

**5E**

# MAGIC VAULT HEIST



**D&D 5E HOMEBREW**

A dungeon filled with traps & puzzles, "Magic Vault Heist"  
cover art by Ben Stokes

# MAGIC VAULT HEIST

This dungeon is designed for a party of 4 players at level 6. If players can survive the puzzles, traps, and dangerous encounters they will be rewarded with magic loot and treasure.

A wealthy family owns a large estate in the city of Silvermoon. One of their mage bodyguard's drank too much grogg at a local tavern and spilled the beans on the magical riches that lay beneath the estate. A player may have overheard this, or perhaps one of the players has the **criminal background** feature and learns about the hidden vault through their **criminal contact**.

The vault lies beneath the break room for the mages who guard the estate.

## LEVEL 1

The entrance to the building is on the south side of the map. To start the game you may allow the players to decide what direction they approach the building from. You could also start the game by having the players approach the front door and trigger an encounter with the mages who guard it.

### 1. BREAKROOM

This room is used by the mages to take their union mandated 1-hour lunchbreak. If the mages work more than 60 hours in 1 tenday, the estate will be fined.

#### 1A. FRONT DOOR

The front door is guarded by **2 mages**. Their robes bear a gold trim insignia of the estate's sigil, which is the head of a dragon. Use the mage stat block from the *Monster Manual* for the 2 mages.

Either mage will have a conversation with the party. The mages may be convinced to let the players in on a **DC 15 Persuasion** (Cha) check. If the players chose to approach with stealth, their pockets can be picked on **DC 15 Sleight of Hand** (Dex) check. Failing either of these checks will provoke the mages to fight to the death.

If the players defeat the mages, or pick their pockets, they will find a **skeleton key**, and **1d20 gold pieces** on the mages.

The front door is locked and can be opened with the **skeleton key**. The door can be lockpicked with thieves' tools and successful **DC 12 Sleight of Hand** (Dex) check, or players can destroy the door on a successful **DC 15 Strength** check.

#### SKELETON KEY

This key can be used to open any locked door, secret door, or chest in the dungeon. The shape on the handle of the key is a dragon skull.

#### 1B. SECRET BUSH DOOR

Underneath this bush lies a locked trap door. The trap door can be located if the players succeed on a **DC 15 Investigation** (Int) check on the bushes surrounding

the building. The **skeleton key** will unlock the trap door, or a player could pick the lock using thieves' tools and succeeding on a **DC 15 Sleight of Hand** (Dex) check.

The trap door leads to a ladder which descends to *Level 3 Room 3*. The trap door can be unlocked from the bottom side without a key.

#### 1C. DRAGON BAS-RELIEF

Attached to the east wall is a large bas-relief sculpture of a **young red dragon** destroying a city. The eye of the dragon is actually a key hole that can be discovered on a successful **DC 15 Investigation** (Int) check. The **skeleton key** can be used in this keyhole to open the **secret door 1e**. The lock can also be picked with thieves' tools and a successful **DC 15 Sleight of Hand** (Dex) check.

The dragon in the bas-relief resembles the dragon head in the sigil on the mage's cloak from *area 1a*.

#### 1D. STORAGE LOCKER

This storage locker contains **1d4 red mage cloaks** with gold trim dragon sigils on them. These cloaks match the cloaks that the mages were wearing from *area 1a*.

#### 1E. SECRET DOOR

On a successful **DC 15 Investigation** (Int) check, the players will find a **secret door** in the *northeast wall of the room*. The **secret door** can be opened with the **skeleton key**, or on a successful **DC 15 Sleight of Hand** (Dex) check using thieves' tools.

Opening the **secret door** reveals a **lever**. Pulling the lever will activate or de-activate the **trap** in *room 2*.

