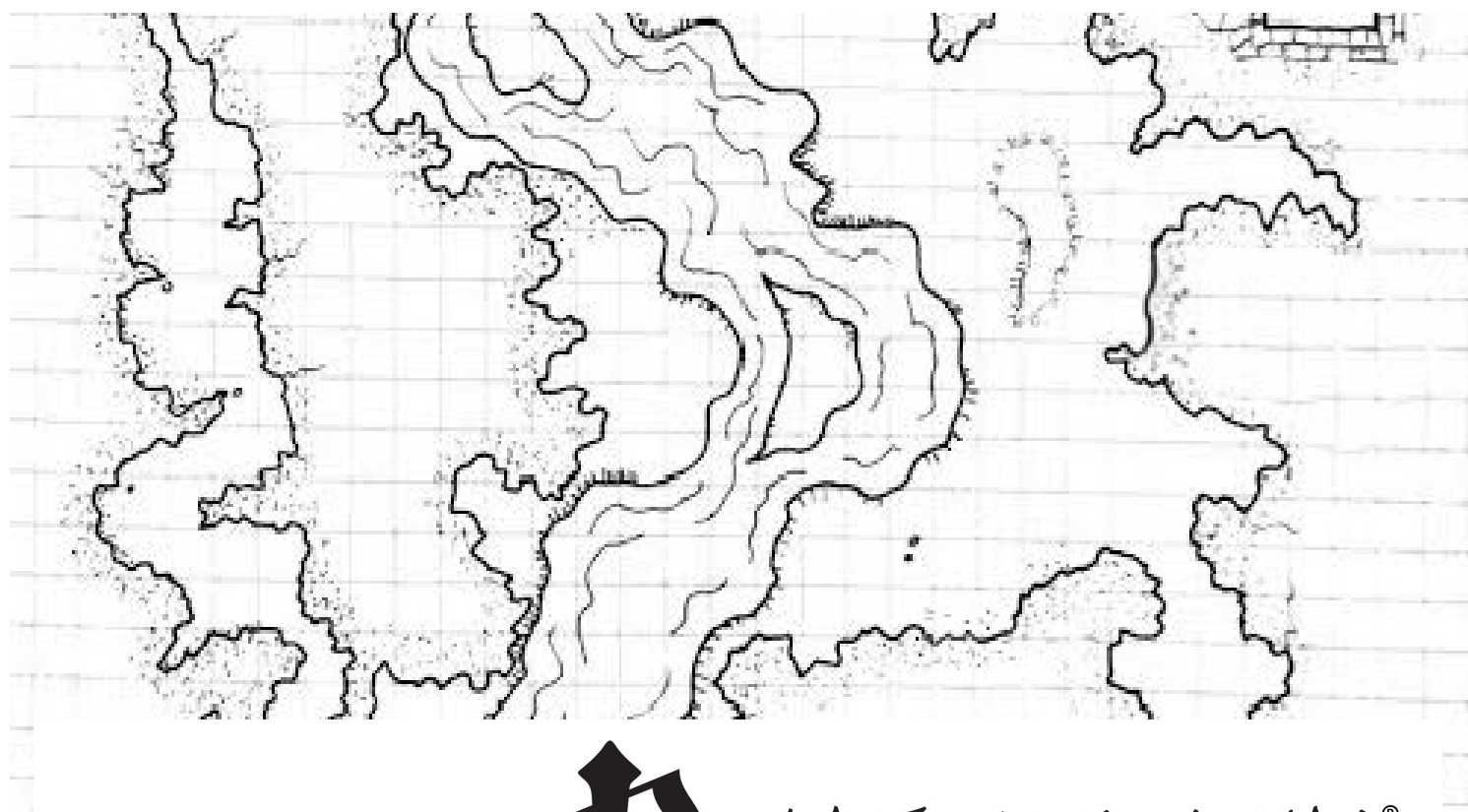
