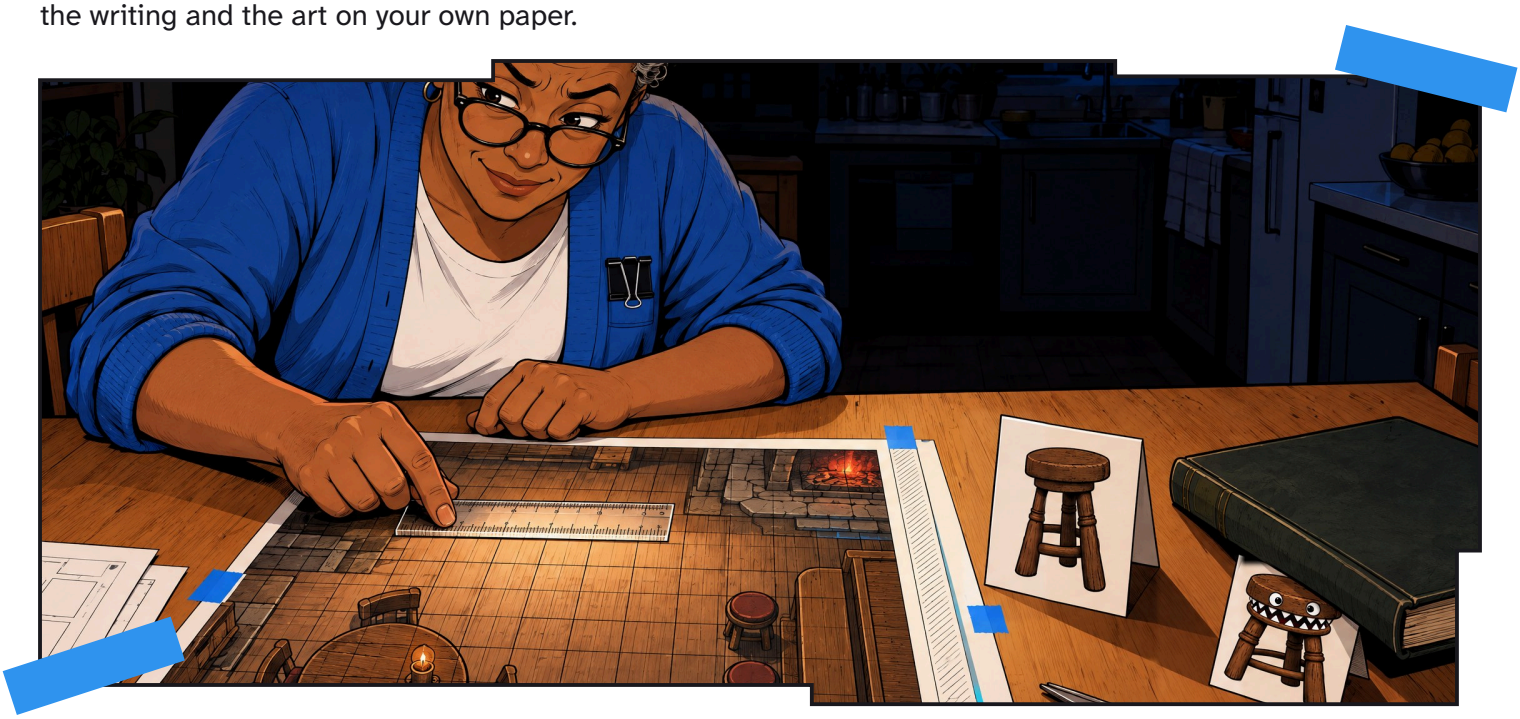
Print it. Put a ruler on it. Then decide.

Ten pages from the kit, exactly as they come in it. Print them at home and see the map, the minis, the writing and the art on your own paper.



Check the inch

1. Print page 7, the map tile, at **Actual size (100%)**. Not Fit, not Shrink to page.
2. Lay a ruler on the bar marked 1 inch at the foot of the tile, then across any square of the map. Each should measure one inch (25.4 mm).
3. Short by a hair? Your printer scaled the page. Set Actual size and print it again. Every tile in the kit prints the same way.



This bar is one inch too, if you'd rather test with this page.

Making the minis on page 8

Print at Actual size, on card stock if you have it. Cut round the outer lines and fold on the dashed ones. People: fold at the head, then clip the two name ends low in a small black binder clip (19 mm, 3/4 in), its wire handles taken off or folded flat. Furniture: fold each tent in half and stand it in the square its letter marks on the Scene 1 key map (page 5 here). Chest 3's pieces are on the kit's minis pages 1 and 2.

