



OP32 – MARI LWYD

An Adventure in Filbar™

You sip your warm mead and enjoy the confines of the small roadhouse when the door flies open and a skeletal horse head wearing a cape enters and speaks:

*"Whose axe is that? I think I know.
Its owner is angry and utters out moans
He rises upright but is only made of bones
I watch him pace. I yell hello.*

*He gives his axe a shake,
And screams you've made a bad mistake.
The only other sound's the falling snowflake
Of distant fields the bones awake.*

*The sword in his body is gruesome and deep,
But he has made promises that he must keep,
Tormented with nightmares it never sleeps.
Revenge is a promise a man should keep.*

*He comes from his cursed bed,
With thoughts of violence in his head,
A flash of rage and he sees red.
He will kill you all unless you have fled."*

A scenario for a pair of 3rd level PCs & a DM

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Player's Info: The cape falls to the ground revealing the skeletal head of the horse. A moment later it falls to the floor. The people of the roadhouse slowly step forward and examine the strange site. The bartender leans over and examines the worn bridle on the skull and gasps "Mari Lwyd!"

DM Info: This short adventure was created for a pair of 3rd level PCs and a DM to run the scenario. The strange appearance of the hovering horse head and unusual riddle will mean nothing to the party but everyone in the roadhouse will understand and explain it to them. A year ago a brigand was plaguing the area and the people of Shoreline hired a group of adventurers to handle the problem. The brigand, Mari Lwyd, was cornered in his lair to the north and lynched by the delvers. Mari and the mount were both buried under hangman's tree and that was the end of the issue. The reappearance of the mount has reminded everyone of the brigand's dying words, "I will have my revenge upon you all in one year!" It appears the time has come.

- A. Roadhouse** – You initially scoff at the tale but the frightened citizens all agree that the skull is foreboding of a curse coming to the community. They enlist your aid to head to area of the execution and confirm that Mari Lwyd is dead. The urge you to get there before midnight as that time is known to bring the dead to life! The full moon will assist your travels and you obtain directions to the site.
- B. Nocturnal Hunter** – Your feet carry you across the plains on the outskirts of Shoreline and the bright moon gleams large in the night sky. The grass reaches the tops of your boots and a snarl is heard in front of you. Moments later a large figure leaps from the foliage, a Mountain Lion appears! This creature will not have any treasure but could be skinned with a DC16 vs. Animal Handling for a nice pelt worth 45gp. **Cougar** AC12 HP45 D +6 1d10 +5 Bite & 2d6 +5 Claw +4/+2/+2/-4/+1/-1
- C. River Crossing** – The roar of a river gets closer and the source is located. Even in the moonlight you can tell that crossing the waterway will be dangerous as large rocks rise from the river like pointy teeth. The PCs can look around but there will be no easily fordable spots on this waterway. A DC14 vs. Wisdom will be needed to select a good path across. Those failing will be pulled down by the current and suffer 1d8 fall & rock damage and will have to re-roll. It is up to the DM if the check needs to be made on the way back.
- D. Grassland Hunters** – The far side of the river is dramatically different than the domesticated side. The grasses at this location come up to a shoulder on a human and flutter to and fro in the breezy area. The snapping of a twig is heard and you quickly come face to face with a pair of Goblins. One of the creatures is larger and barks orders to attack! **Goblin** AC15 HP8 D +4 1d6 +2 scimitar -1/+2/0/0/0/-1/-1 and **Goblin Boss** AC17 HP21 D +4 1d6 +2 Scimitar and 2nd attack at disadvantage 0/+2/0/0/-1/0 The pair have 35gp in coins of the realm between them. The boss wears a chain shirt.
- E. Hangman's Tree** – The ground here is barren and only spotty grass grows. A rectangular section appears different from the other dirt and it is clearly a grave. As you realize what it is, the dirt becomes disturbed and a large Skeleton emerges with a blade stick stuck in his ribcage! This creature is Mari Lwyd, the brigand that was causing problems. It is a **Relentless Warrior** and a deadly foe. **Mari Lwyd** AC18 (plate) HP52 D +5 1d8 +3 Axe (x2) +3/+2/+2/-2/+1/-2. This undead also has one action surge that allows it a 3rd attack or can parry for +2 to AC in lieu of an attack. As a bonus action this creature can ignite its dual axes which will cause an additional 2hp of necrotic damage! The short sword stuck in the ribs is a +1 weapon that was discarded by the previous adventurers that did not realize it was magical.

Returning to the roadhouse with the skull or the short sword would be enough to convince the frightened commoners that the issue has (again) been resolved. They will be hailed as heroes and given a breakfast feast in the morning. A reward of 200gp will also be given and they will voice their hope that the PCs will not need to return next year to repeat their heroics!