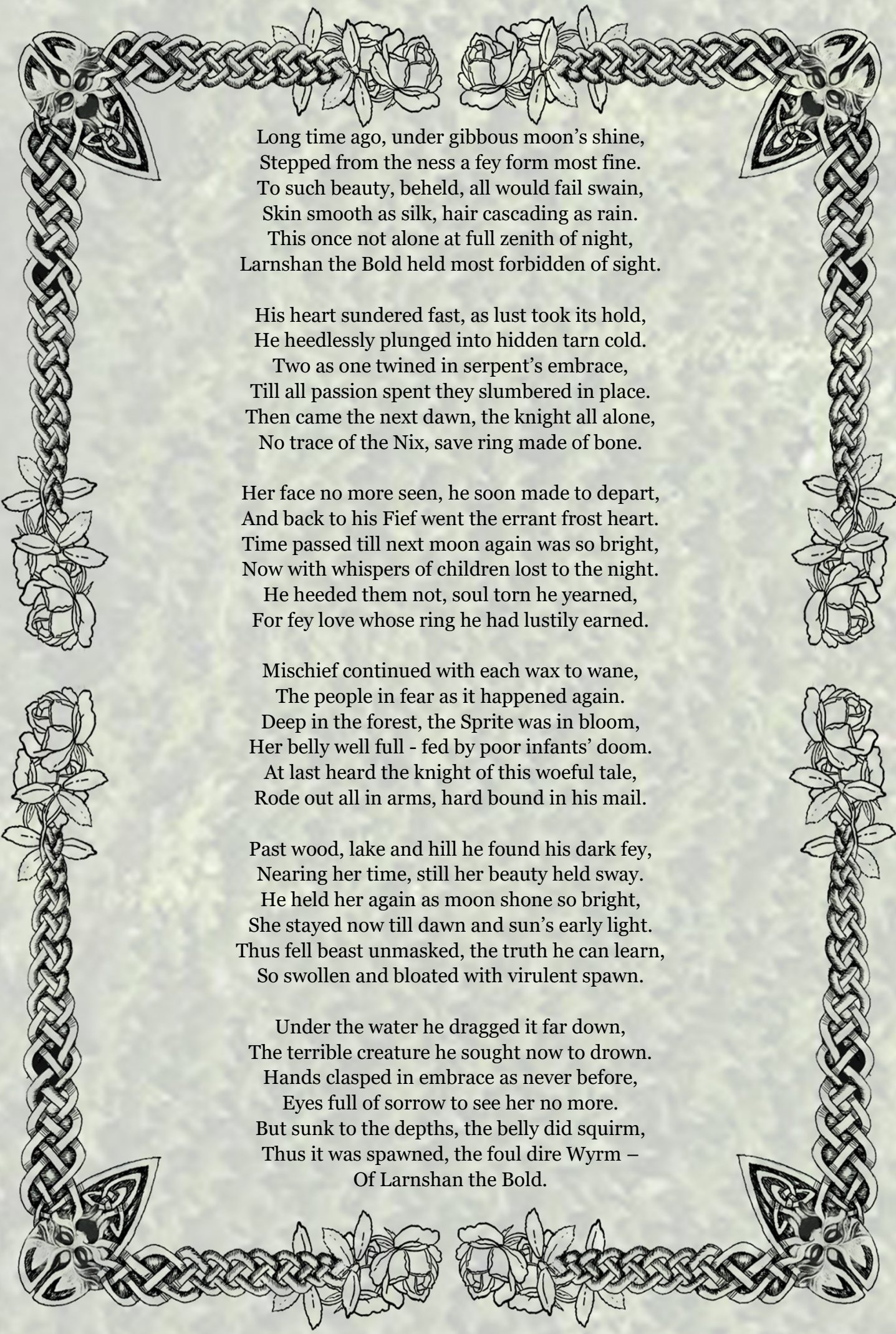


