

Where is
Margesh Blackblood?
by
Tim Shorts



INTRODUCTION

In 2011 I entered the one-page dungeon contest with this adventure, *Where is Margesh Blackblood?* To my surprise, I won some very cool prizes. The OPDC remains one of my favorite OSR annual events. These past few weeks, another free adventure of mine, *Cave of Seiljua*, has been getting noticed. So I thought I would dust off this little adventure, expand on it just a little by coupling it with the Swords & Wizardry Complete ruleset then offer it on RPGNow.

This adventure is a good representation of an adventure I like to run; multiple possibilities, characters get thrown into the middle of a situation, a badass who is not a dumbass, urban inquiry, greasing of palms, cracking of skulls and maybe, just maybe the players will find Margesh.

This is a no frills set up. No artwork, other than my beautiful Paint drawn maps and no background template because I don't want to get yelled at by Tenkar.

Enjoy the adventure.

Tim Shorts

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BACKGROUND

Margesh Blackblood and his bandits have been terrorizing the countryside. Sir Browyrd is offering a substantial reward of 100sp to the person who can deliver the villain's head. The knight and his men have been searching for Margesh over the past few months and found nothing.

SITUATION

Margesh can easily elude capture because he has several places to hide. He is very good at keeping them secret and keeping the people around him well paid so they don't tell.

The players will need to track down some of his flunkies and pay them well or crack their skulls. Blood or coin, your choice.

GM NOTES

Margesh has four hideouts. He could be in any one of them. The GM should roll randomly to determine where Margesh is hiding. Once Margesh's location is determined, use his stats from page 12. Instead of repeating stats for all the bandits/brigands and war hounds they are also located on page 12.

(d4) Random Hideout	
1	House in Town
2	Hunting Camp
3	Hill Fort
4	Ruin Tower

HOUSE IN TOWN

It is a two-story structure with a single door on the street and two shuttered windows on the second floor. The bandits are celebrating a successful raid with wine and women. A bandit is asleep on the roof. He's supposed to be on watch, but celebrated too much.

1. The door is barred. There are **three drunken bandits** inside (-1 to hit). They are playing a dice game with a pair of ivory dice (10sp). Each bandit carries 10-20sp.
2. The door to this room is open. There are **four bandits**, two women, and **Jerron**, one of Margesh's trusted men. All are in various states of undress. It will take them 3 rounds to be ready to fight.
3. This is a trapped stairwell. A small sconce at the bottom of the stairwell that when twisted will lock the pit cover. Otherwise, it will drop open into a 20' deep pit (2d6 damage). The trap can be reset by twisting the sconce at the top of the stairs.
4. This is Margesh's room. If he is present, he is entertaining two women. He will attack in a drunken rage. There is 100sp worth of furnishings and items. There is a hidden floorboard near the north wall that contains four sacks with 50sp in each of them.

Jerron (Ftr3)

S: 15 (+1), D: 13 (+1), C: 14 (+1), I: 13, W: 8, Ch: 12

HP: 14, AC: 4[15], Atk: short sword (1d6+2), Move: 12, Save: 12,

AL: C, CL/XP: 4/120, Special: +1 short sword.

Possession: Chain armor, +1 short sword, a Potion of Healing (1d8+1), 56sp and a ruby (50sp). If Jerron is caught by surprise his AC is 8[11].

HUNTING CAMP

The hunting camp is a one-story stone structure with a single entrance. On the way to the camp the bandits were ambushed by a rival band on brigands. All of the bandits, including Margesh if present, has suffered wounds from the battle.

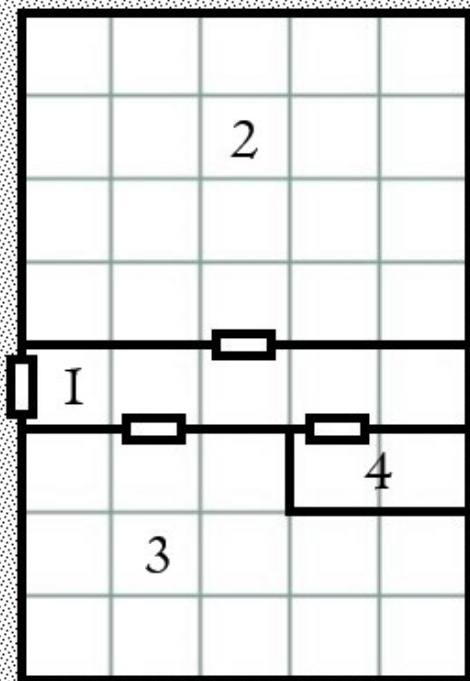
Two bandits stand outside tending to their wounds. A war hound sniffs the air and growls.