What's in here

2	The cover	book p. 1
3	The run sheet	book p. 3
4 to 6	Scene 1, the Brass Kettle	book pp. 5 to 7
7	The Brass Kettle map, tile 1 of 4	maps
8	The Kettle's furniture and its teeth	minis p. 3
9, 10	Garrick Hale, front and back	pre-gens
11	Credits and licence	book p. 20

The page numbers on the pages are the kit's own. Scene 1's stat block (page 18) is in the kit.

Short on ink?

The cover is mostly black. To check the inch, page 7 alone will do. Garrick's sheet is pages 9 and 10: print them on the two sides of one sheet, flipping on the long edge, or on two sheets.

The kit has the rest. The other fourteen pages of the GM book: Start here, the recap, the cellar and its twelve chests, Vane's workshop, the showroom sale, the ending and every stat block. All four maps as tiles for Letter or A4, 18 × 24 inch print-shop sheets and PNGs for online play. Five more pages of minis and tokens, four more heroes, and three handouts in Vane's own hand. **The whole kit is at tablepact.com/products/mind-the-furniture.**

A one-shot kit for tonight

Mind the Furniture

Things keep going missing at the Brass Kettle. Last night it was the pot-boy.



For 3 to 5 characters of 3rd level. About 3½ hours.
Compatible with fifth edition. Letter and A4.

tablepact

Run sheet · the whole night on one page

Mind the Furniture, start to finish

Planned for four players at an ordinary pace: about 3½ hours with a break. Fights are scaled for **3 / 4 / 5** characters of 3rd level. Running long or short? Use the cuts and extras at the bottom.



Clock	Scene	What happens	Fight (3 / 4 / 5)	If they go sideways
0:00	**Start** 10 min	Read the recap (page 4). Hand out pre-gens. One sentence each: who they are and what they're doing.	None.	They want to shop or sleep: everything's shut, it's pouring, and Wenna has the tea on.
0:10	**1 · The Brass Kettle** 45 min · from p. 5	Wenna had five stools, lost two, and counts four. A bitten tankard; the kitchen trapdoor, its nails pushed up from below. Sit on the end stool: stuck, and bitten before initiative. It coughs up Vane's trade card.	Mimic Whelps: 1 (the stool) / 2 (+ coal scuttle) / 3 (+ bread bin). The rest sleep, then bolt.	Nobody sits down: the stool comes one square closer each time they look at their sheets. They head straight down: fine, the stool follows them.
0:55	**2 · The Cellar** 50 min · from p. 8	Twelve chests, one blue. Whelps hide among them. Feed the blue one and it burps up the kettle and follows its feeder. The delivery docket: sale tonight. A door behind the wine rack.	Mimic Whelps: 1 / 2 / 3. The blue Mimic only if attacked, touched without food, or two feedings fail in a row.	They kill the blue one: the kettle comes up anyway, and Scene 4 is harder. They can't find the door: chest 7's letter, or a cart rumbles behind the wine.
1:45	**Break, 10 minutes.** Snacks. Leave the blue chest on the table where everyone can see it.			
1:55	**3 · Vane's Workshop** 45 min · from p. 11	Tam, tied to a stool, polishing a chest. Vane's apprentices (Nell, and Dob with 4 or 5 players) argue over whose turn it is to feed the stock. A pen of sleeping whelps. The dinner bell on its post: ring it and everything with teeth goes for the bell.	Toughs: 1 / 2 / 2, plus a Mimic Whelp with 5	They talk the apprentices round (unpaid since spring): they hand over the key and go home. Ends with Tam: "He's upstairs selling the blue one's big sister."
2:40	**4 · The Showroom** 50 min · from p. 14	Sale night. Ten display chests, three rich buyers, Vane in his best coat with a brass hand bell. The grand wardrobe behind him is a Mimic.	Vane + the wardrobe (Mimic) / + 1 Mimic Whelp / + 2 Mimic Whelps	They expose him (DC 13 Charisma): the buyers want their deposits back and side with the party; Vane rings anyway. Or they throw him the dinner bell (p. 16).
3:30	**Ending** 10 min · p. 17	Back at the Kettle: the ending for Vane stopped, or for Vane still free. Vane's ledger, if taken, has one more order.	None.	Someone wants to keep the blue one. Wenna says it can stay if it stops eating the stools.

Running long? Cut

Scene 1: one whelp only. Scene 2: one whelp, and the rack is already open. Scene 3: Tam has untied himself. Scene 4: no extra whelps.

