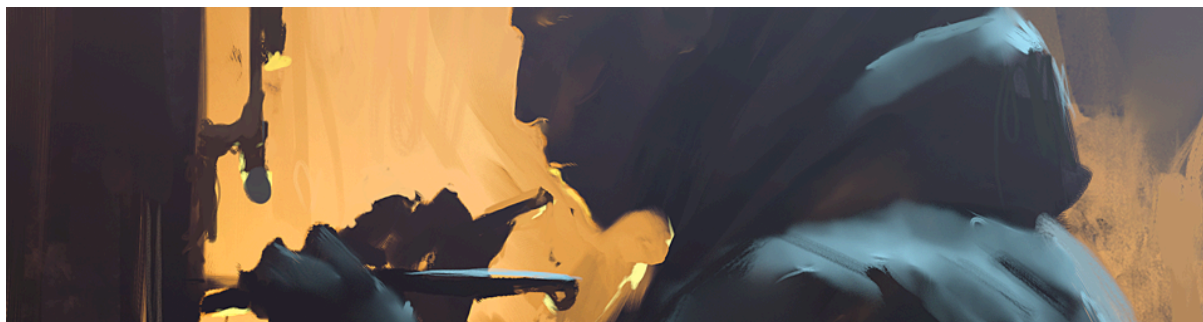


Return To Sender



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Rumour Summary

Read to players: Kids these days! Some young Avalonion, trying to impress no doubt, has gone and stolen a priceless artefact from a client. It must be returned in the next 24 hours before they return from a business trip and notice it missing. It must be done without causing a scene and, it goes without saying, no bloodshed!

For GM: A young Avalonion has tried to impress the Guild and unknowingly stole an artefact from a Guild client. You can create your own name for this client. We'll refer to them as The Mark to keep things generic. The party must return the artefact before it is noticed missing and do so without causing a commotion. Most vitally they must complete the job without killing anyone.

This Rumour is *in media res* (see [Tempo Templates](#)) so start at night with the party staking out the Mark's abode. Allow them some time to get the back story and plan their initial approach. But remind them that time is of the essence.

At the start of the session, please mention that this is a non-lethal encounter. Spell damage cannot be declared non-lethal but will have an environmental or mechanical effect.

If you want to lean into RP for this session, ensure the group knows that communicating loudly while on the job will be difficult. You could limit table meta speech while in the property.

The Mark

The party has been approached by a Thieves Guild Runner at either The Fuzzy Drumstick or Star & Cape. They have been offered this job with 50gp per party member on offer and a bonus of 5 Cobalt Ore per head if the artefact is returned on time and without violence.

The artefact was stolen from a chest on its way to the owner's new property. The Thieves Guild had been hired by The Mark to discreetly move some of their possessions into a new residence. Our "young Robin Hood" intercepted the chest while it was being transported and removed the artefact. If The Mark notices it gone upon returning from their trip, accusations of foul play will be flying everywhere and mostly directed at the Guild. The chest currently sits in the Master Bedroom (Room 6, see map) of the property.

The Artefact

The artefact can be whatever you want or you can roll on the table below (or make something up with the players at the start of the session!). However, the following must apply:

- Its value is purely sentimental/personal
- It is approx 14 inches in length and 10 inches tall
- It weighs about 80 pounds
- It makes random noises

Artefact Table (roll a d4 or come up with your own)

1	An elaborate music box that intermittently makes noise even while closed
2	A beautifully carved candlestick holder that sounds like groan tube when moved
3	A mounted sea bass that sings every time it sees someone pass by
4	Statue of a lion that randomly roars and offers motivational quotes

The Property

A small unit of the City Guard (**4 bandit**) have been offered mercenary rates by The Mark to keep an eye on the property as a little side gig while they are away. They will not get violent with anyone as they do not have the authority to kill or arrest. They will however usher away anyone they think is up to no good. They do a lap of the property every 15 mins. Use at-table session time to track this. A player with a successful **DC10 Perception** check upon arriving at the residence will notice the patrol who are operating like plainclothes cops. On an **18 or higher** for the Perception check a PC will overhear one of the Guards mentioning having a **spare key**.

All the windows and doors are locked. A creature can pick these locks with a successful **DC16 Dexterity check**. The front door has a **DC20**. The windows into the Master Bedroom (6) only unlock when the interior doors are opened. There is a **backdoor key** hanging in the Kitchen (7). See [notes on lockpicking](#) if you need any clarity on lock checks.

The building is a single story, with stone construction and has a small attic crawl space on the roof with 8 ft of clearance. The ground floor walls are 14 ft high.

The Mark has returned home early from her trip and the party will find her in a deep sleep in the Master Bedroom (6).



