. **Sour and rotting. Sticks like melted crayon.** Engulfs, grabs, fish hooks, and smothers the crew relentlessly. Sharp weapons and bullets slice temporary holes in the SLUSH HORROR as it regrows and weighs increasingly heavier pushing the victim deeper into the ground water and mud. **Sanity Save or the illusion continues for minutes longer. -2 to Sanity Save permanently.**
- 6 **STINGING NETTLE MOSS.** Activated when foliage falls on dormant mounds. Rapidly grows and swarms surfaces for nutrients. **Can spread 10m/s up to 100m. Singes by fire or electricity. (Range: Adjacent) If touched, roll VENOM & POISON SYMPTOMS [12.1].**
- 7 **FANGED VENUS FLYTRAP** whips thorny vines blindly like lassos. The jaws of the flytrap's terminal remain still and gaping with 1m long fangs. Only takes damage to its terminal (no damage to vines). **Drops Berries. If eaten, Roll BERRY & FROG EFFECTS [12.2].**
Combat:50 1d10 DMG Thorned Vine (Close) or 4d10 DMG Fanged Bite (Adjacent) **Speed:0 Instinct:35 Wounds:2(30)**
- 8 **3 VENUSIAN SOLDIERS** stand menacingly behind a barricade of vines. They point with sharp claws at the crew, one holding their Iridium Macuahuitl above their head as if about to throw it. Soldiers are more willing to pursue enemy humans if they determine they are not wielding deadly firearms or explosives.
If beaten, roll three times on SCAVENGING VENUSIAN [11.2].
Combat:70 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw. (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**
- 9 **3 VENUSIAN TANKS** split through trunks of trees toppling them to the ground, making walkways and pulling trunks. Will charge or take cover depending on the distance to humans.
Combat:60 4d10 DMG Pincer Sever or 3d10 DMG Thrash. (Adjacent) **Speed:30 Instinct:65 Wounds:4(45)**

- 0 **A WALL OF TREES**, tightly pressed into each other, warped and beaten to fill gaps. The wall is 3m high and the length is further than the eye can see in either direction.
- 1 **9 CIRCULAR PUDDLES in a square**. The center puddle remains calm against the rain. **Sanity Save or become fixated. -1 to Sanity Save permanently.**
- 2 **The sacred geometric shape THE SEED OF LIFE becomes unavoidably visible in the folds and curves of trees and ferns.** In every direction the shape appears and closes in. **Sanity Save or Make a Panic Check.**
- 3 **2 VENUSIAN SCOUTS stand nearly straight up, partially behind thick trees.** They hold their daggers stretched outward. They keep at distance unless they discover a weak spot in the human regiment. **Keeps at Long Range. If beaten, roll twice on SCAVENGING VENUSIANS [11.2].**
Combat:45 2d10 DMG Iridium Dagger or Claw. (Adjacent or Close if throwing dagger.) **Speed:70 Instinct:45 Wounds:2(25)**
- 4 **GLASS TABLE. A reflective plateau the height of one's chest spans 100mx50m.** The rain ricochets and splatters, resting in droplets that enlarge into giant circles before sliding off of the table. Climbing on top gives a safe feeling + great vantage point.
 Cannot see your own reflection and **an elongated stay on top will result in Sanity Save or -1 to Sanity score permanently and Make a Panic Check.**
- 5 **GRINDING PITCHER PLANT.** Wicked spikes line the pitcher and thorny vines slither. The bucket shaped mouth is 2m tall and the spiked teeth wriggle in circles. **Bears fruit. If eaten, Roll BERRY & FROG EFFECTS [12.2].**
Combat:40 1d10 DMG Thorny Vines (Close) or 4d10 DMG Grinding Bite (Adjacent). **Speed:0 Instinct:30 Wounds:4(20)**
- 6 **VENUSIAN POSSESSED.** Blank stare with a zombie walk. Cannot attack. **If in Close range players will experience a hallucination.**
 "From beneath the water, bombs and explosives attempt to destroy the One Sea. Venusians dive deeper into the darkness and into black stone tunnels."
 "On land now peering through the beaten tall grass, Venusians are gunned down and blasted by massive turrets erected by the sun dome. The clearing seared and roasted."
- 7 **1 VENUSIAN TANK, pushing and bending trees,** clearing foliage, and making what seems to be a narrow walkway.
Combat:60 4d10 DMG Pincer Sever or 3d10 DMG Thrash. (Adjacent)
Speed:30 Instinct:65 Wounds:4(45)
- 8 **A FOUL LOOKING VENUSIAN bears fangs and rhythmically pounds its weapon against the ground.** If engaged with, the creature will lunge forward, consuming their entire body. **Suffer a NIGHTMARE [11.1].** It disappears in a cloud of mist. **1d10 minutes of .3m visibility.**
- 9 **3 VENUSIAN SOLDIERS dive in and out of the ground water, circling the crew at long distance.** Their eyes always keep target. Soldiers are more willing to pursue enemy humans if they determine they are not wielding more deadly firearms or explosives.
If beaten, roll three times on SCAVENGING VENUSIANS [11.2].
Combat:70 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw. (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**