Running short? Add

Scene 2: an apprentice comes for the blue one with a hand cart. Scene 3: the pen breaks open (page 13). Scene 4: an auction for the wardrobe before the bell.

All night, keep a straight face

Whenever the players look down at their sheets, move one piece that really bites (a whelp still in disguise) a square closer to the party. Say nothing. If anyone asks, it has always been there.



Scene 1 · about 45 minutes

The Brass Kettle

Map
The Brass Kettle, 14 × 18

Minis
Wenna, the heroes, the stool, scuttle and bread bin and their teeth

Handout
Vane's trade card

Monsters
Mimic Whelps 1 / 2 / 3 (page 18)

What's going on

Three of Vane's whelps got loose up the cellar stair on Monday night and have lived in the common room as furniture ever since: a stool at the bar, the coal scuttle by the hearth and the bread bin in the kitchen. How many wake and fight depends on your table (page 7); the rest sleep through it, then bolt for the cellar.

Wenna had five stools. Two went on Tuesday, which leaves three, and there are four at the bar.

The players want Tam. **They find** a bitten tankard, a stool that bites back, Vane's trade card and the trapdoor to the cellar, its nails pushed up from below.

Set up the table

Lay the map. Stand Wenna behind the bar and the heroes round the table by the fire. Stand the stool tent at the end of the bar, the scuttle on the hearth and the bread bin on the kitchen table, whatever your table size (spots on page 6). Teeth for the ones that fight go face down under your book.

Read aloud after the recap

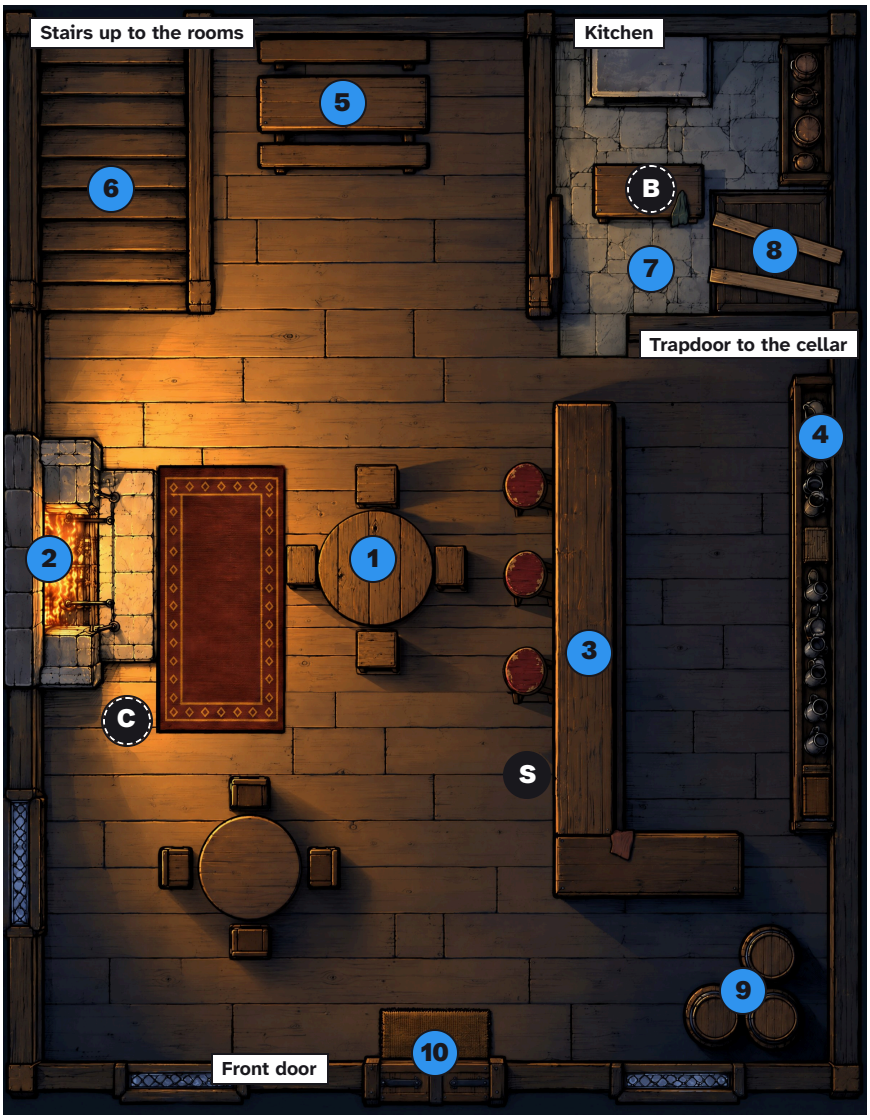
The common room is empty tonight but for you. The drovers left on Tuesday, when the stools started going. The fire pops and settles. Wenna wipes the same tankard for the third time.