#### 2. HALLWAY TRAP

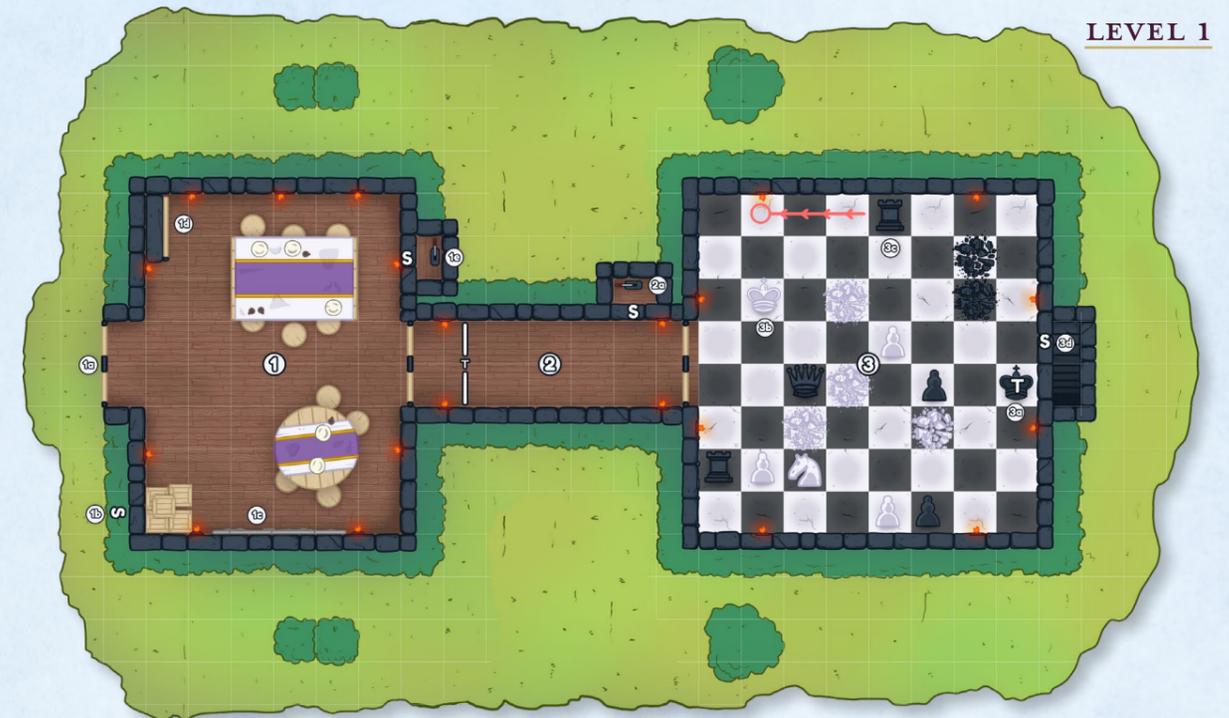
If the players fail to make a **DC 15 Investigation** (Int) check then they will set off the **tripwire trap** that will cause the walls to close in. Pulling **lever 2a or 1e** will disarm the trap. If the tripwire is located it can be disarmed with thieves' tools and a successful **DC 12 Sleight of Hand** (Dex) check.

A player may hold the walls open on a successful **DC 18 Strength** check. This check must be made every 30 seconds they are holding the walls. If players fail to disarm the trap or escape the room they will be crushed to death by the walls.

#### 2A. SECRET LEVER

If the players make a successful **DC 15 Investigation** (Int) check on the walls they will find a keyhole leading to **lever 2a**. The **skeleton key** will unlock the secret door or it can be picked with thieves' tools and a successful **DC 15 Sleight of Hand** (Dex) check.

Pulling the lever will disarm the trap.



## LEVEL 1

#### LEVEL 1 FEATURES

Surrounding the building are bush hedges with random bushes scattered around the grounds.

The rooms on this floor are well lit by torches hanging on the walls.

The ceilings are 16ft. high, there are no windows, and the walls are made of solid brick.

#### 3. CHESS ROOM

This room is built like a giant chess board with pieces **10-15ft. high**. Some of the game pieces have been destroyed, these piles of rubble are **difficult terrain**.

The game pieces are made of stone, have an **AC of 12 with 26 (3d10) HP**. The pieces can be pushed on a successful **DC 15 Athletics** (Str) check.

#### 3A. BLACK KING

The **black king** is enchanted & becomes a **stone golem** if any piece **besides rook E8** is moved or destroyed. The **black king** will fight to the death. Use the **stone golem** stat block from the *Monster Manual* with the exception that its **movement speed is reduced to 5ft.**

#### 3B. WHITE KING

If the **white king** is put into check mate from **rook E8** being **pushed to B8** then it will crumble to the ground, and **secret door 3d** will open, revealing a staircase to the lower levels.

#### 3C. ROOK E8

If **rook E8** is pushed to **B8** it puts the **white king** into check mate. **rook E8** can be pushed on a successful **DC 15 Athletics** (Str) check. Moving **rook E8** to **B8** will

cause the **white king** to crumble, and **secret door 3d** will open to reveal a staircase to *level 2*.

#### 3D. SECRET DOOR

The **secret door** will open if players can solve the puzzle of **moving rook E8 to B8** and put the **white king** in check mate. The staircase leads to *level 2*.

Players may also discover the keyhole to the door on a **DC 15 Investigation** (Int) check. The **skeleton key** opens the **secret door**, or the lock can be picked with a successful **DC 15 Sleight of Hand** (Dex) check.

Doing either of these before **moving rook E8 to B8** causes the **black king** to animate into a **stone golem** and fight the party to the death.

## LEVEL 2

The party descends down the staircase to the second level of the dungeon. Read this to the players as you reveal the new floor.