The Legend of Larnshans Wurm (Pathfinder version).

A One Sheet Adventure, as part of the Cruellest Mistress of All Kickstarter
Content by John R Davis; Cartography by Ed Allen. For level 5-6 PCs.



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



Long time ago, under gibbous moon's shine,
Stepped from the ness a fey form most fine.
To such beauty, beheld, all would fail swain,
Skin smooth as silk, hair cascading as rain.
This once not alone at full zenith of night,
Larnshan the Bold held most forbidden of sight.

His heart sundered fast, as lust took its hold,
He heedlessly plunged into hidden tarn cold.
Two as one twined in serpent's embrace,
Till all passion spent they slumbered in place.
Then came the next dawn, the knight all alone,
No trace of the Nix, save ring made of bone.

Her face no more seen, he soon made to depart,
And back to his Fief went the errant frost heart.
Time passed till next moon again was so bright,
Now with whispers of children lost to the night.
He heeded them not, soul torn he yearned,
For fey love whose ring he had lustily earned.

Mischief continued with each wax to wane,
The people in fear as it happened again.
Deep in the forest, the Sprite was in bloom,
Her belly well full - fed by poor infants' doom.
At last heard the knight of this woeful tale,
Rode out all in arms, hard bound in his mail.

Past wood, lake and hill he found his dark fey,
Nearing her time, still her beauty held sway.
He held her again as moon shone so bright,
She stayed now till dawn and sun's early light.
Thus fell beast unmasked, the truth he can learn,
So swollen and bloated with virulent spawn.

Under the water he dragged it far down,
The terrible creature he sought now to drown.
Hands clasped in embrace as never before,
Eyes full of sorrow to see her no more.
But sunk to the depths, the belly did squirm,
Thus it was spawned, the foul dire Wyrn –
Of Larnshan the Bold.

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INTRODUCTION

The legend of Larnshans Wyrms is outlined in the poem on the next page! This adventure has very high CR for the PC level so play with caution, an iron heart, or not at all!!!

BACKGROUND

A heroic knight spend a night of passion with a beautiful water fey. Unbeknownst to the knight she was a transformed beast and fell pregnant to him. She fed on the children of towns folk to nourish her unborn. The knight slew her in her beast form and as he realised his error, he drowned her....from her corpse sprang forth terrible forms. The Knight is long dead, and the foul wyrms have reached maturity. The creatures now raid the newly settled homesteads and the PCs have been asked to slay them.

SET UP

Settlers have told of large wyrms that have sprung forth from rivers. They have bitten boats in half, swallowed sheep whole, and generally polluted the water. Some say the witch at the edge of the marsh controls them, other say they guard an ancient temple from raiders and looters.

THE WITCH

There is an old 'woman' who lives near the marshes edge. She is actually a **Island Defender Druid level 7** (NPC Codex) CR 6; xp 2400; hp (47). She knows the poem about the wyrms. For a 20% share of any treasure she will suggest they fight the wyrms on dry land as they have the power to regenerate their wounds quickly in water.

THE RIVERS END

A river begins to slow down and meaner here. It seeps and ebbs forming part of a black fetid marsh. A marsh that by most accounts is increasing in size.

Four **Kelpie** (Pathfinder Bestiary 2) have recently moved in here. CR 4; XP:1200 (hp 38)

THE MARSH

Water barely flows, few birds sing, multitudes of annoying insects fill your vision. Terrain is *difficult* and area is *lightly obscured* (20% concealment). Several hazards and sinkholes form *quicksand* in this area.

Should anyone be take fall into one of these, they will risk infection by *blinding sickness*.

THE LAIR

A series of small caves forms the beasts lair. Bones of oxen, sheep, people, lizards and birds have been regurgitated out near the entry.

Entry many piles of bones. One humanoid arm wears a golden bracer (v:145gp). If a PC puts it on while in the marsh a vengeful **specter** (Pathfinder Bestiary) rises from it to surprise its victim.

