

# THE SHUGGIN'S HEIST

A 5E-COMPATIBLE MINI-ADVENTURE FOR 4–5 PCs OF 6TH LEVEL

Those who hold magical artifacts wield power itself in their hands, able to reshape the world as they see fit and impose their rule over the land.



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## INTRODUCTION

This adventure can take place in any town that can support a relatively large number of magic users. It requires a developed civilization nearby to justify the proliferation of enchanted items, and to ensure that they don't unduly upset the balance of game-play after the adventure.

## BACKGROUND

Gribbles, Big Sam, and Escraz used to be adventurers before turning to crime, taking their honed talents to the underbelly of civilization. Thanks to their experience delving dungeons they were able to steal a potent artifact from one of the most powerful magic users in town—the only thing they didn't plan for was not being able to fully control it. With the heist quickly going out of hand, they kidnapped their wizard target and have holed up in the mage's manor. If they keep at this, there's no telling the kind of damage they might inadvertently do!

## OVERVIEW

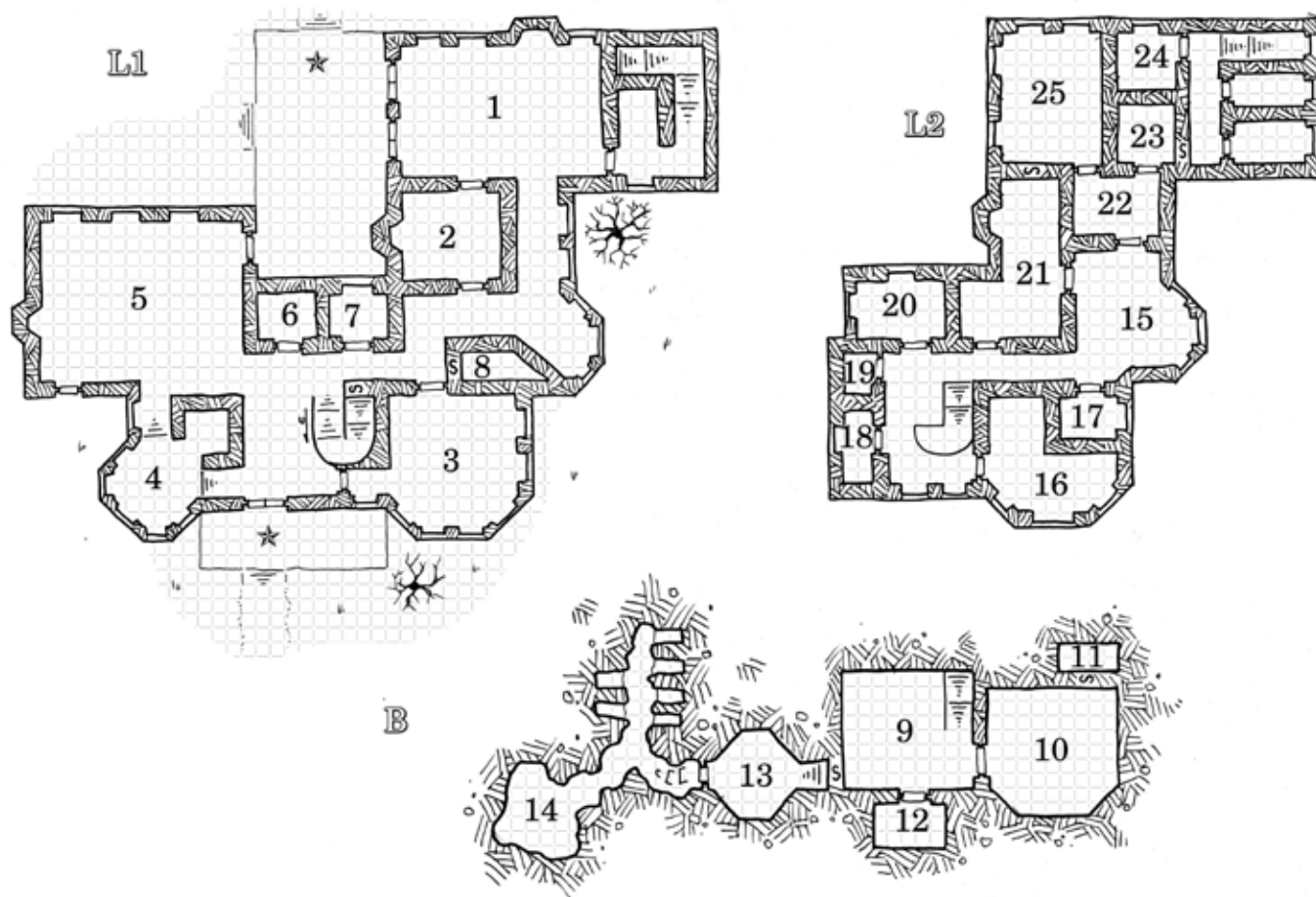
Being relatively expendable and able to last longer than the rank and file members of the watch that have thus far been sent to deal with this conflict, the PCs are called upon to brave the house that the thieves are holed up in. The party need to find the criminals and stop them from their current course of action, either by talking them down or killing them in the process.