You exit the staircase and find yourself in a circular room with glass tile floors. Eight pedestals sit around the room with circular glass orbs on top of them. Inside the glass orbs are foggy clouds forming the shape of a key. Four giant stone statues surround you. To your right, a wooden sign hangs on the door.

#### 1A. WOODEN SIGN

Etched into the planks are the words, "**Break in case of emergency.**"

#### 1B. MIMIC ORB

If a player touches or attacks this glass orb, it will transform into a **Mimic** and fight to the death. Use the **Mimic** stat block from the *Monster Manual*.

1C. KEY ORB

If a player destroys this glass orb **secret door 1n** will open. Destroying this glass orb is the solution to the puzzle of this room.

1D. WEREBEAR ORB

If a player destroys this glass orb a cloud of magic **werebear dust** is dispersed in the air. Any player within a **15ft. radius** of the orb must make a **DC 15 Constitution** saving throw. On a failed save, the player is transformed into a **werebear** and now suffers the **Lycanthropy** affliction. See the *Monster Manual* for more information on **werebear lycanthropy**.

1E. HORNET SWARM ORB

If a player destroys this glass orb a **swarm of hornets** will conjure and attempt to sting any player within a **15ft. radius** of the glass orb. Players being stung by the hornets must succeed on a **DC 15 Constitution** saving throw or take **1d6+2 piercing** and **3d6 poison** damage.

1F. ZOMBIE DRAGON ORB

If a player destroys this glass orb the **zombie dragon** in **Room 2** on **Level 3** will awaken from its slumber. The **zombie dragon** will stay in **Room 2** on **Level 3** and will attempt to kill any player that enters the room.

1G. FLAMMABLE GAS ORB

If a player destroys this glass orb **flammable gas** fills the room. If any player lights or casts a fire spell the room will be set ablaze. Once the orb is broken the gas will reach the open torches in **30 seconds**. Once the gas reaches the torches the room will be set ablaze. Any players caught in the blast must make a **DC 18 Dexterity** saving throw. On a failed save the player takes **8d6 fire damage**, or half as much on a successful one.

1H. MALICE GAS ORB

If a player destroys this glass orb **malice gas** fills the room. Any player within a **15ft. radius** of the glass orb must succeed on a **DC 15 Constitution** saving throw or become **poisoned** for **1 hour**. The poisoned creature is **blinded**.

1I. ETHER GAS ORB

If a player destroys this glass orb **essence of ether gas** fills the room. Any player within a **15ft. radius** of the glass orb must succeed on a **DC 15 Constitution** saving throw or become **poisoned** for **8 hours**. The poisoned creature is **unconscious**. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

1J. DIONYSUS STATUE

A 15ft. tall statue of **Dionysus the patron saint of wine**. The statue is pointing at **glass orb 1I**. The players know the identity of Dionysus on a successful **DC 12**

**Religion** (Int) check, or if they worship Dionysus as their deity.

1K. TYMORA STATUE

A 15ft. tall statue of **Tymora the goddess of good fortune**. The statue is pointing at **glass orb 1c**. The players know the identity of Dionysus on a successful **DC 12 Religion** (Int) check, or if they worship Tymora as their deity.

1L. DRAGON STATUE

A 15ft. tall statue of **A young red dragon**. The statue is pointing at **glass orb 1f**. The players notice that the dragon matches the one from the bas-relief in the first room.

1M. GARL GLITTERGOLD STATUE

A 15ft. tall statue of **Garl Glittergold deity of trickery**. The statue is pointing at **glass orb 1h**. The players know the identity of Garl Glittergold on a successful **DC 12 Religion** (Int) check, or if they worship Garl Glittergold as their deity.

1N. SECRET DOOR

This **secret door** opens if the players break **glass orb 1c**. If the players search the south wall of the room they will discover a key hole on the **secret door** with a successful **DC 15 Investigation** (Int) check. The **skeleton key** will unlock the **secret door**. Players can pick the lock with thieves' tools and a successful **DC 15 Sleight of Hand** (Dex) check.

2. HALLWAY

Players feel slight breeze on their face as they enter the hallway.

2A. SECRET DOOR

If the players search the north wall of the horizontal portion of the hallway they will discover a key hole to a **secret door** with a successful **DC 15 Investigation** (Int) check. The **skeleton key** will unlock the **secret door**. Players can pick the lock with thieves' tools and a successful **DC 15 Sleight of Hand** (Dex) check.

