



 **MONKEYDM**

THE GREAT HEIST

5TH EDITION ADVENTURE

PULL OFF THE COUP OF THE MILLENIA OR DIE TRYING

THE GREAT HEIST

THE GREAT HEIST IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 15 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK

While the party is out and about, either in a tavern or simply travelling, they will be approached by Myles Mittens, a tabaxi thief with black fur and jittery demeanor. He asks them point-blank if they are adventurers. If they reply affirmatively, he'll say he has a business proposal. And he intends to pay handsomely.

CHAPTER 1

In which the players prepare a bank heist.

CHAPTER 1.1. AN EXPERT

Somewhere hidden, maybe in a tavern, or anywhere else where discussion can go on unnoticed, Myles will explain his situation.

Read this as Myles:

'See, for most of my life, I've been a thief. I'm not good for much, but I'm darn good at picking things clean. I am what you would call an expert. Let's just say I've got an eye for shinies. Well, as you keep stealing, the small prizes don't satisfy no more. The proposition for you is simple, actually. I'm planning the heist of the century. There's a fat and bold devil of a noble who hoards money and magical items in his mansion. I want to pick it all clean. No coin left. Nada. But for that... I need a bit of help. He's got security to an extent I can't even fathom to dodge. Especially not with my... Limited skill set. So, can I rely on you fancy folk? Money will be mostly yours. I mainly do it for the thrill.'

Upon the party agreeing, Myles will tell the party they need a few things before proceeding. Those being

- An inside man
- A schedule

The rest of this chapter will detail acquiring these.

CHAPTER 1.2. AN INSIDE MAN

Read this as Myles:

'My connections have run dry as far as this man's concerned. Very few people work for him. From what I've heard, he mainly works with constructs. Anyway, I'm going to need you to find us a man on the inside. Ah, the noble's name. Lord Nathos Clearwater, I think it was. Good luck.'

If asked as to why he doesn't help, Myles will get defensive and just say he has to lay low for a while. A **DC 18 Wisdom (Insight) Check** will reveal he is hiding something. If pressed about it, he'll tell the party that if they keep pushing, they'll be stuck trying to break in without his expertise.

GM NOTE. Finding an inside man on the matter is difficult, as Lord Clearwater uses minimal staffing. His only contacts are:

- Lady Clearwater, his wife.
- Brendon Clearwater, his brother.
- Leia Clearwater, his daughter.
- Sir Gregory Mon, his personal guard captain.
- Mary Larson, his cook.

The rest of the house is entirely automated, with all of his automatons having clay golem stats.

If players ask around the town/inns for information about the lord, they must make a **DC 20 Charisma (Persuasion) or Charisma (Intimidation) check**. If failed, they will have to operate without an inside man, making the next chapter more difficult.

If they got the information from locals and commoners, read this:

'Going out and about in town, you come across very few commoners willing to talk, all of which know of Clearwater to be a bit of a hoarder and also quite the paranoid person. He lets very few people in, out of fear they are all to steal from him. Some even recall a maid by the name of Jezebel, which he had whipped and removed upon accusing her she had stolen some of his belongings. Upon asking where you can find this person, they do give you an address.'

If, instead, the party got their information from from people of power/other lords, read this:

'Most everyone tells you that the lord is a very cold and unwelcoming man, worthy of hatred. Many of them delighted in the recent scandal, when his woman found out about an affair with a certain maid by the name of Jezebel.'

After this, the players should go and seek out Jezebel. Read this:

'After a little more asking around, you find out where this Jezebel lives. A small hut of stone and wood, discreetly kept on the outskirts of town. The blinds seem to be shut out and the door locked. From inside, you can faintly smell the sweet odour of cooking. Upon knocking, you hear footsteps quickly approaching, and a figure opens the door with sweat on her brow and flour on her hands. The posture is reticent and suspicious, inquisitive, even.'