## CHARACTER HOOKS

Any of the traditional character motivations—the pursuit of wealth or the protection of others—can easily be hooked into this plot. By contrast more selfish adventurers may realize that if they kill the thieves they can seize many magic items for themselves.

## THE MAGE'S MANOR

The Mage's Manor is in an affluent neighborhood and has a small lot of land around it. The area has been cleared of civilians by a city watch cordon and they're trying to minimize the collateral damage, although the inside of the house has already been warped by the magic, heavily altered by the entire encounter.



## STARTING AREA

At the beginning of this encounter, roll a d10 for each of the thieves and use the following table to determine which rooms they start in, occupied with looting until they encounter the adventurers.

| d10 | Gribbles | Big Sam  | Escraz   |
|-----|----------|----------|----------|
| 1   | Room #2  | Room #12 | Room #22 |
| 2   | Room #3  | Room #13 | Room #23 |
| 3   | Room #4  | Room #14 | Room #24 |
| 4   | Room #5  | Room #15 | Room #25 |
| 5   | Room #6  | Room #16 | Room #11 |
| 6   | Room #7  | Room #17 | Room #13 |
| 7   | Room #8  | Room #18 | Room #6  |
| 8   | Room #9  | Room #19 | Room #16 |
| 9   | Room #10 | Room #20 | Room #8  |
| 10  | Room #11 | Room #21 | Room #21 |

## MANOR ROOMS

- 1. Back Room & Salon.** This chamber has several plants in it and two doors leading out onto the back deck.
- 2. Study.** This simple room has no distracting windows to the outside world.
- 3. Front Salon.** A comforting place with lush furniture, it is completed by a fireplace and several animal heads hung up on the walls.
- 4. Sun Room.** A small lowered area flanked by windows that cast light onto a solarium with several herbs for making potions in it.
- 5. Dining Area.** A grand dining hall with a long table in the center of the room and a grand fireplace
- 6. Pantry.** This storage area is also the room where drinks are prepared
- 7. Kitchen.** A room prepared for the cooking of food.
- 8. Secret Storage.** A hidden chamber that originally held the magical deck of cards stolen by the trio of thieves.
- 9. Dry Storage.** The main storage room with dried goods and salted meat.
- 10. Wine Cellar.** The room that the wines, spirits, and other drinking supplies are kept.
- 11. Wine Safe.** A secret chamber hiding volatile dwarven spirits, drinks that are as flammable as oil.
- 12. Herb Storage.** Another storage room, this one replete with dried herbs.
- 13. Shrine Room.** A hidden chamber before the family crypt that contains a small altar for paying respects to ancestors long past and other loved ones.
- 14. Family Crypt.** The main room for the preparation of cadavers before they are interred to the small rooms nearby.
- 15. Drawing Room.** A cushioned sitting area with a piano in it
- 16 & 20. Guest Rooms.** These chambers have an understated elegance but are fairly spartan with little more than a mattress, desk, and chair.
- 17. Guest Servant Quarters.** The only thing in this room is a slightly under-used cot.
- 18 & 19. Servant's Quarters.** These rooms have bedrolls and several chamber pots caked with filth.
- 21. Smoking Room.** This chamber is a smoking room with tables and seating to accommodate meetings.
- 22. Upper Entryway.** This room opens up into the main apartment or a sitting room.
- 23. Master Closet.** A spacious walk-in closet for the master bedroom.
- 24. Hidden Chambers.** A small set of secret chambers used to store dangerous magical artifacts.
- 25. Master Bedroom.** The main apartment complete with several desks, couches, tables, astronomy equipment, and a four-poster bed.

