

# Where is Margesh Blackblood?

by Tim Shorts

## Current Situation

Margesh Blackblood and his bandits are terrorizing the countryside. The local lord is offering a large reward. Margesh is able to elude the guards because of his many hideouts.

## GM Notes

The players will need to spend some coins and crack some skulls to discover the locations of the bandit lord's hideouts.

There are four hideouts. A GM can roll a d4 to determine which hideout Margesh is in. When Margesh is present he uses a +2 *axe* and +1 *shield*.

### 1. A House in Town

The bandits are celebrating a successful raid with wine and women. It is a two story home with the main entrance on the street and two shuttered windows on the 2nd floor.

One bandit sleeps on the roof. He is supposed to be on watch.

1. The door is barred. There are three drunken bandits inside. They are playing a dice game with a pair of ivory six sided dice.

2. The door to this room is open. Four bandits live in this room with Jerron, one of Margesh's trusted men. Jerron fights with a +1 *sword*.

3. This is a trapped stairwell. There is a small scone at the bottom that locks the section of the stairs from falling away and dropping into a 20' pit. The trap is reset by the scone at the top of the stairs.

4. This is Margesh's room. If present, he is entertaining two women. He has been drinking and will attack in a drunken rage.

### 2. Hunting Camp

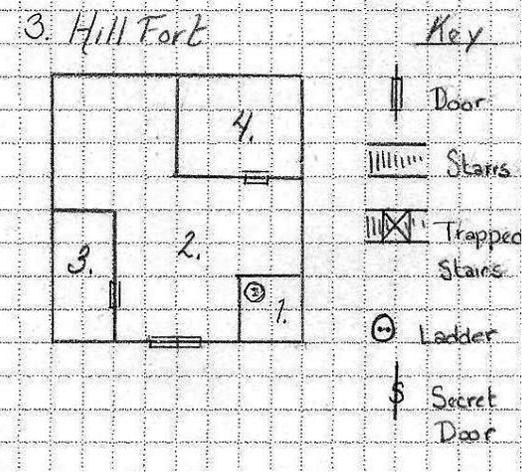
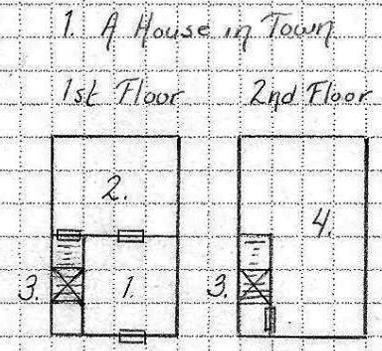
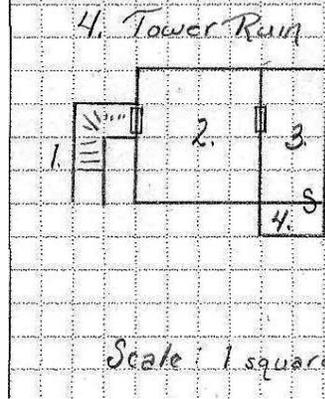
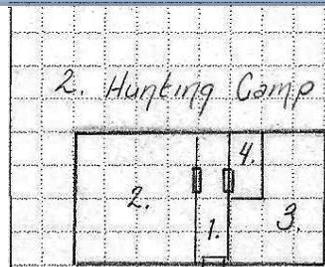
The hunting camp is a one-story, stone structure with one entrance. On the way to the camp the bandits were ambushed by rival brigands. All of the bandits have suffered wounds and Margesh as well if present.

Two bandits stand outside. Both are tending to their wounds. A warhound sniffs the air and growls in the players' direction.

1. Inside the door is the body of a slain warhound killed by the brigands. There are two mounted deer heads on the wall. Hidden behind one of the mountings is an old treasure map that Margesh cannot decipher.

2. Two bandits accompanied by a warhound rest in this room. This warhound is larger than the others and does extra damage. If Margesh is here he will be in this room.

3. Two brigands are chained to the wall. Both are wounded, but still have some fight left in them. They say they know where Margesh hides his treasure and the reason why they were attacked. If freed they will lead the players into brigand ambush.



4. The bandits stash extra weapons and food supplies here. There are enough weapons to arm a dozen men and enough food to feed a dozen men for one week.

### 3. Hill Fort

The hill fort is surrounded by a 12' wooden stockade and one covered platform tower. Inside are three single story buildings made of wood. The bandits are preparing for a raid.

1. One bandit stands watch in the tower. If anyone approaches he will sound the alert. He is armed with a long bow and two dozen arrows.

2. The courtyard has seven bandits and three warhounds ready for battle. Tyber, second in command of the bandits, is shouting orders. He is a priest of the dark god of fortune. He wields a +2 *staff* that can set flesh afire. If Margesh is present he will join the battle.

3. This is the shrine to the dark god of fortune. The altar is made from a solid piece of wood. There is a small hole in the top for the bandits to make offerings. If someone reaches their hand in the hole it will trigger a metal trap that will clamp onto the offender's hand.

4. This is Margesh's home. A large table dominates the room with a very accurate and detailed map of the region. There is a book detailing caravans, the cargo and guard compliment. There are plans to attack

two caravans in the next week.

### 4. Tower Ruin

The tower has crumbled to the ground, but the bottom level remains intact. The stairwell leading to the lower level is within the rubble.

Two ogres have attacked the tower. They have nearly killed everyone inside.

1. The stairwell is slick with blood. There are bits of body on the steps and walls. One body has been crushed into the stones.

2. An ogre is standing on the body of a bandit. He is eating the food from a table. There are three other bandit corpses scattered through the room. The door to room 3 has been torn off its hinges and a horrible shouting can be heard from the room beyond.

3. The second ogre is pounding on the south wall. It is howling in frustration. All the furnishings in this room are destroyed. The ogre saw someone disappear into the wall and wants to finish what it started.

4. If Margesh is here he will be hiding in this secret room. If no, then a bandit will be hiding here. If the players kill the ogres Margesh or bandit will be grateful. If it is a bandit he will tell the players where Margesh is hiding. If it is Margesh he will promise them a cache of magic items and gold.

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