- 0 **LIVING CORDGRASS**, whipping, twisting, constricting. **Body Save or become entangled. +1 Stress.**
- 1 **MUD REACHES UP, gripping boots.** It pulls anything beneath the dark Venusian clay seeping through any hole in the suit or armor. **Body Save or -1 to Fear Save permanently.**
- 2 **A throng of ARMORED LOCUSTS blitz by devouring the tall grass and reeds.** The shaved clearing provides clear vision, but regrows within minutes of being cut. Locusts bite and tear at everything in their path but do not target or stop to attack.
Combat:20 1d5 DMG Bite (Adjacent) **Speed:70 Instinct:10 Wounds:1(1)**
- 3 **2 VENUSIAN SCOUTS** ruffling through the reeds, hunched low, they are unseen to the eye, but the tip of the reeds and grass wave in straight lines. The sound slits through the rain's white noise. **Keeps at Long Range. If beaten, roll twice on SCAVENGING VENUSIANS [11.2].**
Combat:45 2d10 DMG Iridium Dagger or Claw. (Adjacent or Close if throwing dagger.) **Speed:70 Instinct:45 Wounds:2(25)**
- 4 **CLICKING REED HORROR. Synchronized metronomic clicks from the reeds.** The reeds swell as they clang together and the metallic sound reverbs inside helmets. **Sanity Save or -2 to Sanity Save permanently.**
- 5 **ALIEN LEECHES** barring razor sharp teeth. **Speed Save or 1d10 leeches attach through armor with AP 5 or less.**
Starting next round 1d5 DMG and -1 from your Body Save permanently for each round the leech remains attached.
Wounds: 1(1)
- 6 **GIANT PLATED CENTIPEDE darting.** Aims to intimidate prey by standing upright like a cobra. Spits thick saliva when it hisses.
If bitten, roll VENOM & POISON SYMPTOMS [12.2].
Combat:55 2d10 DMG Bite (Adjacent) **Speed:65 Instinct:40 Wounds:3(30)**
- 7 **BEHEMOTH TOAD slinking around like a velociraptor, cocking its head as it plans its attack.** Wide following eyes. Leaps over prey to corner and herd. Poisonous skin. Acid tongue.
If touched, roll VENOM & POISON SYMPTOMS [12.2].
Combat: 40 3d10 DMG Acid Tongue (Close) or 1d10 DMG Body Bash (Adjacent) **Speed:75 Instinct:30 Wounds:3(40)**
- 8 **3 VENUSIAN SOLDIERS bounding across the clearing.** Zig-zagging one at a time and keeping distance.
If beaten roll three times on SCAVENGING VENUSIANS [11.2].
Combat:70 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**
- 9 **SLUDGE HORROR towers 7m high, casting black shadows across the ground.** Tendrils whip with precision through the tall grass. Sentient compound of Venusian soil and bacteria. Regenerates against attacks. Slowly closes distance and body slams if in Adjacent Range.
If wrapped, roll a NIGHTMARE [11.1].
Combat:55 2d10 DMG Tendril Whips or Wrap (Close) **Speed:50 Instinct:85 Wounds:7(20)**

