

# Giant Centipedes

Scroll of Malevolence #028

## Combat Encounters

1. **{Squeamish}** A character on watch feels the antenna of a giant centipede as it emerges from a log directly overhead.
2. **{Dead Legs}** A necromancer's giant flesh centipede has found its way into town.
3. **{Infestation}** Giant centipedes, driven out of their den by basilisks, have moved into the tavern's cellar.
4. **{Bug Trap}** A centipede's paralyzing antennae hang over the cave's entrance.
5. **{Symbiotic}** A giant centipede clings to the back of a giant rat and acts like a scorpion's stinger to help it kill prey.
6. **{Ambush}** Buried on its back, the centipede waits to snatch prey in its rows of legs.

## Roleplay Encounters

1. **{Duel}** A giant centipede trainer wants to pit their bug up against the party's pet.
2. **{Shell Armor}** A blacksmith who uses the

shells of centipedes has just opened shop.

3. **{Hidden Pest}** An awakened centipede hides in the forest, fearful of being hunted.
4. **{Scuttling Mount}** A friendly ranger with poor hygiene rides through the forest atop their giant centipede mount.
5. **{Mind Bug}** An ethereal giant centipede burrowed into a character's subconscious and is filling it with nightmares.
6. **{Bad Prank}** A gnome was transmuted into a giant centipede by a dryad queen, and they're looking for someone to help them.

## Exploration Encounters

1. **{Egg Sack}** Dozens of giant centipedes are hatching from the rotting corpse of a monster in the castle's dungeon.
2. **{Watch Your Step}** Every echoing footstep in the mine attracts giant centipedes.
3. **{Crypt Nest}** It seems every sarcophagus the party opens in search of treasure houses another giant centipede.
4. **{Fetch Quest}** An alchemist offers the party good coin to fetch them the venom of the elusive giant hoofed centipede.
5. **{Defect}** A clockwork centipede built to kill rats has disappeared in the sewers.
6. **{Repair Job}** The party finds a centipede stone guardian with only 2 parts missing.

