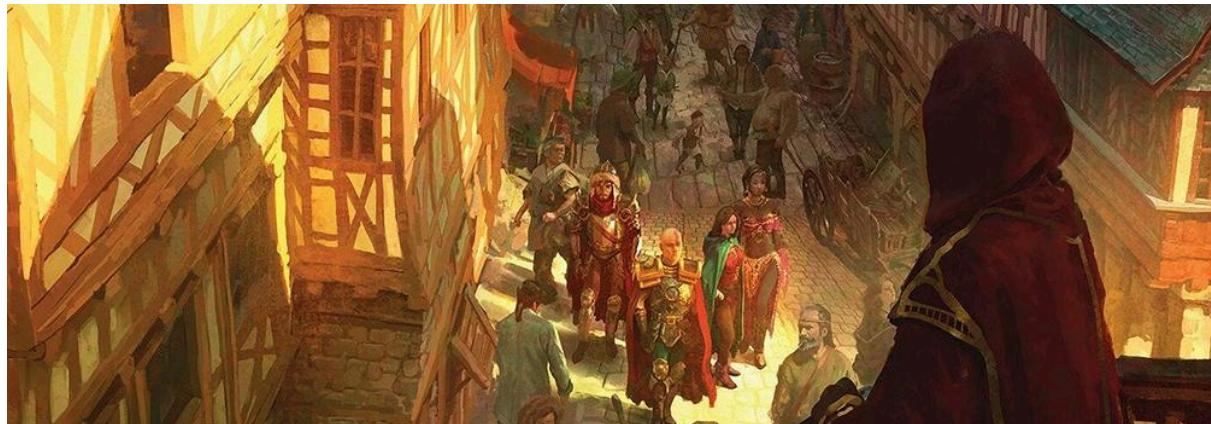


To Catch A Mockingbird



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Rumour Summary

Read to players: A pickpocket with the moniker, The Magpie, is operating in Avalon without a licence from the Thieves Guild. Discover their identity, weed them out, and the Thieves Guild will take things from there. They are to be brought in alive!

For GM: The Magpie is a gnome from Roseburg, named Tink Smogweed, where his former reputation and debts eventually caught up with him. He is now regularly hitting up several spots in Avalon - The Fuzzy Drumstick, the High Temple of Selune and Market Square.

A Thieves Guild runner will offer the job to the party at Star & Cape dive bar down by the docks. The runner may offer up some information on The Magpie or the party can ask around town.

They must discover his movements, gather some clues to his identity and then entrap him at one of the locations. **This Rumour has a strong emphasis on social interactions, investigation and face skills like performance and persuasion.** The party will have to think of a clever way to entrap The Magpie and then play it out.

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

Clues

Scatter these clues throughout various interactions or overheard in Avalon. Any party member with criminal contacts may quickly acquire one piece of information. Reveal some or all of this information in any order as the session progresses. The party can find information by asking City Guards, patrons at the Fuzzy Drumstick, clerics at the High Temple etc.

1. The Magpie is less than 4ft high
2. They always steal shiny or bright objects
3. If they steal coins it is only ever gold
4. They like to strike at busy areas when lots of people are around
5. Some victims noted seeing a hooded beggar before the theft
6. There seems to be a pattern of only stealing from those who can apparently afford it
7. Some have heard talk of a similar pickpocket in Roseburg
8. They had a streak of grey hair
9. They are quite nimble. Some victims have reported seeing a figure move across the rooftops shortly after a theft
10. There seems to be a high frequency of old ladies around to witness some of the crimes

The above are all facts but you can also throw in the following rumours/tall tales which are not fact:

1. The Magpie misty steps away from crime scenes like a shadow monster
2. Their face is so heavily scared that victims look away, which is when the Magpie strikes
3. They have a magpie familiar which is the real mastermind behind the whole operation

The Fuzzy Drumstick

Too many people are getting their possessions or their coins stolen. It's bad for business! Rulf Serpentwind, who runs the tavern, will support the party with whatever (within some level of reason) trap they wish to set at the tavern. He can also offer up some information on what he has heard about The Magpie.

If The Magpie strikes here, he will be disguised as an elderly female gnome enjoying a quiet drink by herself. Their movements around the bar will appear sluggish and patrons may offer to help her move around. That is when The Magpie strikes.

High Temple of Selune

The clerics attending the High Temple are not too keen on an investigation or entrapment being set up in an area of worship. They will need a lot more convincing than Rulf if something is to go down at the High Temple. However, they will offer some information on how The Magpie operates. The High Temple is at its busiest first thing in the morning and just after the sun sets.

If The Magpie strikes here, he will be disguised as a blind beggar ([yup!](#)) asking worshipers and passers-by for some coin. They will bump into targets and rob them in the commotion.

Market Square

The market area is always busy but hits peak towards the evening. Some stall owners (avoid getting bogged down with PC owned businesses) are very keen to offer help and information on The Magpie. In fact, some of them have had their day earnings taken from right under their noses.

If The Magpie strikes here, they will almost be operating in plain sight. They will move calmly through the streets acting like a shopper. They will wear a cap to hide the white streak of hair and keep their head down.

Entrapment - Catching The Magpie

The party must present a satisfactory description of The Magpie, or what they are looking out for, to you. They can then execute their plan. **It must be executed at one of the three locations.** They must describe to you what they are planning so you have a clear understanding before the action unfolds.

Once the plan is “locked in” consider some of the following skill checks as it plays out:

Perception - set DC on how many clues they have or how well they describe The Magpie

Performance - are they pretending to be marks? Talking loudly so they attract attention?

Deception - are they using elaborate disguises? Maybe they’re trying to pass as clerics at the cathedral

Insight - are they looking for identifiers for The Magpie from body language, speech habits or changes in mannerisms?

Stealth - are they tailing The Magpie and trying to not be spotted?

Intimidation/Persuasion - do they need this guy to come quietly? How are they making him?

Conclusion

Depending on how the entrapment part of the session plays out or if you have some extra time at the table, you may want a chase to fold out. **This is entirely optional.** [Consider the location](#) the chase will begin and use [this guide](#) for running your chase.

The party must capture The Magpie aka Tink and turn him over to the Thieves Guild to claim their fee. A Thieves Guild runner will find them wherever the Rumour started or can turn up to take custody at the location of the apprehension.

Stat Blocks

TINK SMOGWEED

Small humanoid (Gnome), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 55 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Acrobatics +7, Deception +4, Sleight of Hand +7, Stealth +5

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Lucky. When the Tink rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Cunning Action. On each of its turns, Tink can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. Tink makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BONUS ACTIONS

Reactive. Tink can take one reaction on every turn in combat.

Map

[Above map for use on TV.](#)

Or use the layout as a guideline and use a combination of sewer maps and theatre of the mind

Loot for completing (per player)

- 50 GP
- 2XP

Location in the world

- Avalon - Fuzzy Drumstick, High Temple of Selune,

World change upon completion

- The Magpie is handed over to the Thieves Guild so he can get the 'proper paperwork' but he may be out and operating without a licence again in no time.