1. Just inside the door is the body of a slain war hound. Two deer heads are mounted on the wall. Behind the second deer head mounting is an old treasure map that Margesh could not decipher.
2. **Two bandits** and a **war hound** are recovering in this room. The war hound is larger than the rest and does extra damage (+1) due to its size. If Margesh* is present he will be in this room.
3. **Two brigands** are chained to the wall. Both are wounded, but still have some fight in them. They'll say they know where Margesh hides his treasure and that was the reason they were attacked. If freed the brigand will lead the party into an ambush.
4. The bandits stashed weapons and food in this room. There is enough to arm a dozen men and to feed a dozen men for one week.

The treasure map was taken from a bandit who challenged Margesh. The ground is cursed where the treasure is buried. Anyone defiling the ground by digging must make a save. If the save is failed that character will suffer -2 to all saves until the cursed is removed. Inside the wooden chest is 200sp, a silver goblet (100sp) and the Mirror of Travesty. It will show the user a future that he or she wishes, but to an exaggerated extent.

**Margesh will have 29 hit points for this encounter.*

Hunting Camp



1 Square = 5'

HILL FORT

The hill fort is surrounded by a 12' tall wooden stockade. A single platform tower is in the southeastern corner. Inside the stockade are three single-story wooden buildings. The bandits are preparing for a raid.

1. A **bandit** is on watch in the tower. He is armed with a short bow and two dozen arrows. If anyone approaches he will sound the alarm. If he is attacked, he will pull up a large shield to hide behind.
2. The courtyard holds **seven bandits** and **three war hounds** prepared for battle. **Tyber**, second in command of the bandits, is shouting orders. He is a priest of Vayonos, the Dark God of Fortune. If Margesh is present he will rush to join the battle.
3. This is a shrine to Vayonos. The altar is made of a single piece of wood with a hole in the center. This is where the bandits make their offerings. If someone reaches into the hole there is a metal clawed trap that will clamp on the offender's hand (1d4 damage). Currently there is 6sp inside. Tyber collected the offerings earlier in the day.
4. This is Margesh's home. A large table dominates the room with an accurate and detailed map of the area. A book details the caravans, their cargo and the guard compliments. Within are plans to attack two caravans this week. The furnishings and items are worth 150sp. There is a brass chest. Margesh carries the key. Inside is an acid trap, 1d6 damage for two rounds. Inside is 300sp, a gold ring (25sp) and a jade figurine of a woman (20sp).

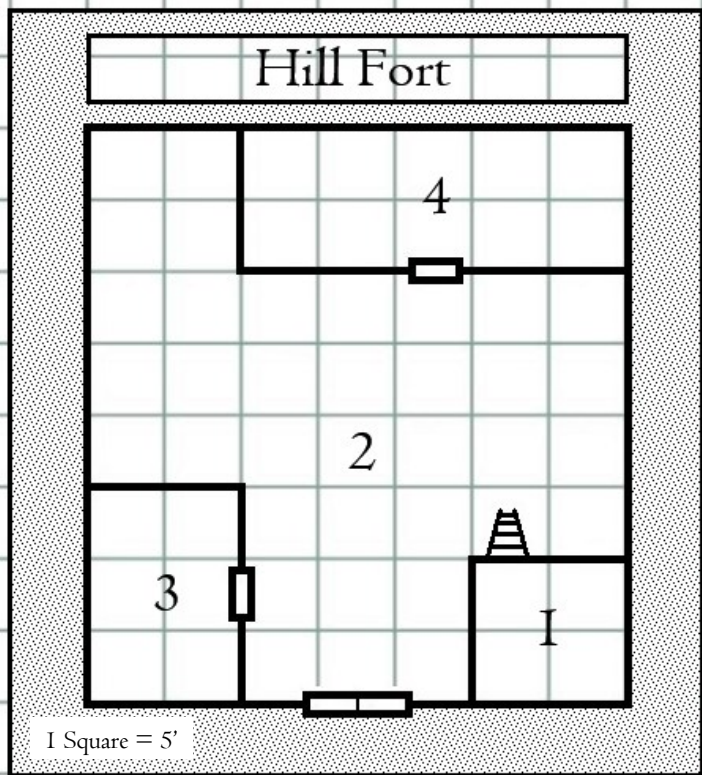
Tyber (Clr4)

S: 12, D: 9, C: 10, I: 11, W: 13, Ch: 12

HP: 17, AC: 4[15], Atk: staff (1d6+1d4), Move: 12, Save: 12, AL: C, CL/XP: 4/120, Special: Spells (2/1)

Possession: Chain Armor, Staff of Flame (erupts into flame on a successful hit doing 1d4 additional damage).