- 0 **GIANT RAZOR CLAM.** Can be seen easily. Its size pokes significantly out of the water and looks like an island. Their swift clamp generally results in loss of limb.
Combat:70 4d10 DMG (Adjacent) **Speed:0 Instinct:10 Wounds:1(35)**
- 1 **FLEETING DEATH HORRORS** trapped in the thick atmosphere and wailing with no voice, these horrors flash their memories of death through the minds of those they pass. **Fear Save or -2 to Fear Save permanently.**
- 2 **2d10 HOPPING WASPS** cower to the rain and slowly surround. Hop onto prey grasping them with all legs and injecting stingers through the back of the skull.
Combat:35 1d5 DMG -2 to Fear Save permanently (Adjacent) **Speed:30 Instinct:20 Wounds:1(10)**
- 3 **POTAMO MAJOR DRONES.** Hover drones with circular saws to cut down foliage and grasses. Will scan and track anything but is not hostile towards humans. Too fast to follow back to their base.
Combat:45 3d10 DMG Saw (Adjacent) **Speed:75 Instinct:35 Wounds:2(20)**
- 4 **MIST HORROR.** Large rolling fog that causes hallucinations and suffering memories. **1d5 DMG. Fear Save or Make a Panic Check.**
- 5 **SIPPING STRAW.** A black cylinder hangs from the overcast sky. The water on the ground flows to its base. The water slowly lowers, revealing the first dry ground seen since crashing. A strong tug can be felt on uniforms and players begin losing control of their limbs as they begin walking on hands and outstretched toes towards the black straw. Light fades, sight is taken while loud shouts cloud the area. **Sanity Save or -2 to Sanity Save permanently.**
- 6 **3 BULLY MUD CRABS** walking through the mud with high-rising thickly spined legs. **Bully Mud Crabs beat their massive bully club pincers like sledge hammers to kill prey.** Quietly stalks prey, covering themselves in mud to blend in with the dark sky behind the grass. Sprints forward in quick bursts when attacking prey.
Combat:45 3d10 DMG Pincer Pound **Speed:55 Instinct:40 Wounds:2(25)**
- 7 **FLAT HOOD HORNED CRAB** charging forward with sharp crooked horns. Rears on its hind legs to scare away larger threats. Will charge and fling prey several meters into the air.
Combat:60 2d10 DMG Pincer Slice **Speed:65 Instinct:55 Wounds:4(40)**
- 8 **2 VENUSIAN SOLDIERS** bounding across the tall grass, vanishing behind the walls of water splashing up. They are padding the grass down in a large half circle 30m in front of the crew. They will hide in the tall grass waiting to ambush after they have flattened a large enough section the crew will be vulnerable in.
If beaten roll twice on SCAVENGING VENUSIANS [11.2].
Combat:70 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**
- 9 **2 VENUSIAN TANKS** hauling large black stones.
Combat:60 4d10 DMG Pincer Sever or 3d10 DMG Thrash (Adjacent) **Speed:30 Instinct:65 Wounds:4(45)**

TRAVERSING RIVERS

[23.1]

Step 1: Roll a River Section

Roll 1d5 for a random RIVER SECTION.

Each River Section will represent traveling the length of a hex.



Step 2: Steering the River

River Segments are made up of 3 RIVER SQUARES.

Squares marked “C” represent CALM WATER.

Squares marked “R” represent ROUGH WATER, and players are at risk of capsizing.



[RIVER SECTIONS]

Steering Calm Water

The crew can both dock their raft and interact with the **CALM WATER INTERACTIONS [21.2]** before the river moves their raft to the next River Square.

Once the crew works through a CALM WATER INTERACTION and decides to continue, the raft will move to the next River Square.

