



Lost Banner

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Three days ago two knights with their squires and a dog went hunting but they were defeated by a group of bandits when they came near their hideout an old shabby villa. Sir Clegan was the only one who survived but his banner got lost during the fight. He bids you to retrieve it.

What he doesn't know is that after the fight the bandits fled in fear of reinforcement. This pleased a gargoyle who lives on top of the roof because he was always unhappy about those noisy bandits. So he climbed down and took the banner in gratitude to the knights' courage.

The Villa is just half a day's march away. There is a 1 in 6 chance that the party will encounter 2d6 bandits.

1 - As you approach the villa you can see the knight's banner on top of the roof flutter in the wind. The Villa is a two-storey building with a steep roof and a chimney. A little stair leads to the veranda with a rocking chair. The door is locked and all windows are barricaded.

2 - When someone sits in the rocking chair he has to make a save versus illusions or he imagines his friends to be bandits for 1d6 turns.

3 - The chest is locked. When opened roll 1d6 to see what you have found.

- 1 - A silver dagger
- 2 - A healing potion
- 3 - A knight's tent in red and white colours
- 4 - A scroll with protection from evil
- 5 - A malachite worth 75 gold pices
- 6 - A venus flytrap in a pot and take 1 point of damage

4 - Anyone who makes loud noises (like breaking the door) will wake the dog in room 6 and can hear a growl coming from the north wall. If more noise is made the beast breaks through and will fight till death.

5 - The kitchen nothing interesting here only a locked door to the storeroom, cupboards and drawers. But if someone attempts to open something it will creak and the monster from room 6 will break through the door and attack.

6 - When the bandits battled the knights they wounded Sir Clegan's hunting dog. Still dangerous the bandits could manage to lock him in the store room. Finally the dog died on his wounds but even after death it is determined to defend its master. A search reveals 1d6 bottles of best wine each worth 100 gold pices.

7 - Some steps of the stair case are rotten. A character with more than 200 pound (90 kg) gets stuck and may have to fight the dog from room 6 with his feet. A search for traps can reveal the rotten stairs.

8 - The center of the second floor is a large carpet. Anyone who steps on it will fall to the first floor and take damage. The windows of the second floor are open and you have access to the veranda's roof and can easily manage to climb higher up.

9 - The wardrobe is a total mess and a search will take up to 2d6 turns. However if a magic-user touches the clothes they will come to life and all the socks, trousers and dresses, except one yellow dress, dance their way to the right side of the bed (like shown on the map) and arrange them there in order. In the pocket of the yellow dress you can find a brooch of protection +1 in shape of a butterfly.

10 - On the roof's center stand's the gargoyle holding a spear with the knight's banner. When touched he comes to life. The imp won't give the banner away easily but if the party can convince him that they are hirelings of the brave knight he'll grant them to live in the villa. When it comes to a fight the imp will use the spear to defend himself but since he is made of stone he must end his movement on the gables (grey squares) or else break through to the first floor and take damage equal to 20 feet (6m).