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Tyber (con't)

Spells: Cure Light Wounds, Protection from Lawful, Hold Person

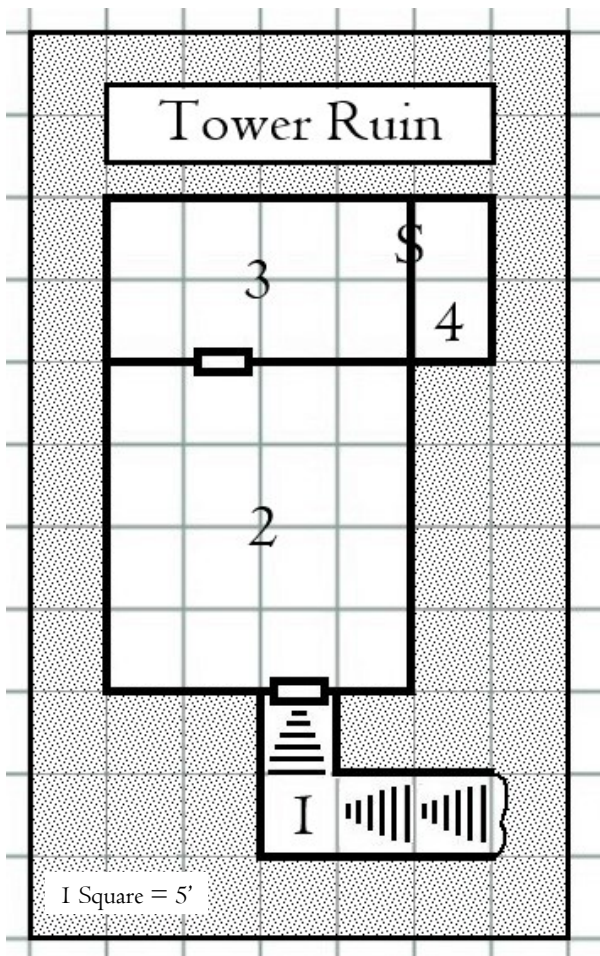
TOWER RUIN

The tower has crumbled into mounds of broken stone and rotted wood, but the bottom level remains intact. The stairwell leading to the lower level is in a clear area within the rubble. Two ogres have attacked the tower and have killed nearly everyone inside.

1. The stairwell is slick with blood. There are bits of body smeared on the steps and splashed across the walls. One man is embedded into the stone.
2. An **ogre** stands on the body of a bandit while he eats food from a table. There are three other broken bodies scattered around the room. The door to room 3 has been torn off its hinges. Shouting and pounding come from the other room. This ogre carries the backpack from one of the smooshed bandits. It contains broken equipment and a Scroll of Wizard Lock.
3. Another **ogre** is pounding on the east wall. It is howling in frustration. The ogre saw someone disappear behind the wall and wants to eat it. All the furnishings in this room have been destroyed. Stuffed in the ogre's loin cloth is a twisted bit of silver things that could be sold for 35sp.
4. If Margesh is at this location he is hiding in this room. If he is not present then there is a **bandit** hiding here. If the party kills the ogres the bandit is grateful. If left alive, he will tell the party where to find Margesh. If it's Margesh they save, he will promise them a cache of magic items and silver. He will give them the map from the hunting lodge.

Ogre

HP: 18 each, HD: 4+1, AC: 5[14], Atk: club (1d10+1), Move: 9, Save: 13, AL: C, CL/XP: 4/120, Special: None.



ENEMY STATS

Bandits

HP: 6 each, HD: 1+1, AC: 6[13], Atk: spear or short sword (1d6), Move: 12, Save: 17, AL: C, CL/XP: 1/15, Special: None.

Drunk bandits are -1 to hit.

Wounded bandits have 3hp.

Brigands

HP: 3 each, HD: 1+1, AC: 6[13], Atk: fist (1d2), Move: 12, Save: 17, AL: C, CL/XP: 1/15, Special: None.

Brigands are wounded from the fight and have no weapons.

War Hounds

HP: 9 each, HD: 2, AC: 5[14], Atk: bite (1d4), Move: 15, Save: 16, AL: C, CL/XP: 2/30, Special: On a critical hit knocks opponent prone.

Wounded war hounds have 5hp.

Margesh Blackblood (Ftr6)

S: 16 (+1,+1), D: 13 (+1), C: 14 (+1), I: 9, W: 8, Ch: 17

HP: 32, AC: 1[18], Atk: long sword (1d8+3), Move: 9, Save: 9, AL: C, CL/XP: , Special: Sword of Aquin.

Possessions: Sword of Aquin, it provides a +2 to hit and damage and it makes the wielder immune to mind magics. The wielder must accept the cause to undermine the power of nobility. If accepted, the wielder is effected by a *Quest* spell (5th level cleric). If the cause is not accepted, the sword will act as a normal long sword. +1 Chain Mail, +1 Shield, 4 Potions (3 healing and 1 heroism).

Margesh is very likable and dedicated to his men. He enjoys life to the extreme. When he rides into a village there is possibility he will offer them coin as much as he may offer them his blade. He is always recruiting people to his cause, believing people should rule their own lives and not kneel before titles. He is passionate about this and it is infectious to those tired of being treated like cattle.