JEZEBEL

Information: A young woman, no older than mid-20s, who shows immense grace and beauty. Her home is neatly kept and adorned with furniture that looks too fancy for a regular maid. She doesn't want anything to do with anyone, as she's saved quite a bit of money and is trying to keep her head low.

If persuaded or pressed to speak, she will say that Lord Harlan had an affair with her, and now no one will take her up as a maid out of fear she is a homewrecker. Lady Clearwater was the one to have her whipped, but not for stealing, rather for the affair. Her back is still very hurt. Upon further persuasion, or if the party heals her 30 whip wounds, she will agree to help, mentioning in passing that ever since the Lady found out, the Lord and her have been away on a journey of reconnection. The house is only held by the servants. Maybe she could make her friend, the cook, get in on it. She also provides a brief schedule. Having retrieved her, the party must now return to Myles.

1.3. THE NIGHT BEFORE

The next day, Jezebel (provided the party has found her) tells the party the cook is in on the job, as long as she gets a cut. Now with an inside man at the ready, the party is good to go for tomorrow, all that remains is setting up a plan. Myles knows, through his sources, that he keeps all his treasures in his extra ballroom. Getting there is the issue.

GM NOTE. The extra ballroom is lined with lead walls, making scrying on it impossible. Scrying the other rooms is possible. Having access to an inside man also gives the party help for the break-in.

Getting inside the house itself is a sandbox encounter. Myles will suggest they can also sneak in by going inside his bag of holding, while the cook carries it. (This is the main option.)

They can also ask the cook to open a window on the side, while someone creates a commotion outside, thus not requiring a passage through the main door.

In case they haven't got an inside man, they can attempt to break through a reinforced window, which will create noise, but is an option. Any reasonable way is valid, and the exact build of the house, as well as how the party enters it, is at the DM's discretion to create.

CHAPTER 2

In which the party attempts to steal plenty of objects.

CHAPTER 2.1. OUTSIDE THE HOUSE

Reaching the insides of the house has multiple ways one can go about it. Here are three possible ways one can go about it.

If, at any point, combat encounters are triggered, house **guardian golems** look as if made from iron and have a large gem on their chest.

GM Note. During any combat, Myles remains hidden, not attacking at all. He refuses to act around golems, but refuses to tell the party why.

CHAPTER 2.1.1. STRAIGHT IN

If the party hides within a Bag of Holding, the house guardians at the gate will notice the new bag and perform a check-up. All characters within the bag must make a **DC 17 Dexterity (Stealth) check** or become spotted. If they get spotted, **5 guardian golems** jump within the bag and combat ensues. After that, they can get in without further combat.

CHAPTER 2.1.2. A WINDOW TO LIFE

If the party attempts to reach the open window provided by the cook, they will need to first make their way over the large fence, through the courtyard and in through the window. This will require **three Dexterity (Stealth) checks that must total an average of 18 or higher**, in addition to any checks the DM deems necessary. Such checks may include **Strength (Athletics)** for climbing the walls, **Wisdom (Perception)** for setting up things while within darkness, etc.

Failing any of the three Dexterity (Stealth) checks will alert the house guardians **golems**, triggering an encounter against **2** of them. If the party set up a commotion before, then they are allowed one failure without triggering an encounter.

CHAPTER 2.1.3. BROKEN WINDOWS

If the party has no inside man and attempts to break through a window, they'll first have to climb over the fence, requiring Dexterity (Stealth) checks that must total an average of 18 or higher, in addition to any checks the DM deems necessary. Such checks may include Strength (Athletics) for climbing the walls, Wisdom (Perception) for setting up things while within darkness, etc.

Having a total average below 18 on the Dexterity (Stealth) check will trigger combat against **3 house guardians golems**.

Upon completing said combat, they can try to get through the window. It can be unlocked with a **DC 25 Thieves' Tools check**. Targeting it with a spell or breaking it will create noise, triggering another combat against 2 more house guardians. After that, the party arrives within the house. Proceed to chapter 2.2.