CALM WATER INTERACTIONS

[23.2]

0 - 1 Nothing is here.

- 2 **SEVERAL BLACK DISK-SHAPED FROGS** float with their toes stretched outward. They smell sweet and they make players drowsy and happy as they pass. The frogs can be easily captured in large containers. **If touched, Roll BERRY & FROG EFFECTS [12.2].**
- 3 **A TRANSLUCENT TOAD** is relaxed on a lily. If touched, players experience a short and powerful trip. **If touched, Roll BERRY & FROG EFFECTS [12.2].**
- 4 **HEAVY STEAM** begins to rise from underneath the raft. Halos of light hop across the boat. **If touched, Roll BERRY & FROG EFFECTS [12.2].**
- 5 **A PLUMP GRAY TOAD** with a milky underbelly is calmly sitting on a tree trunk. It is somehow moving faster than the raft and begins to pass within arms' length. **If touched, Roll BERRY & FROG EFFECTS [12.2].**
- 6 **BLACK STICK-SHAPED FROGS** leap across the river like ribbons. **If touched, Roll BERRY & FROG EFFECTS [12.2].**
- 7 **SPOTS OF BLACK WATER GURGLE** in pools. Rocket remnants can be seen poking out from the riverside.
- 8 **AN ISLAND OF STACKED POTAMO MAJOR SUITS** is sickeningly covered in algae. **Fear Save or -2 to Fear Save permanently.**
- 9 **A SUCKERMOUTH ROCKFISH** silently stalks the raft beneath the dark water. It suctions to the bottom of the raft and slowly pulls the raft beneath water. Will detach and flee if it takes a Wound from a single attack. **Combat:35 2d10 DMG Bite Speed:40 Instinct:70 Wounds:3(30)**

Steering Rough Water

Steering ROUGH WATER is similar to running a Violent Encounter.

- 1 RIVER SQUARES represent a round + last roughly 10 seconds long. • 1 Action per Round per player.
- 2 Determine the Type of Rough Water. **Roll CAPSIZE THRESHOLD [25.1].**
- 3 Describe the severity of the river based on the CAPSIZE THRESHOLD Roll.
- 4 Give players time to discuss actions. They can act collectively or individually.
 - Acting together may give Advantage [+] to a Check or Save while rafting.
 - Players do not have to take actions to direct the raft through ROUGH WATER.
 - Optionally apply [-] to the CAPSIZE ROLL if the entire crew does not collectively act.
- 5 **Actions are resolved simultaneously + the Warden assigns Checks or Saves.**
- 6 Rolls are made one at a time. NOTE: If capsized and in the water, all rolls are at Disadvantage [-]. Requires all players to right the raft.
- 7 **Make a CAPSIZE ROLL against the CAPSIZE THRESHOLD** according to how the players chose to interact with the Type of ROUGH WATER. [25.1].
 - Rolling equal to or under the Capsize Threshold means the crew successfully stays afloat.
 - **If the CAPSIZE ROLL fails, Roll CAPSIZING CONSEQUENCES [25.2].**

CAPSIZING THRESHOLD

[25.1]

d10	Type of Rough Water	Capsize Threshold	Description
0-2	RAPIDS	6 or 4	Paddling into rapids lowers the chance of capsizing (6). Trying to slow down heightens the chance of capsizing (4).
3-6	BENDS	7 or 4	The current is fastest on the outside of the bend. Paddling with the current is best (7) while switching sides will heighten the chance of capsizing (4).
7-9	WAVES	8 or 2	Paddling head on into waves is safest (8). Trying to avoid waves, may leave the raft horizontal to the waves which will most likely cause capsizing (2).