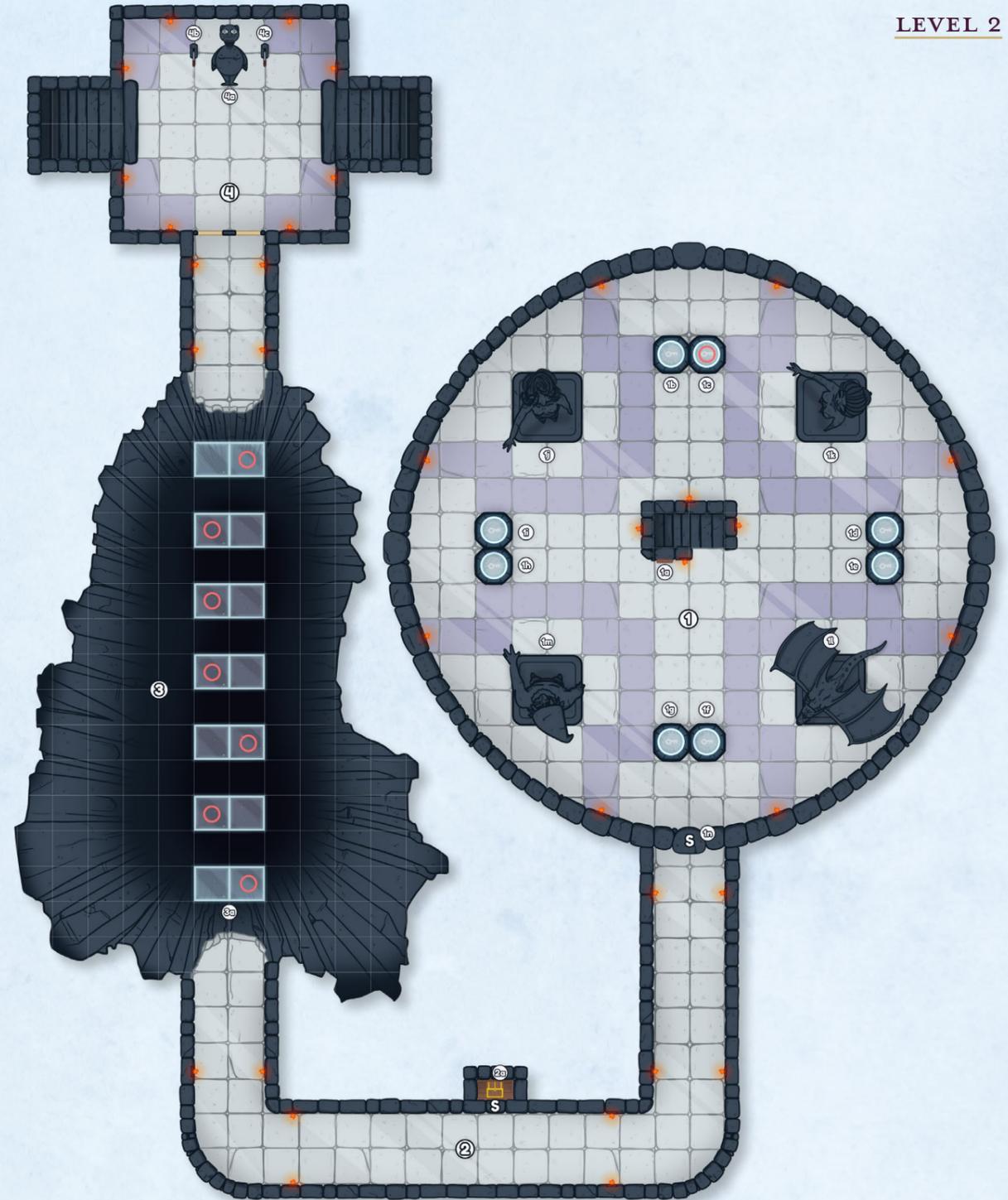
Hidden behind the **secret door** is a compartment with a chest that contains a **Ring of Evasion** and **1d6 Black Pearls** worth **500gp** each.

RING OF EVASION

This ring has 3 Charges, and it regains 1d3 expended Charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your Reaction to expend 1 of its Charges to succeed on that saving throw instead.

3. THE PIT

The hallway ends with an opening to an underground cavern with a seemingly endless pit. The cavern is dark except for several floating glass platforms that emit light.



LEVEL 2 FEATURES

All of the rooms on the second floor have 30ft. high ceilings and glass tile floors. All of the rooms except room 3 are lit by torchlight. Room 3 is lit by the glow of the floating glass platforms.

3A. FLOATING PLATFORMS

Spaced evenly across the pit are **7 floating glass platforms** spaced 5ft. apart. Each individual platform is

divided into 2 squares. Each square has enough room for 1 player.

One of the squares are reinforced glass and will hold the player while the other square will shatter if a player jumps on it. The map is marked with **red circles** to show which floating glass platform tiles are **safe to stand on**.

If a player falls through a glass floating platform they will fall into the pit and land in **level 3 room 4** and take **6d6 bludgeoning damage**.

You may also choose to randomly assign which floating glass platforms are safe if you choose.