## THE DECK

Take a deck of cards and deal it out to each of the three thieves. At the start of each of their turns, they can use a bonus action to play the card from the top of the deck (see below for its effects).

| 4d10 + 1d12 | Playing Card      | Effect  |
|-------------|-------------------|---|
| 5           | Ace of Spades     | Creatures within 30 feet transform into <b>rats</b> for the next 10 minutes (as the <i>polymorph</i> spell; no saving throw).   |
| 6           | 2 of Spades       | Creatures within 30 feet make a DC 15 Constitution saving throw or gain a level of exhaustion   |
| 7           | 3 of Spades       | Creatures within 15 feet switch the totals for their highest and lowest ability scores for 10 minutes.  |
| 8           | 4 of Spades       | 100 <b>bats</b> appear and fly wildly around the chamber. All attacks within the room have disadvantage.  |
| 9           | 5 of Spades       | The room fills with water that does not flow outside the doors or windows.  |
| 10          | 6 of Spades       | The floor of the room turns to flames. When a creature starts its turn in the area or first moves into the area on its turn, it takes 7 (2d6) fire damage.  |
| 11          | 7 of Spades       | Every magic item in the room turns into a different, randomly determined magic item of the same rarity.   |
| 12          | 8 of Spades       | Everyone in the room becomes filled with bloodlust and gains advantage on all attack rolls while in the area.   |
| 13          | 9 of Spades       | Every item within the room must make a d20 roll. On a roll of 11 or higher, it is destroyed.  |
| 14          | Jack of Spades    | Any animals in the room can now speak Common.   |
| 15          | Queen of Spades   | Roll a d20 for each weapon in the room. On a 20, the weapon gains a +1 bonus to attack and damage rolls for 1 hour (or increases its bonus by +1).  |
| 16          | King of Spades    | Three random creatures in the room have 10-foot-cube holes appear beneath them.   |
| 17          | Ace of Diamonds   | A dozen <b>zombies</b> are summoned into the room and attack everyone they see.   |
| 18          | 2 of Diamonds     | A sleepy <b>black bear</b> in the middle of hibernation appears in the room. It stays sleeping unless it is otherwise interacted with.  |
| 19          | 3 of Diamonds     | Creatures within 10 feet have disadvantage on ability checks and saving throws using their highest ability score, and advantage on ability checks and saving throws using their lowest ability score. |
| 20          | 4 of Diamonds     | While in the room, all creatures gain a fly speed equal to their base walking speed.  |
| 21          | 5 of Diamonds     | A quartet of <b>horses</b> drawing a carriage appear in the room, willing to follow the orders of anyone present.   |
| 22          | 6 of Diamonds     | 1d20 owlbear cubs show up in the room. Use the statistics for <b>harpies</b> with the following changes: Small-sized, no fly speed, Intelligence 2 (-4), no club, no Luring Song).                    |
| 23          | 7 of Diamonds     | The <b>ghost</b> of the mage that first built the manor shows up and finds this entire thing hilarious, willing to assist both sides in sowing more chaos   |
| 24          | 8 of Diamonds     | A <b>unicorn</b> appears in the room, confused and more than a little concerned. It tries to escape through the nearest door, attacking anyone who gets in its way.                                   |
| 25          | 9 of Diamonds     | Three hundred fish fill the room and turn it into difficult terrain.  |
| 26          | Jack of Diamonds  | A <b>stone golem</b> appears and follows the orders of the last creature that touched it.   |
| 27          | Queen of Diamonds | A <b>young green dragon</b> and <b>young bronze dragon</b> appear in the room while in the middle of fighting one another.  |