CAPSIZING CONSEQUENCES

[25.2]

- 0-1 Tumbling into the water your body bashes against rock and debris.
- 2-3 As you fall into the water you feel something snag. **Lose an item.**
- 4-5 The water pushes your head against the riverbed and pins your arms against your side. Drifting down the river you continue to be submerged for what feels like minutes. **+2 Stress.**
- 6-7 Water floods into your mouth, something that feels like worms wiggling inside. **Suffer a Nightmare [11.1].**
- 8-9 Barbed roots grip you, pulling you under the current. Debris batters your body and the whiteness of crashing water engulfs everything you see. **Fear Save or -2 to Fear Save permanently.**

Step 3: Determine Encounter

1 Roll once per RIVER SECTION after rafting past the first RIVER SQUARE.

- If a RIVER ENCOUNTER is ongoing from a previous RIVER SECTION, Do Not roll an additional RIVER ENCOUNTER.

DETERMINE RIVER ENCOUNTER

[26.1]

0 - 2 Roll RIVER ENCOUNTERS [31.1]

3 - 9 No Encounter

If a River Encounter is Rolled

- 1 Begin the first round of the Violent Encounter in the RIVER SQUARE the encounter was rolled.
- 2 While rafting through ROUGH WATER, the crew will raft through one RIVER SQUARE for each round of the Violent Encounter.
- 3 While rafting through CALM WATER, the crew will raft through one RIVER SQUARE for every two rounds of the violent encounter.
- 4 Combat continues into the next RIVER SQUARE until one of the following endings:
 - The crew docks the raft and escapes the River.
 - The RIVER ENCOUNTER is defeated.
 - The River Ends.
 - A River Monster will retreat back into the river.
 - Venusians will continue attempting to kill the players. (Wardens may choose for Venusians to escape combat if being defeated or if it would be beneficial for play to regroup).

Violent Encounter Rounds While Steering through Rough Water

Violent Encounter Rounds are resolved before the CAPSIZE ROLL, and any CAPSIZE CONSEQUENCES [23.2] if applicable.

Docking the Raft

At any point players can choose to attempt docking the raft.

CALM WATER Docking does not require a roll.

ROUGH WATER Docking requires a successful Strength Check [+] and each crew member's Round Action to dock.

On a failed Strength Check players must make their CAPSIZE ROLL against the higher CAPSIZE THRESHOLD value.

- 0 **A SUCKERMOUTH ROCKFISH** silently stalks the raft beneath the dark water. It suction to the bottom of the raft and slowly pulls the raft beneath water. Will detach and flee if it takes a Wound from a single attack.
Combat:35 2d10 DMG Bite **Speed:40 Instinct:70 Wounds:3(30)**
- 1 **2 VENUSIAN SCOUTS** jumping in and out of the river like dolphins. **Keeps at Long Range. If beaten, roll twice on SCAVENGING VENUSIANS [11.2].**
Combat:45 2d10 DMG Iridium Dagger or Claw. (Adjacent or Close if throwing dagger.) **Speed:70 Instinct:45 Wounds:2(25)**
- 2 **BLUNT-TOOTH CATFISH.** Barbels frantically feel around the raft as it tries to swallow the raft whole and thrashes in blood rage if its unable to.
Combat:60 3d10 DMG Crushing Bite **Speed:50 Instinct:25 Wounds:5(50)**
>Wide Mouth: Can grab 20% of raft in mouth. Blunt teeth holding firm enough to throw the raft 20 feet.
>Poisonous Barbels: If stung, roll **VENOM & POISON [12.1].**
- 3 **8 SLICK-SCALED SAWTOOTH.** Swift fish that attempt to pierce through the bottom of the raft several times before jumping over the edge. Sharp teeth on the bottom of their belly and three lines of teeth in their mouth.
Combat:40 2d10 DMG Sawteeth **Instinct:30 Speed:80 Wounds:1(10)**
- 4 **JAGUAR SHARK.** Large-headed. Formidable Canines. Stalks and attacks in short bursts. Dorsal fin pokes out of the river.
Combat:65 4d10 DMG Bite **Speed:70 Instinct:30 Wounds:3(45)**
- 5 **2 VENUSIAN SOLDIERS** sprinting along the river then diving in.
Combat:70 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**
- 6 **THE DEVIL'S STINGRAY.** Silver circles arrange beneath the raft. A speared tail curves inwards from the rear and a pair of devil horns emerge in front.
Combat:45 3d10 DMG Tail Stab **Speed:45 Instinct:65 Wounds:5(45)**
>Nightmare Injection: Scorpion-like tail causes a 3 second slumber. **If struck, Roll Nightmare [11.1].**
- 7 **2 VENUSIAN TANKS** bounding in and out of the water, they disappear for long moments before soaring above the water line to attack.
Combat:60 4d10 DMG Pincer Sever or 3d10 DMG Thrash. (Adjacent) **Speed:30 Instinct:65 Wounds:4(45)**
- 8 **RAZORTOOTH FANG EEL.** A rigid snake-like body constricts around the front of the raft. The eel's jaw emerges from the depths and snaps.
Combat:65 1d10 DMG Tail Whip or 4d10 DMG Bite **Speed:75 Instinct:40 Wounds:4(45)**
>Venomous Bite: Roll **VENOM & POISON [12.1]** and **Make a Panic Check.**
- 9 **RIVER GARGANTUAN.** An ivory giant slams against the riverbank filling the river with debris as the foul, crooked monster turns to face the raft. Mountainous sharp teeth. Cracked skin.
Combat:50 4d10 DMG Slam or Bite **Speed:55 Instinct:25 Wounds:6(50)**
>Scotopic Vision: Highly sensitive to any form of light. Will reel away.
>Disrupted Water: Calm Water Squares become Rough Water Squares.