"I had five stools," she says, not looking up. "Two went Tuesday. That leaves three."

There are four stools at the bar.

Behind you, wood creaks, the way a stool creaks when somebody shifts their weight on it. Nobody is sitting on it.

Four stools at the bar



1 what's here S the stool C scuttle, fights with 4+ B bread bin, fights with 5. At 4th level count one more player (page 2). One square is 5 feet.

1. **The fireside.** Where the heroes start, by Wenna's untouched tea. Nothing here bites.
2. **The hearth.** Warm stones. The coal scuttle at the end of them is a whelp, asleep in the heat. It fights with four or more players; with three it sleeps through.
3. **The bar.** Three painted stools and one plain one at the end. Nobody painted that one.
4. **The tankard shelf.** One tankard has a neat bite out of its rim, curved like the edge of a small lid.
5. **The long table.** Sawdust under the benches, and a trail of splinters to the kitchen.
6. **The stairs.** Up to the rooms. Tam's bed is unslept, his tin whistle on the pillow.
7. **The kitchen.** Oven, pantry, and the work table where the ham stood. The bread bin on it is a whelp; it fights only with five players.
8. **The trapdoor.** Nailed shut forty years ago by Wenna's grandfather. The nails are bent and standing proud, pushed up from below, and one board has sprung: there's a gap under it a flat hand wide.
9. **The ale barrels.** Teeth marks low on one barrel. Whatever tried it didn't like ale.
10. **The front door.** Over it, the iron hook where the brass kettle hung. Rain outside, and nowhere else open.

Spotting a whelp

A character who studies a piece of furniture can make a DC 15 Wisdom (Perception) check: on a success they see it breathing. Anyone who touches a whelp that fights at your table sticks to it (Grappled, escape DC 12) and is bitten at once: one Bite, before anyone rolls. Then lift its tent off, stand its teeth in the same square and roll initiative. Spotted before anyone touches it, it gets no free Bite.



Playing Wenna

Arms folded, pencil in her hair, voice flat as a tray. She never says she's worried; she polishes things. She counts everything: stools, spoons, heroes going down the cellar stair and coming back up.

What they can keep

Nothing yet, and Wenna is counting. The bitten tankard is evidence; she'll let them take it. Tam's tin whistle goes back to Tam.

What Wenna knows

Tam went to the kitchen about a noise just after closing. The kettle went Monday night: she heard it clang once. Her grandfather nailed the trapdoor and said what's down there is nobody's business. She's never heard of Ossery Vane, but she's seen a green cart with nice paint on the Fennick road after dark.

When the furniture bites

Whoever sits on the end stool, or puts a drink on it, is stuck to it (Grappled, escape DC 12) and bitten at once: one Bite, before anyone rolls. Then swap in its teeth and roll initiative. If nobody has touched it after about fifteen minutes of play, it sidles up behind whoever is standing still and makes that first Bite on an ankle instead.

The fight

3 players: the stool. **4:** the stool, and in round 2 the noise wakes the coal scuttle on the hearth. **5:** both, and in round 2 the bread bin comes out of the kitchen at a hop.

The ones that sleep. At a smaller table the scuttle, or the bread bin, sleeps through the fight. When the fight ends it wakes, hops for the kitchen and squeezes down through the trapdoor without a fight; it's asleep in Vane's pen by Scene 3. Anyone who touches one first only wakes it: it lets go and bolts the same way on its turn.

They're Mimic Whelps (page 18). They go for feet. A whelp down to 5 Hit Points or fewer bolts for the kitchen, flattens itself like a dropped book and squeezes down through the sprung board in the trapdoor. That's one way to find the way on.

Wenna stays behind the bar and throws tankards on her turn, last in the round: +4 to hit, 2 (1d4) Bludgeoning damage. "Not my good stools."

New players, or a tired table: give the whelps 12 HP.

After the fight

> **Read aloud when the stool goes still**
>
> The stool shudders, hacks like a cat with a hairball and spits a small square of card onto the floor, damp and chewed at one corner.

Hand over **Vane's trade card**. The address has been bitten off. On the back, in his hand: "Kettle cellar, 3 loose, fetch Thurs." Tonight is Thursday.

If they go sideways

"We check every bit of furniture first." Good. A spotted whelp bolts for the kitchen, and the chase is the fight.

"Nobody sits down." Then the stool comes to them. Every time the players look down at their sheets, move it one square closer. Say nothing.