CR 7; XP 3200 (hp 52)

Outer-Caves If the pcs are not stealthy there footfalls echo throughout the watery passageways. It will warn the wyrms within. *"Damp, natural cave systems. Smell of rot and decay hangs everywhere, and moisture drips down of strange dark yellow moss that clings to every surface"*. It is harmless, and actually rather nutritious if eaten fresh.

Inner-Caves *"Archaic carvings decorate the walls, crudely drawn green lizard creatures pay homage to large twisted wyrms"*. *"The centre of the largest cave has a stone circle about its base, keeping the mound relatively dry. A quick look shows the bones of lizard people haphazardly strewn about the mound. Piles of crude jewellery of silver and bronze abound. A great bronze gong sits in the raised islets centre"* A total of 24 pieces of crude gems and jewel works are here, worth 30 gp each. Any less than light footfalls on the mound will bring the savage wyrms this way. If the treasure pile is thoroughly searched a locked box can be found. It contains the key to the Temple

THE WYRMS.

Not possessed of very good sight, they have excellent hearing both above and below the water. All three will attack onto the island if they hear treasure is being tampered with. Sounding the gong loudly will stun them each for d3 rounds automatically. *This will only work once*. Any PC will need to make a DC 15 fortitude save or also be stunned for a single round. The wyrms have the stat block of a **Seugathi** Pathfinder Bestiary 2 CR 6; XP:2400 (hp 67) Add the line **Regeneration 5** (only if partially submerged).

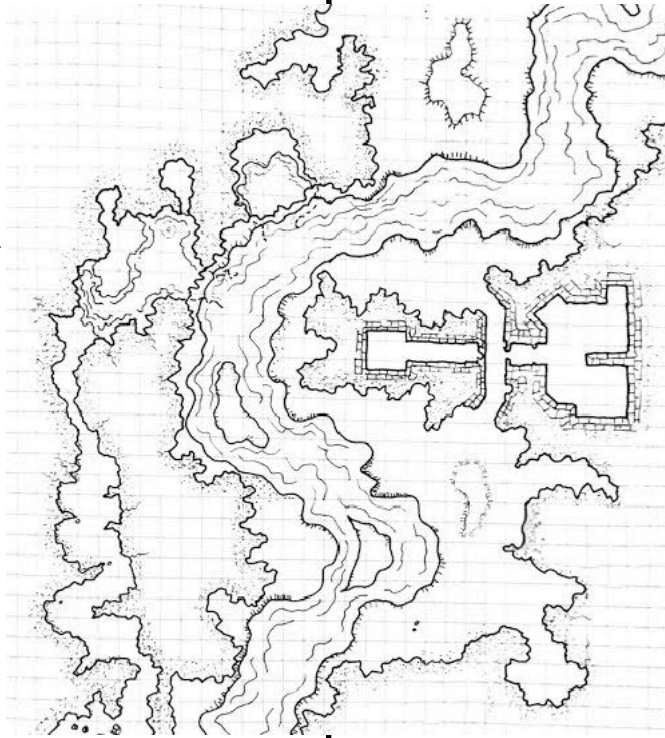
THE TEMPLE

The keys opens a secret door (DC 22) into a temple shaped somewhat like a drinking tankard. In the base of the temple are

piled long since rotted sheets and tabards. The floor has mosaics of phrases, praises and salutations to some very pagan god of celebration. The 'cup' end of the shrine looks like its splits into two sections. Knowledge history or Knowledge local (DC 20) will know that drinks should always be on the right, and then passed to the left. So entering the right hand side of the shrine, then walking into the left hand side will reap great reward. Any other combination summons a loathsome **Vrock demon**. Pathfinder Bestiary CR 9; XP: 6,400 (hp 112) (It only has one claw attack as it covetous holds a bejewelled golden cup in one claw. It is worth 500gp).

TREASURE. If the shrine is entered correctly the PCs should find two treasure amounts equivalent to CR 7 challenges. Tie it to what the party can use.

Hopefully the PCs will share nicely with the 'witch'!



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