BUNKER DREAMS

[48.1]

South Bunker [71.1] An approaching storm blinks shades of bright pink as the lightning rhythmically crackles across the sky. The Venus grayscale slowly gathers color like watercolor wash. For the first time Venus looks beautiful. Gentle. The rain stops overhead but sprinkles surround you as the water rises, lifting you by the waist to the sky. Clouds part for the ascension and light envelopes.

Leyol Bunker [83.1] A cushion and a coffee table. Soft carpet and a synthetic cat. Privacy and unblocked sunlight coming through the window. Fresh air.

Sea Bunker [89.1] In the back corner of an outpost station cool drinks clink under a barely lit bar. Laughter and pats on the back follow whimsical work stories. You hold a three-of-a-kind at a table full of the familiar faces of crew members or coworkers that have been lost. One of them talks a bit of shit as they splash the pot, then laugh at your smirk as you call. The final card comes out, hands are revealed, and your friend wins a pot on the luck of the final card.

MuOx Bunker [91.1] Your bare ass sits in a sauna and you breathe without any physical hindrance. The sizzle of fresh water on hot stone is soothing. Calm woodwind instruments play outside. You live through several days of a beautiful life.

Feday Bunker [97.1] The clank of metal spatulas and whisks. The sizzle and clap of skillet food. The air tastes of fresh bread and real animal meat or melted butter depending on preference. A kind, sweet-talking waiter greets you, hands you a menu, and offers you water as you get comfortable. The entire meal is uninterrupted.

DETERMINE BUNKER ENCOUNTER: Roll BUNKER ENCOUNTER: 1st VISIT [48.2] if this is the first time the crew has visited the bunker.

Otherwise, roll BUNKER ENCOUNTER: REPEATED VISIT [48.3].

BUNKER ENCOUNTER: 1st VISIT

[48.2]

0 - 7 No encounter

8 A RIVAL PARTY (POTAMUS MAJOR, POTO MINOR, or CREW 612) has found the bunker.

9 VENUSIANS [39.1] attack the bunker. 2 SCOUTS and 2 SOLDIERS. Their iridium clubs bashing against the doors. It will take 2d10 minutes for them to break through the hatch.

BUNKER ENCOUNTER: REPEATED VISIT

[48.3]

0 - 3 No encounter

4 - 8 A RIVAL PARTY (POTAMUS MAJOR, POTO MINOR, or CREW 612) has found the bunker.

9 VENUSIANS attack the bunker. 2 SCOUTS and 2 SOLDIERS. Their iridium clubs bashing against the doors. It will take 2d10 minutes for them to break through the hatch.