"We go straight for the cellar." The stool follows and bites on the stairs. The trade card turns up in its stomach.

"We burn the furniture." Wenna stands in front of the hearth with the poker. Nobody burns anything in her inn.

"We kill it before it moves." Fine. It still coughs up the card as it dies.

The way on

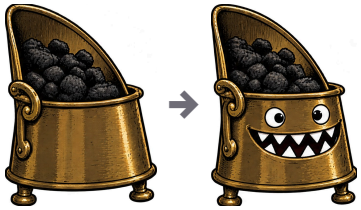
The trapdoor in the kitchen floor. Getting the bent nails out takes a minute with anything flat, or one DC 10 Strength check to wrench it up. Under it, stone steps go down into the dark, and the smell of wet stone and old wine comes up them.

Before they go down

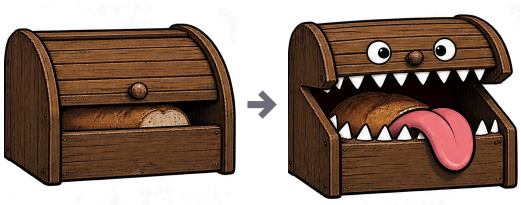
Wenna hands them the other ham from the pantry, "in case whatever it is is hungry", and a lantern. If she's down, both are on the pantry shelf. Remember the ham. The blue one will.



S · the stool. Always.



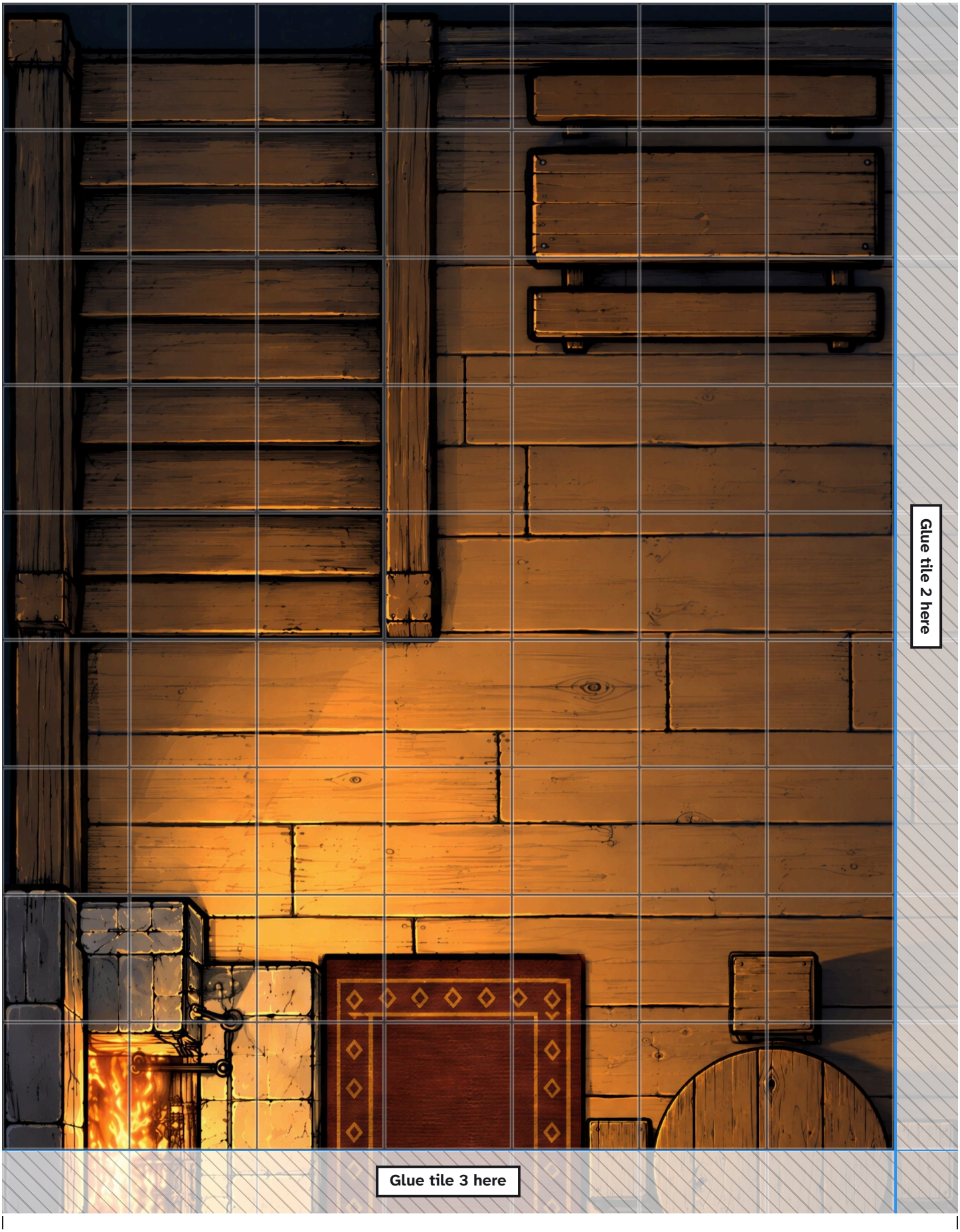
C · the coal scuttle. Fights with 4 or 5.



B · the bread bin. Fights with 5.

The Brass Kettle

Tile 1 of 4, top left



1	2
3	4

Print at Actual size (100%). Cut on the corner marks. Lay each tile's edge on the blue line of its strip, glue, and tape the back. Four tiles make the whole taproom, 14 by 18 squares.

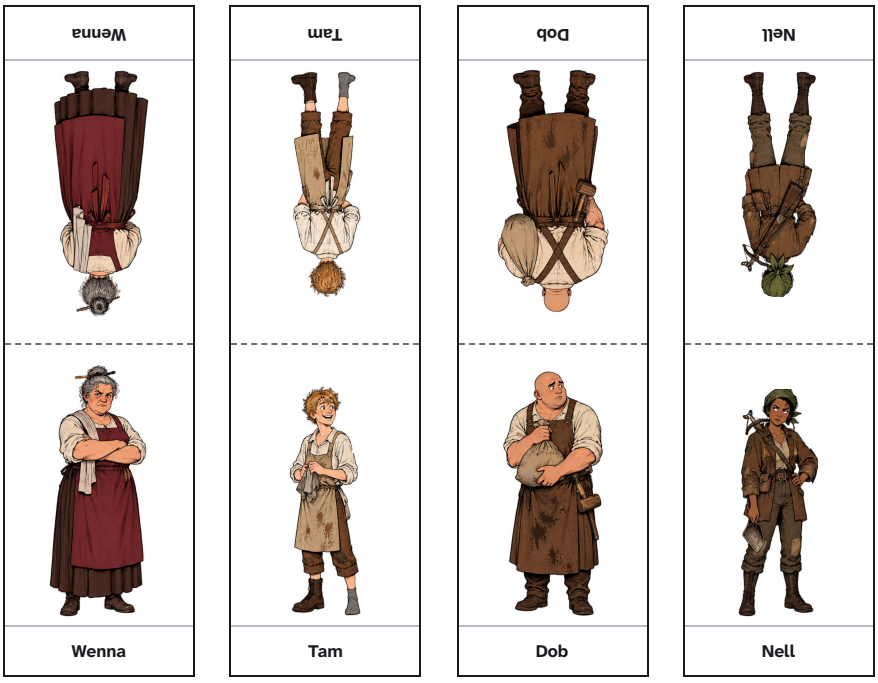
1 inch

The Kettle and the workshop

Scenes 1 and 3

Cut and fold these like the heroes and the chests. People stand in a binder clip. Furniture folds into a tent and stands on its letter on the key map (Scene 1, book page 6). Every piece is one square.

People



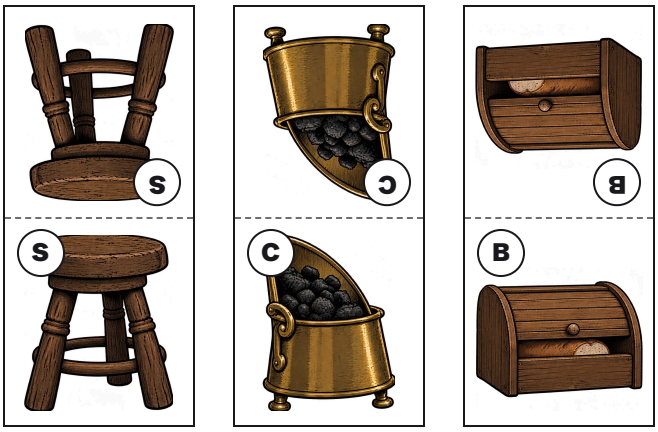
Wenna stays behind her bar in Scene 1 and throws tankards at anything with teeth.

Tam is the one they came for. In Scene 3 he sits at the workbench on spot T, one boot on, and from then on he follows the party everywhere.