#### 4. RIDDLE ROOM

This room contains a stone golem who will give the players a random riddle from the riddle table. Answering correctly or incorrectly will determine which door will open for them. Giant stone slabs block the staircases on either side of the room.

##### 4A. RIDDLE MASTER

A large **stone golem** acts as the riddle master for this dungeon. He will give the players a riddle based on the roll of **1d4**. Use the table below to determine what riddle to give to the players. If the players attempt to move the stone slabs or pull the levers without answering the riddle, the stone golem will fight to the death. Use the *stone golem* stat block from the *Monster Manual* for combat.

##### RIDDLES TABLE

1d4	Riddles
1	What has many keys, but can't open a single lock? <b>A Piano</b>
2	What goes up and down but doesn't move? <b>A Staircase</b>
3	What 5 letter word becomes shorter when you add 2 letters? <b>Short</b>
4	I turn once, what is out will not get in. I turn again, what is in will not get out. What am I? <b>A Key</b>

##### 4B. WRONG LEVER

If players answer the riddle incorrectly the **stone golem** will pull this lever which will open the doorway to the **left staircase**. This staircase turns into a slide and spits players out to **Level 3 Room 4**.

##### 4C. CORRECT LEVER

If players answer the riddle correctly the **stone golem** will pull this lever which will open the doorway to the **right staircase**. This staircase leads to **Level 3 Room 1**.

### LEVEL 3

#### 1A. HALLWAY TRAP

If the players fail to make a **DC 15 Investigation** (Int) check when they enter room 1 they will set off a **tripwire trap**. Poison arrows are shot from the walls. Players must succeed on a **DC 15 Athletics** (Str) check or take **1d8 piercing and 2d6 poison** damage. The players dodge the arrows on a successful save

#### 2. TREASURE ROOM

The treasure chests in this room contain **magical treasure** to reward your players. The chests are unlocked and easily obtainable unless the players have awakened the **zombie dragon in 2a**. Add your own

treasure with the *Dungeon Master's Guide* or use the table below to determine what treasure they receive.

##### TREASURE TABLE

Chest	Loot
2b	1d6 Aquamarine Gemstones worth 500 gp each
2c	Gauntlets of ogre power
2d	Potion of gaseous form
2e	Weapon of warning

#### 2A. ZOMBIE DRAGON'S TOMB

The owners of this estate belong to a red dragon cult. Underneath this giant stone slab rests a **zombified young red dragon**. The arragont young dragon died in an attempt to become a dracolich and his followers were only able to revive him as a zombie.

The tomb can be opened if at least 2 players succeed on a **DC 15 Strength** check. If the tomb is opened the **zombie dragon** will awaken and fight to the death. If players smashed **glass orb 1f** in **level 2 room 1** the **zombie dragon** will have been released and guarding it's treasure.

Use the **Young Red Dragon** stat block from the *Monster Manual* and give it an additional **undead type**.

##### SECRET DOORS

The players may discover a **secret door** on a successful **DC 15 Investigation** (Int) check. Assign each **secret door** a number and **roll 1d4**. The players will discover the **secret door** according to the number they roll. The **skeleton key** will unlock the **secret door** or the lock can be picked with thieves' tools and a successful **DC 12 Sleight of Hand** (Dex) check.

The top **secret door** on the west wall contains a **tripwire trap** that drops boulders on the players. Players must succeed on a **DC 12 Athletics** (Str) check or take **3d6 bludgeoning** damage. The trap can be disarmed with thieves' tools and a successful **DC 15 Sleight of Hand** (Dex) check.