CHAPTER 2.2. NOW WITHIN

Now within the house, the party will further need to avoid guardians, these much smaller than the ones on the outside. They'll have to dodge and weave through corridors.

As they make it in, read this:

'You find yourself into a labyrinth of corridors showing immense opulence. All around you, a plethora of paintings, ornate suits of armor and the like, adorned with bits and bobs of gold or even gems. It is, no doubt, a pile of riches, but Myles seems to ignore all of it, looking about on the corridors, wishing to arrive within the ballroom.'

The party must now find their way towards the ballroom. If they have scried the house before, they have advantage on all checks to do so. They must first make a **DC 18 Intelligence (Investigation) check** to find out where they are. After that, they will have to move through the labyrinth of corridors, finally arriving at the door to the ballroom.

Once they reach there, read this:

'As you arrive in front of this large wooden door adorned by two large, runic locks, Myles stretches his arms. He quickly places his tools within one of the locks, slowly beginning the process. Within a few good moments, he opens it up. He then smiles, as luckily no patrol comes in.'

If anybody else within the party attempts to open the other lock, they must perform a **DC 25 (Dexterity) Thieves' Tools check**. After a brief minute in which the party can recollect, Myles opens the second lock by himself.

Read this:

'As the doors open, you see a beautiful ballroom, in the middle of which rest quite a few red velvet stands, holding many magical items or other riches. It is not the usual horde, per se, but it is worth quite a lot. In the back of the chamber, two grand statues watch over this hoard. You see as Myles takes a step back, enticing you to go in. You all step inside and to your surprise, nothing happens. Then, he steps inside. The moment his paws reach the through the door, you begin to hear a noise, as, with the sound of moving stone, the two statues shift, moving their gaze towards the tabaxi. You hear an automated, unnatural voice. "Myles Mittens, detected. Protection protocol commenced. Thievery must be ceased." With a quick motion and an uncomfortable smile, Myles turns his gaze towards you. "Maybe I should have mentioned I attempted to rob this place before. My associates didn't survive. I hope you are to be luckier. Defend me while I pick some of the locks, will you?"'

MAP 2: TREASURE VAULT

CHAPTER 2.3. PROTECTION PROTOCOL

Within the ballroom, as part of the protection protocol encounter, the party will have to fight **2 iron golems**. Every turn, these will try to reach Myles (stats below). Each turn, he will do one of two actions:

- If the golems are focused on him and haven't been distracted, he will attempt to hide.
- If the golems are at least 15 feet away, he will use his action and instantly open one of the magic containers. Each opened container will add an additional 5000 gold to the treasure of the adventure.

The players can choose to leave at any time, but staying for longer means they get more treasure.

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MYLES THE SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

LAIR ACTIONS:

Every round, at initiative 20 (losing initiative ties), the Protection Protocol can take a lair action to cause one of the following effects; the Protection Protocol can't use the same effect two rounds in a row:

- **2 animated armors** will march within the chamber as part of the defense protocol, attacking the nearest creature to the entrance.
- All tiles activate, in an attempt to shock the creatures within the area. Each creature on a colored tile must make a **DC 17 Constitution saving throw** or take 4d6 lightning damage. The iron golems are unaffected by this.

Once the players decide to leave or have finished the encounter, proceed to the next chapter.

CHAPTER 3. A GREAT ESCAPE

In which the players run away with the treasure, but are met by a worthy foe.

CHAPTER 3.1. AWAY WE GO!

If the players break out by natural means, read this:

'When you have gathered enough for your liking, you quickly pack up your things and, with a final effort, Myles moves towards the windows in the back of the chamber, places an object on one of them, and promptly it bursts to pieces. You see him shrug, before jumping out. One by one, you all move out, quickly rushing away. One by one. As you run away from the house.'

In order to make it past the fence, the players must make a **DC 16 Strength (Athletics) check**. On a failure they are struck by a projectile thrown by golems dealing 2d12 bludgeoning damage and pushing forward.