1. **Front door.** More sturdy (DC20) than the backdoor. One member of the security patrol guards carries a spare key for the front door.

2. **Rug of Smothering.** It will attack anyone in the area after 30 seconds unless it hears the password 'Honey, I'm Home' said aloud. This password can be seen on a note pinned to the wall in the kitchen (7). The two **Mastiffs** in the Game Room (4) will wake up and start to scratch on the door to the room if too much noise is made.

3. **Study.** The floorboards in this room are incredibly creaky.

4. **Game Room.** A large table in the room is scattered with various paraphernalia used for playing cards and games. The fire is constantly lit by magical means. Two Mastiffs are sleeping by the fire. A successful **DC12 Perception** of the table reveals a hidden panel used for cheating. The revealed space contains a *master key* which will open any lock in the house.

5. **Main Hall.** The eyes of a mounted deer head on the wall follow

the party wherever they go. It occasionally bleats if things get noisy in here.

6. **Master Bedroom.** Travelling clothes, dirty boots and a travel trunk are splayed across the room. The Mark clearly got in and went straight to sleep. They are currently snoring loudly in bed. The chest the artefact must be returned to sits closed on one side of the room. The chest is engraved with a crying figure on one side and a laughing figure on the other. Unless disarmed, by tickling the laughing figure, the chest will fire a handful of needles upon opening and then will shut back closed. The needles do **2d8 piercing damage**. A successful **DC12 Perception** check will reveal the trap and it can be disarmed with a successful **DC17 Dexterity** check. A **DC20 Perception** check reveals the belly of the laughing figure to be worn out from use.
7. **Kitchen.** A note is pinned to the wall that says 'pw: Honey, I'm Home'. On a successful **DC12 Perception** check some food can be found in the kitchen. Roll on the [Resources table](#) to see what and then the PC can collect 3d6 + WIS modifier. **Only 2 PCs can gather food from the kitchen.**

8. **Pantry.** Three large kegs sit in this room. They can be tapped and a drink poured from them. They contain - *Faezyre's Extra Light*, *Tarnation* and *Blood Apricot Schnapps*. See [Rumours Drinks menu](#) for effects.
9. **W.C.** Let the toilet humour commence!

Dealing With The Mark

If the party wakes up The Mark they will find them to be in an incredibly sleepy daze, still incredibly tired from their trip. Any attempts at **Persuasion**, **Intimidation** or **Performance** should have a low DC. The party should have no issue convincing The Mark to return to bed, that they are cleaners or that this is all a dream. See what madness they can come up with and embrace it.

Conclusion

Returning the artefact and slipping out without causing a fuss will result in a successful job. The Rug of Smothering can be the only casualty (blame it on the dogs) but if any blood is spilt, it's an automatic fail. The Thieves Guild will dismiss the party and clean up the mess themselves. The party is paid for their time but does not receive the bonus.

Stat Blocks

MASTIFF <i>Medium Beast, Unaligned</i>		Languages --				
		Challenge 1/8 (25 XP)	Proficiency Bonus +2			
<hr/>						
Armor Class 12		Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.				
Hit Points 5 (1d8 + 1)						
Speed 40 ft.						
<hr/>		Actions				
STR	DEX	CON	INT	WIS	CHA	
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)	
<hr/>		Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone .				
Skills Perception +3						
Senses Passive Perception 13						

RUG OF SMOTHERING

Large Construct, Unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

Languages --

Challenge 2 (450 XP)

Proficiency Bonus +2

Antimagic Susceptibility. The rug is incapacitated while in the area of an [antimagic field](#). If targeted by [dispel magic](#), the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

Actions

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is [grappled](#) (escape DC 13). Until this grapple ends, the target is [restrained](#), [blinded](#), and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Map

Labelled version above, can also be used as a guideline if using other maps at venue.

[Link to TV map](#)

Loot for completing (per player)

- 50 GP
- 2XP
- Bonus: 5 Cobalt Ore for no bloodshed and returning the artefact on time

Location in the world

- Avalon

World change upon completion

- None

Notes on Lockpicking

- You have Thieves' Tools and are proficient with them. You can attempt to pick the lock and get to add your proficiency bonus to the (Dex) check.
- You have Thieves' Tools but you aren't proficient with them. You can still attempt to pick the lock but you don't get to add your proficiency bonus
- You don't have any Thieves' Tools so you improvise some (with your DM's approval) but you aren't proficient with Thieves' Tools. You can still attempt to pick the lock but with disadvantage.
- You have improvised tools and you have proficiency with Thieves' Tools. You have disadvantage on picking the lock, but you do get to add your proficiency bonus.