#### 3. SECRET TUNNEL

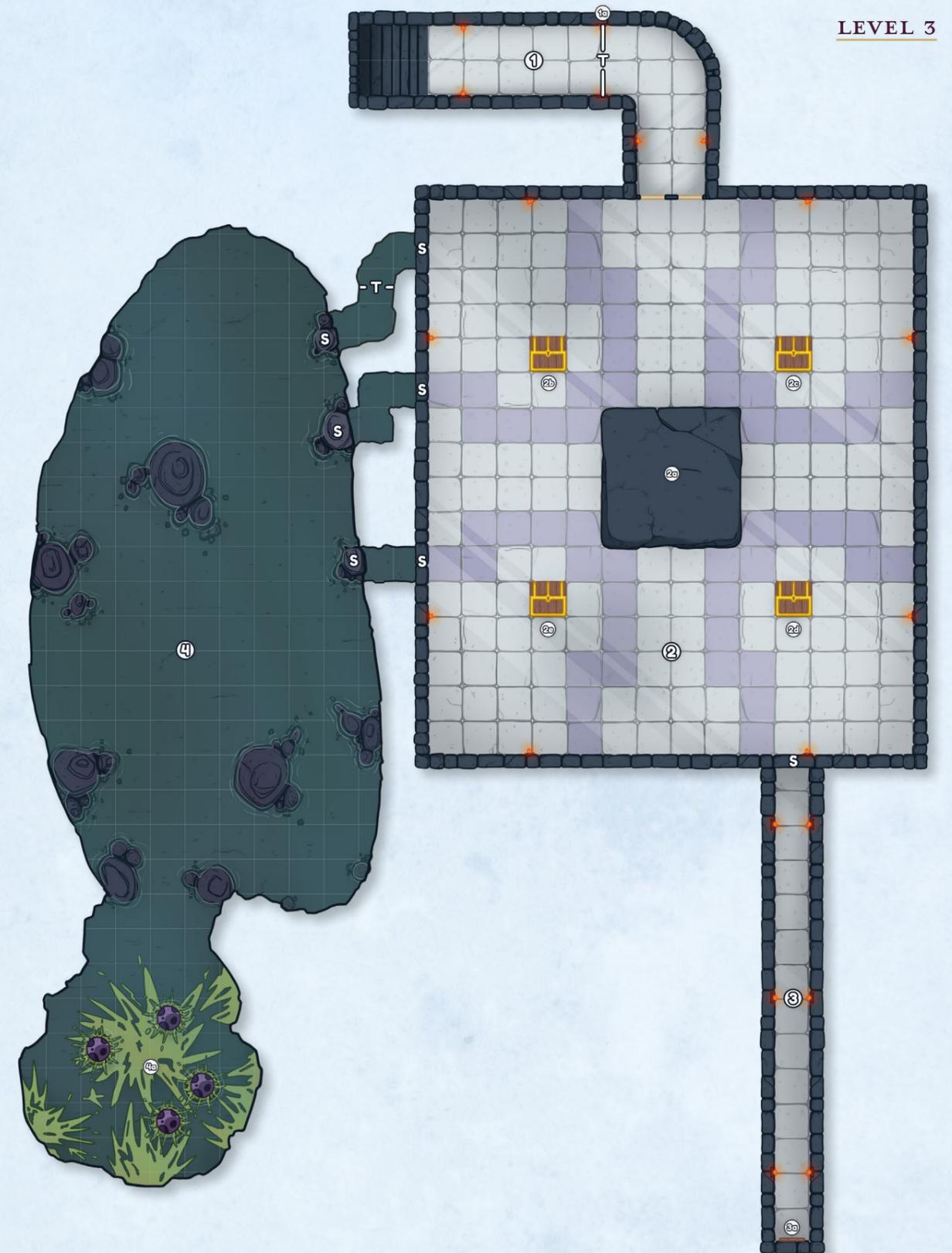
If the players discover the south **secret door** in room 2 they will enter a secret tunnel leading to **ladder 3a**. **Ladder 3a** leads to **trap door 1b** on **level 1**.

#### 4. HYDRA'S LAIR

Players may find themselves in the murky cave of the Hydra if they fall off the floating platforms from **room 3 on level 2**. If a player falls from the floating platforms they take **6d6 bludgeoning** damage.

##### SECRET DOORS

The players may discover a **secret door** on a successful **DC 15 Investigation** (Int) check. Assign each **secret door** a number and **roll 1d4**. The players will discover the **secret door** according to the number they roll. Roll again on a roll of 4. The **skeleton key** will unlock the **secret door** or the lock can be picked with



LEVEL 3

##### HYDRA LAIR FEATURES

There is a foot of stagnant water throughout the cave. Boulders as high as 15 are scattered in the darkness. There is no light.  
The mucus in 4a is difficult terrain.

##### ZOMBIE DRAGON TOMB FEATURES

This area is well lit by torches. The floors are shiny glass marble, with 30ft. high ceilings. The walls are a solid brick.  
The walls in this tomb can be broken with a DC 19 Strength check.

thieves' tools and a successful **DC 12 Sleight of Hand** (Dex) check.

#### 4A. HYDRA NEST

If the players make their way to the southern cove they will come across a hydra nest. Players will find **1d4 Hydra eggs** and **1 golden egg worth 5000gp**. The green mucus tiles surrounding the eggs are difficult terrain.

In the center of the nest the players will find the corpse of a Hydra. If they choose to investigate they will discover the Hydras organs are missing.

As the players investigate a nest of **giant spiders** descend silently from above. Use the *table below* to determine how many spiders appear. Use the stat block from the *Monster Manual* for the giant spiders.

The players must roll a successful **DC 15 Perception** (Wis) check or the spider gets a surprise attack.

#### SPIDER NEST SIZE

Party Size	Number of Spiders
1	2 Spiders
2	4 Spiders
3	6 Spiders
4	8 Spiders
5th	10 Spiders

#### MONSTER STAT BLOCKS

**MAGE**  
*Medium humanoid (any race), any alignment*

Armor Class 12 (15 With Mage Armor)  
Hit Points 40 (9d8)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4  
Skills Arcana +6, History +6  
Senses passive Perception 11  
Languages Any Four Languages  
Challenge 6 (2,300 XP)

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly
- 4th level (3 slots): greater invisibility, ice storm
- 5th level (1 slot): cone of cold

**ACTIONS**

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 2) piercing damage.

**Dagger.** *Ranged Weapon Attack:* +5 to hit, reach 20/60 ft., one target. *Hit:* (1d4 + 2) piercing damage.

**YOUNG RED DRAGON**  
*Large dragon, chaotic evil*

Armor Class 18 (Natural Armor)  
Hit Points 178 (17d10 + 85)  
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+3)	14 (+2)	11 (+0)	19 (+4)

Saving Throws DEX +4, CON +9, WIS +4, CHA +8  
Skills Perception +8, Stealth +4  
Damage Immunities Fire  
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18  
Languages Common, Draconic  
Challenge 10 (5,900 XP) Proficiency Bonus +4

**Actions**

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Fire Breath (Recharge 5-6).** The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

**STONE GOLEM**  
*Large construct, unaligned*

Armor Class 17 (Natural Armor)  
Hit Points 178 (17d10+85)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine  
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned  
Senses Darkvision 120 Ft., passive Perception 10  
Languages Understands The Languages Of Its Creator But Can't Speak  
Challenge 10 (5,900 XP)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**ACTIONS**

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* (3d8 + 6) bludgeoning damage.

**Slow (Recharge 5-6).** The golem targets one or more creatures it can see within 10 ft. of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**MIMIC**  
*Medium monstrosity (shapechanger), neutral*

Armor Class 12 (Natural Armor)  
Hit Points 58 (9d8+18)  
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5  
Damage Immunities Acid  
Condition Immunities Prone  
Senses Darkvision 60 Ft., passive Perception 11  
Challenge 2 (450 XP)

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

**ACTIONS**

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 3) piercing damage plus (1d8) acid damage.

**GIANT SPIDER**  
*Large beast, unaligned*

Armor Class 14 (Natural Armor)  
Hit Points 26 (4d10+4)  
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7  
Senses Blindsight 10 Ft., Darkvision 60 Ft., passive Perception 10  
Challenge 1 (200 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

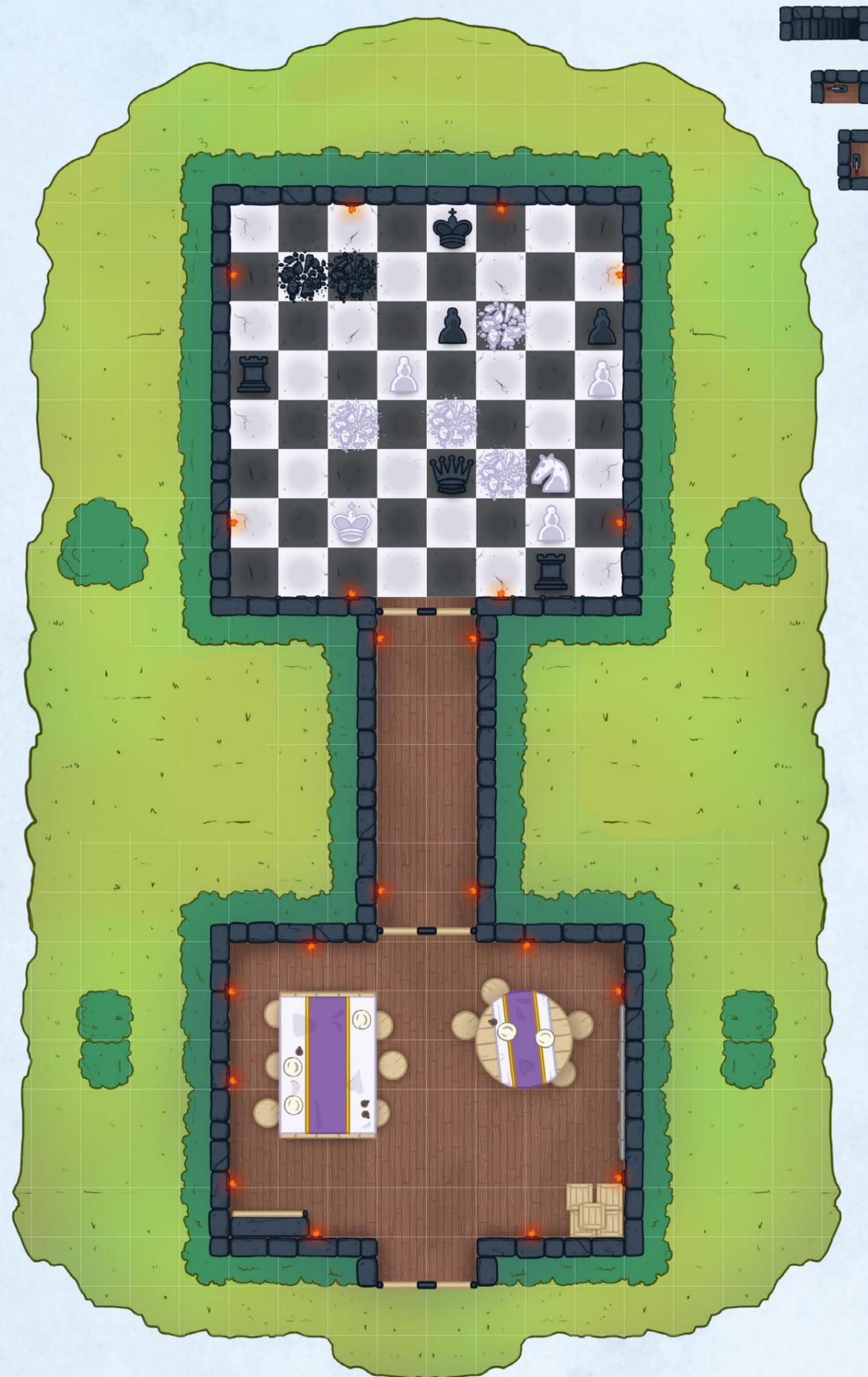
**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