|    |                  |   |
|----|------------------|---|
| 28 | King of Diamonds | Everyone in the room is slowed for 1 minute (as the <i>slow</i> spell; no saving throw).  |
| 29 | Ace of Clubs     | A <i>medusa</i> appears in the room and tries to petrify every creature it can see before escaping.   |
| 30 | 2 of Clubs       | Every humanoid in the room transforms into a different, randomly determined race.   |
| 31 | 3 of Clubs       | Creatures within 10 feet have advantage on ability checks and saving throws using their highest ability score, and disadvantage on ability checks and saving throws using their lowest ability score.                             |
| 32 | 4 of Clubs       | The GM chooses one spell of 2nd level or lower. Every creature in the room can cast this spell once, using its highest ability score as its spellcasting ability.   |
| 33 | 5 of Clubs       | Creatures in the room make a DC 16 Constitution saving throw or become diseased (as the <i>contagion</i> spell).  |
| 34 | 6 of Clubs       | For the rest of the day, all creatures in the house lower their AC by 1d6 (rolled separately).  |
| 35 | 7 of Clubs       | The creature's legs warp and transform into rabbit legs, reducing its speed by 5 ft. but doubling its jump distances. This can be cured with <i>lesser restoration</i> .  |
| 36 | 8 of Clubs       | All flames in the room go out.  |
| 37 | 9 of Clubs       | An NPC known to a random creature within the room is teleported into the chamber.   |
| 38 | Jack of Clubs    | The entire room is filled with smoke that does not flow outside the doors or windows.   |
| 39 | Queen of Clubs   | For the next 24 hours, all magic items within the room (except for this deck) lose their magical properties.  |
| 40 | King of Clubs    | 2d4 plants in the room become awakened creatures that attack everything in sight (use the statistics for <i>awakened shrubs</i> ).  |
| 41 | Ace of Hearts    | Each creatures within 30 feet transforms into a different creature of the same CR as their level (as the <i>polymorph</i> spell; no saving throw).  |
| 42 | 2 of Hearts      | Creatures within the room teleport 30 feet in a random direction. If this places a creature inside of a solid object, the creature takes 16 (3d10) force damage and teleports again at the start of its turn.                     |
| 43 | 3 of Hearts      | Creatures within 10 feet have advantage on ability checks and saving throws using any ability score that is not their highest or lowest ability score.  |
| 44 | 4 of Hearts      | Creatures within 10 feet permanently lose 1d6 hit points.   |
| 45 | 5 of Hearts      | Creatures within 10 feet permanently gain 1d6 hit points.   |
| 46 | 6 of Hearts      | Creatures within 10 feet increase one chosen ability score by 1d4 and choose another ability score to reduce by 1d4. These changes to ability scores last for 24 hours and cannot increase an ability score above 20.             |
| 47 | 7 of Hearts      | Creatures within 10 feet increase one random ability score by 1d4 and randomly determine another ability score to reduce by 1d4. These changes to ability scores last for 24 hours and cannot increase an ability score above 20. |
| 48 | 8 of Hearts      | The clothing and armor of every creature in the room teleports 5 feet in a random direction towards another creature, appearing around its body.  |
| 49 | 9 of Hearts      | Creatures within the manor age 10 years.  |
| 50 | Jack of Hearts   | Creatures within the manor get 10 years younger.  |
| 51 | Queen of Hearts  | For the next minute, creatures within the room double their speed.  |
| 52 | King of Hearts   | For the next minute, creatures within the room are hasted (as the <i>haste</i> spell).  |

## GRIBBLES

Medium humanoid (half-orc), chaotic neutral

**Armor Class** 16 (studded leather armor)

**Hit Points** 65 (10d8+20)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 14 (+2) | 12 (+1) | 13 (+1) | 12 (+1) |

**Saving Throws** Str +5, Dex +6

**Skills** Athletics +5, Insight +4, Perception +3, Survival +3

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orcish

**Challenge** 5 (1,800 XP)

**Brutal.** A weapon deals one extra die of its damage when Gribbles hits with it (included in the attack).

### ACTIONS

**Multiattack.** Gribbles attacks three times.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

**Throwing Knife.** *Ranged Weapon Attack:* +6 to hit, range 20/40 ft., one target. *Hit:* 6 (2d4+1) slashing damage.

### REACTIONS

**Fighting Fallback.** When an attack deals 15 damage or more to Gribble, he can use his reaction to move 20 feet without provoking opportunity attacks. He can use this trait to retreat through secret and closed doors, but not locked doors.