After they've all made it out, read this:

'Myles turns to you in a haze, running as fast as he can. "We have to get to the bridge. If we get there, we'll get to my safehouse and we'll be fine." He then begins to move towards it carefully.'

CHAPTER 3.2. THE BRIDGE

'Not long after, with a blend of stealth and speed, you arrive at the town bridge. You see Myles having a gigantic smile upon his face. He turns towards you, with a cheshire-like grin. "We didn't even come across that annoying guard captain with the bow. Got off easy, I say." In the very next moment, his words ring out like a bad omen, as a small arrow strikes the bridge in front of him. Instead of the impact you would expect, a thunderous explosion breaks the bridge in half, leaving a gap in the middle, but 5 feet in front of Myles. On the other side of it, guarding it, adorned with the same crest as the many golems you saw inside, two more constructs, with gem-like eyes looking straight towards you and gems on their chests. From a distant rooftop, you see a shape, bow in hand, eyeing the promptly blown-up bridge. Roll initiative.'

The players will now face the **Guard Captain (The Grim Hunter)** and his **2 shield guardians**, which are bound to him. While his guardians hold the line, the Guard Captain will try to keep at a distance.

THE GRIM HUNTER

Medium undead (elf), lawful evil

Armor Class 19 (natural armor)

Hit Points 129 (14d8 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	18 (+4)	15 (+2)	17 (+3)	22 (+6)

Saving Throws Dex +11, Wis +8

Skills Deception +11, Insight +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons, necrotic, poison

Senses darkvision 300 ft., passive Perception 13

Languages Common, Elvish, Infernal

Challenge 15 (13,000 XP)

Partial Magic Immunity. The hunter can't be affected or detected by spells of 4th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The hunter's weapon attacks are magical.

Innate Spellcasting. The Hunter's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *misty step*, *mage hand*, *minor illusion*

3/day each: *detect magic*, *invisibility*, *suggestion*, *darkness*

1/day each: *dominate person*, *fly*, *plane shift*, *synaptic static*

Grim Strikes. The hunter can augment the power of his weapons, at the start of his turn he can select one of the following abilities to infuse his weapons with. His next hit is improved (Note: this does affect his Hail of Arrows action). He cannot use the same ability two rounds in a row.

- **Constraining strike:** The hunter next hit with a weapon attack deals an additional 2d6 piercing damage and the target must succeed a DC 19 Strength saving throw or be restrained until the start of the hunter's next turn.

- **Blinding strike:** The hunter next hit with a weapon attack deals an additional 2d6 necrotic damage and the target must succeed a DC 19 Constitution saving throw or be blinded until the start of the hunter's next turn.

- **Thunderous strike:** The hunter next hit with a weapon attack deals an additional 2d6 thunder damage and the target and all creatures within 5 feet of it (other than the hunter) must succeed a DC 19 Strength saving throw or be knocked back 15 feet and fall prone.

- **Banishing strike:** The hunter next hit with a weapon attack deals an additional 1d6 psychic damage and the target must succeed a DC 19 Charisma saving throw or be banished into a harmless demi-plane where it is incapacitated, until the start of the hunter's next turn.

Actions

Multiattack. The hunter makes three attacks

Longbow. *Ranged Weapon Attack:* +11 to hit, range 300/900 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

Hail of Arrows (Recharge 6). The hunter fires a never ending stream of arrows in a 60-foot cone in front of him. All creatures in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The hunter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hunter regains spent legendary actions at the start of his turn.

Attack. The hunter makes one weapon attack.

Teleport. The hunter teleports up to 30 feet to an unoccupied space that he can see.

Infused Strike (Costs 2 actions). The hunter uses his Grim Strikes ability and then makes one weapon attack.

CHAPTER 3.3. THE END

Upon defeating the captain and his automated creations, Myles leads the players to his hideout, giving them 5000 per stolen item. And with that, the great heist has been pulled off!

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MAP 3: BROKEN BRIDGE



THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !