

Savage Centipedes

Random roadside encounter.

Find a man holding his side, propped up against a tree; sweating, weak.

He and another trapper (Bill) were in the nearby woods, when a Giant Centipede struck out and bit him. It quickly disappeared into the undergrowth.

Centipede venom is lethal even to the creatures themselves, so they possess a small sac of antidote in the lid of their mouth. Bill was going to hunt the creature down.

He woke up, and the Bill had gone - left him to die; he made it as far as the road before his legs gave out.

DC10 Survival check to discover tracks, and make a note of additional checks required due to failure.

The tracks lead to a wide-mouthed but shallow cave, nestled behind a small waterfall and shrouded by bracken. The massive armoured form of the centipede lays coiled around a fawn, silently devouring its prey. A second centipede clings to the cave ceiling, and a smaller third lies amongst the ferns; Stealth vs Perception to see if they're spotted.

Giant Centipede +10 Stealth

Small Centipede +15 Stealth

Bill's bag contains a carved ivory sculpture of a lady (150g), a small pouch of coins (14g, 40s), and a handful of trail rations.

On return, roll a D10 to determine the tracker's fate. Deduct additional tracking roles required from the total:

- 1** A bloody patch trails off into the woods (bear).
- 2-4** He's dead.
- 5-7** He's unconscious; (heal/first-aid DC 10).
- 8-10** He's conscious.

If dead, righteous adventurers may or may not loot the trappers corpse - finding a bear trap, compass, hemp rope, and a coin purse (10g, 18s).