**Parry.** Gribbles adds 3 to his AC against one melee attack that would hit him, but he needs to be able to see the attacker and be wielding a weapon.

The would-be leader of the group behind the heist is a half-orc rogue named Gribbles. When encountered he uses the artifacts that he has on hand to sneak around the players and attack from hiding. He knows of all of the hidden doors in the building and tries to use them to his best advantage.



## BIG SAM

Medium humanoid (stonefolk), neutral

**Armor Class** 16 (breastplate)

**Hit Points** 95 (10d8+50)

**Speed** 40 ft.

| STR     | DEX     | CON    | INT     | WIS     | CHA     |
|---------|---------|--------|---------|---------|---------|
| 15 (+2) | 14 (+2) | 20(+5) | 12 (+1) | 13 (+1) | 18 (+4) |

**Saving Throws** Str +5, Cha +7

**Skills** Athletics +5, Insight +4, Perception +3, Survival +3

**Condition Immunities** charmed

**Senses** passive Perception 13

**Languages** Common, Giant

**Challenge** 5 (1,800 XP)

**Brute.** A melee weapon deals one extra die of its damage when Big Sam hits with it (included in the attack).

**Innate Spellcasting.** Big Sam's spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring only verbal components:

3/day each: *blindness/deafness*, *charm person*, *compulsion*, *disguise self*, *dispel magic*, *nondeception*, *see invisibility*

### ACTIONS

**Multiattack.** Big Sam attacks twice, or attacks once and casts a spell.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) slashing damage or 13 (2d10+2) slashing damage if wielded in two hands.

### REACTIONS

**Loud Muzak.** When an attack deals 10 damage or more to Big Sam, he can use his reaction to let out a gargantuan bellowing verse that pushes away adjacent creatures. Creatures in the area are pushed 10 feet away, and make a DC 15 Strength saving throw or take 7 (2d6) thunder damage.

Big Sam is a virtuoso with a fondness for singing. He runs from the adventurers when they find him but doesn't really try to escape so much as keep his distance, trying to ensure that he doesn't take damage while confronting them.

## ESCRAZ

*Medium humanoid (elf), chaotic neutral*

**Armor Class** 16 (*mage armor*)

**Hit Points** 67 (15d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 10 (+0) | 18 (+4) | 10 (+0) | 12 (+1) |

**Saving Throws** Dex +6, Int +7, Cha +4

**Skills** Arcana +7, Insight +3, Perception +3

**Condition Immunities** charmed, sleep

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Elvish

**Challenge** 5 (1,800 XP)

**Spellcasting.** Escraz is a 6th level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 15, +7 to hit with spell attacks). Escraz can cast the following spells requiring no material components.

Cantrips: *dancing lights, fire bolt, minor illusion, true strike*

1st level (4 slots): *burning hands, charm person, expeditious retreat, hideous laughter, mage armor, shield*

2nd level (3 slots): *alter self, arcane lock, invisibility*

3rd level (3 slots): *blink, dispel magic, gaseous form*

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

### REACTIONS

**Magical Weaver.** When an attack deals 10 damage or more to Escraz, he can use his reaction to cast a spell using a spell slot equal to or less than a tenth of the damage he takes. For example, when he takes 27 damage from an attack Escraz can use his reaction to cast a spell using a 2nd or 1st level spell slot.

An elven wizard, Escraz does not stand and fight once he is found—he runs as far as possible from the adventurers at every turn, using defensive abilities and magical cards to try to protect himself. He doesn't know about the secret doors and only uses them if he is following Gribbles.

## CONCLUSION

Any cards that are used from the deck are gone, but those that remain can be given to the adventurers as artifacts for use in future adventures. The thieves are likely to die in the process, leaving a small gap in the world that they used to fill—one which the party may find themselves serving. By the end of this mini-adventure the PCs have seen the kind of damage that magic can do, especially in the hands of those who don't understand it. They also receive 100 gold each for taking care of the problem, as well as possibly keeping any loot that they were able to get from the manor.