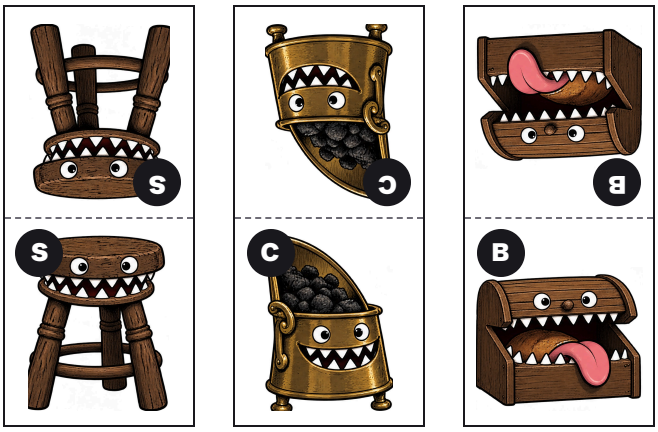
Dob and Nell argue by the pen gate, on D and N. With three players Dob has gone down to the quay for eels: leave him in the box.

The young ones in the pen stay asleep in the hay and never go on the table, unless somebody rings the dinner bell.

The Kettle's furniture S, C and B on the Scene 1 key map



On the table from the start: the end stool by the bar, the coal scuttle on the hearth and the bread bin on the kitchen table, at every table size. Only the ones that fight need teeth: the stool always, the scuttle with four or five players, the bread bin with five (at 4th level, count one more player).



Teeth: face down under your book. When a piece bites, lift its tent off and stand its teeth in the same square.

Scene 3, with five players

One young whelp in the pen is awake and lying in wait. It borrows chest 3's pieces from the cellar: stand chest 3's plain tent (page 1) on the W spot by the pen gate, and when it bites, swap in chest 3's teeth (page 2). At 4th level, four players count as five.



Pre-generated hero · Mind the Furniture

Garrick Hale

Fighter 3 (Champion) · Human · Soldier

17	28	30	+3	+2	13
AC chain mail	HIT POINTS max	SPEED feet	INITIATIVE with Advantage	PROFICIENCY bonus	PASSIVE Perception

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	−1	+1	+0
17	13	15	8	12	10
save +5	save +1	save +4	save −1	save +1	save +0

Skills Athletics +5 (with Advantage) · Perception +3 · Insight +3 · Animal Handling +3 · Intimidation +2 · Stealth +1, always with Disadvantage in chain mail. **Tools** dice (you're trained: add +2). Any other check is just the ability's modifier.

Attack	To hit	Damage	Its trick (weapon mastery)
Greatsword	**+5**	**2d6 + 3 slashing**	Two hands. **Graze:** if you miss a creature, it still takes 3 slashing damage.
Flail	**+5**	**1d8 + 3 bludgeoning**	One hand. **Sap:** a creature you hit has Disadvantage on its next attack roll before the start of your next turn.
Javelin (8)	**+5**	**1d6 + 3 piercing**	Stab, or throw 30 ft (120 ft with Disadvantage). **Slow:** a creature you hit and damage loses 10 ft of Speed until the start of your next turn. Two hits still only take 10 ft.

Critical hit on a 19 or 20: roll the damage dice twice. **Savage Attacker:** once a turn, when you hit with a weapon, roll its damage dice twice and use either roll.

On your turn

Move Up to 30 feet, before or after you act, or split around it.

Action Usually: one attack with the greatsword. Or throw a javelin, Dash, Dodge, Help a friend, or shove someone 5 feet.

Bonus **Second Wind** when you're hurt: regain 1d10 + 3 Hit Points. ☐☐

Once **Action Surge:** take one more action this turn. ☐

Not your turn **Opportunity Attack:** when a creature you can see moves out of your reach on its own move (not if it took the Disengage action, teleported or was pushed), one melee attack at it. It uses your Reaction, which comes back at the start of your turn.

You and the Kettle

Wenna's brass kettle was the first thing you ever stole, aged nine. You brought it back the next day. She gave you supper and has never let you forget it. Now the kettle's gone, and this time it wasn't you.

How you play him. Loud, kind and no good at sneaking. Calls everyone "friend", including people he's about to hit. Stands in front of trouble so the others don't have to.

Tonight's job: bring Tam home, then hang that kettle back over the door with your own hands. After that you'd like your supper. It went cold when Wenna sat down.

Languages: Common, Dwarvish, Halfling.

HIT POINTS NOW · NOTES

Everything else is on the back



Garrick Hale · side 2 of 2

Your abilities, in short

The front has what you use every turn. This side sums up each ability for play; the full rules are in your fifth edition rulebook or the free SRD 5.2.1 (dndbeyond.com/srd).

Short rest: an hour of quiet. Spend Hit Dice: each heals 1d10 + 2. Get back one Second Wind and your Action Surge.

Long rest: 8 hours. Back to full Hit Points, all Hit Dice, both Second Winds, Action Surge and Heroic Inspiration.

Fighter

Second Wind. Bonus Action, 2 uses. Draw on your stamina: regain 1d10 + 3 Hit Points. You get one use back when you finish a short rest, and both back after a long rest.

Tactical Mind. When you fail an ability check, you can spend a use of Second Wind to add 1d10 to the check instead of healing, which may turn it into a success. If the check still fails, the use isn't spent.

Action Surge. Once, back after a short or long rest. On your turn, take one extra action. It can't be used to cast a spell or use a magic item (the Magic action).

Fighting Style: Defense. +1 to your Armor Class while you wear armor. It's already in your 17.

Weapon Mastery. You use the tricks of three weapons: Graze (greatsword), Sap (flail) and Slow (javelin), as on the front. After a long rest you can swap one of them for another weapon's trick.

Champion

Improved Critical. Your attacks with weapons and Unarmed Strikes score a critical hit on a roll of 19 or 20. On a critical hit with a weapon, roll its damage dice twice, add them together, then add 3. An Unarmed Strike has no dice to roll, so a critical one still does 4.

Remarkable Athlete. You have Advantage on Initiative rolls and on Strength (Athletics) checks. Right after you score a critical hit, you can move up to half your Speed without provoking Opportunity Attacks.

Human and soldier

Alert. You add your proficiency bonus (+2) to Initiative; it's in your +3. Right after you roll Initiative, you can swap your Initiative with one willing friend in the same fight, unless either of you is Incapacitated.

Savage Attacker. Once per turn (yours or anyone's, so an Opportunity Attack counts), when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll.

Heroic Inspiration. ☐ You start with it and get it back after each long rest. Right after you roll any die, you can spend it to reroll that die, and you must use the new roll.

Skillful. One extra skill: Animal Handling. Already on the front.

Soldier's training. You're trained with dice, the soldier's game: add +2 to any check you make with them.

Armour and gear

Chain mail. Heavy armour: Armor Class 16, plus 1 for Defense. You have Disadvantage on Dexterity (Stealth) checks while you wear it.

Hit Dice. 3d10 for short rests. ☐☐☐ All of them come back after a long rest.

When things go wrong

Grappled. Your Speed is 0, and you have Disadvantage on attacks against anyone except whatever is holding you. To get free, use your action for a Strength (Athletics) or Dexterity (Acrobatics) check against its escape DC.

Restrained. Your Speed is 0. Attacks against you have Advantage, your attacks have Disadvantage, and so do your Dexterity saves.

Prone. You can only crawl, or spend half your Speed to stand up; while your Speed is 0 (Grappled, say) you can't stand at all. Your attacks have Disadvantage. Attacks against you have Advantage from within 5 feet and Disadvantage from further away.

At 0 Hit Points. You fall unconscious and prone, and drop what you're holding. At the start of each of your turns, roll a d20 (a death save): 10 or more is a success, 9 or less a failure. A 1 counts as two failures; a 20 gets you up with 1 Hit Point. Three successes and you're stable (still out, but no more rolls); three failures and you die. Each time you take damage while at 0, that's a failure, or two if it was a critical hit. Any healing wakes you, and healing or becoming stable wipes the tally. If a blow takes you to 0 and the damage left over equals your Hit Point maximum or more (28, or higher while a spell such as Aid raises it), or you take that much in one go while at 0, you die outright.

Gear. Chain mail, greatsword, flail, 8 javelins, dungeoneer's pack (backpack, caltrops, crowbar, 2 flasks of oil, 10 days of rations, rope, tinderbox, 10 torches, waterskin), 54 gp.

The small print

Credits and licence

Mind the Furniture is a one-shot kit by Tablepact. How you may use and print it is set out in Tablepact's terms at tablepact.com.

Compatible with fifth edition.

The Mimic and Tough stat blocks come from the System Reference Document 5.2.1, with their punctuation and layout changed. The Mimic Whelp and the Wardrobe are built from the SRD Mimic, and the pre-gens use the SRD's rules for their classes, species, backgrounds and feats, put in plain words. Everything else in the kit, including the adventure, Ossery Vane and his stat block, the Brass Kettle, the maps, the minis and the art, is Tablepact's own.

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Type

Set in Schibsted Grotesk and Atkinson Hyperlegible Next, both under the SIL Open Font License.



The ham was not returned.