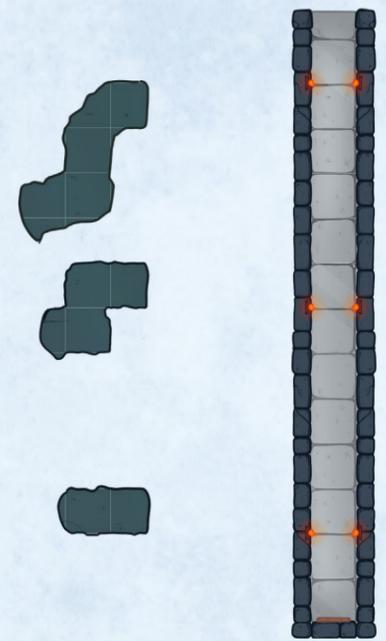
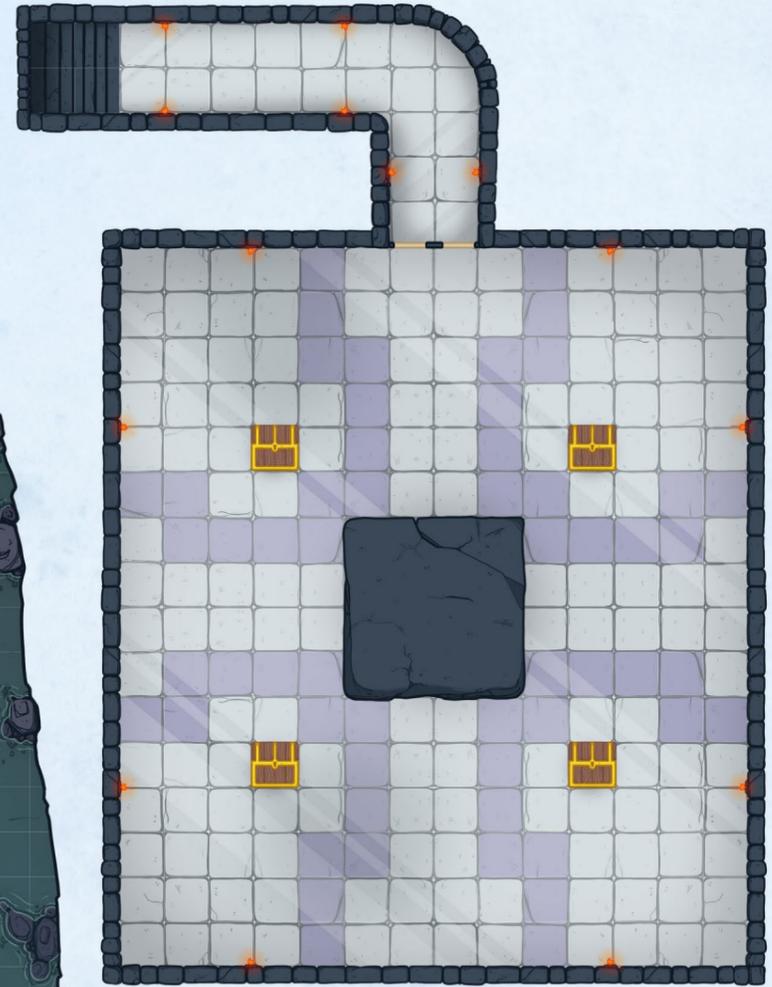
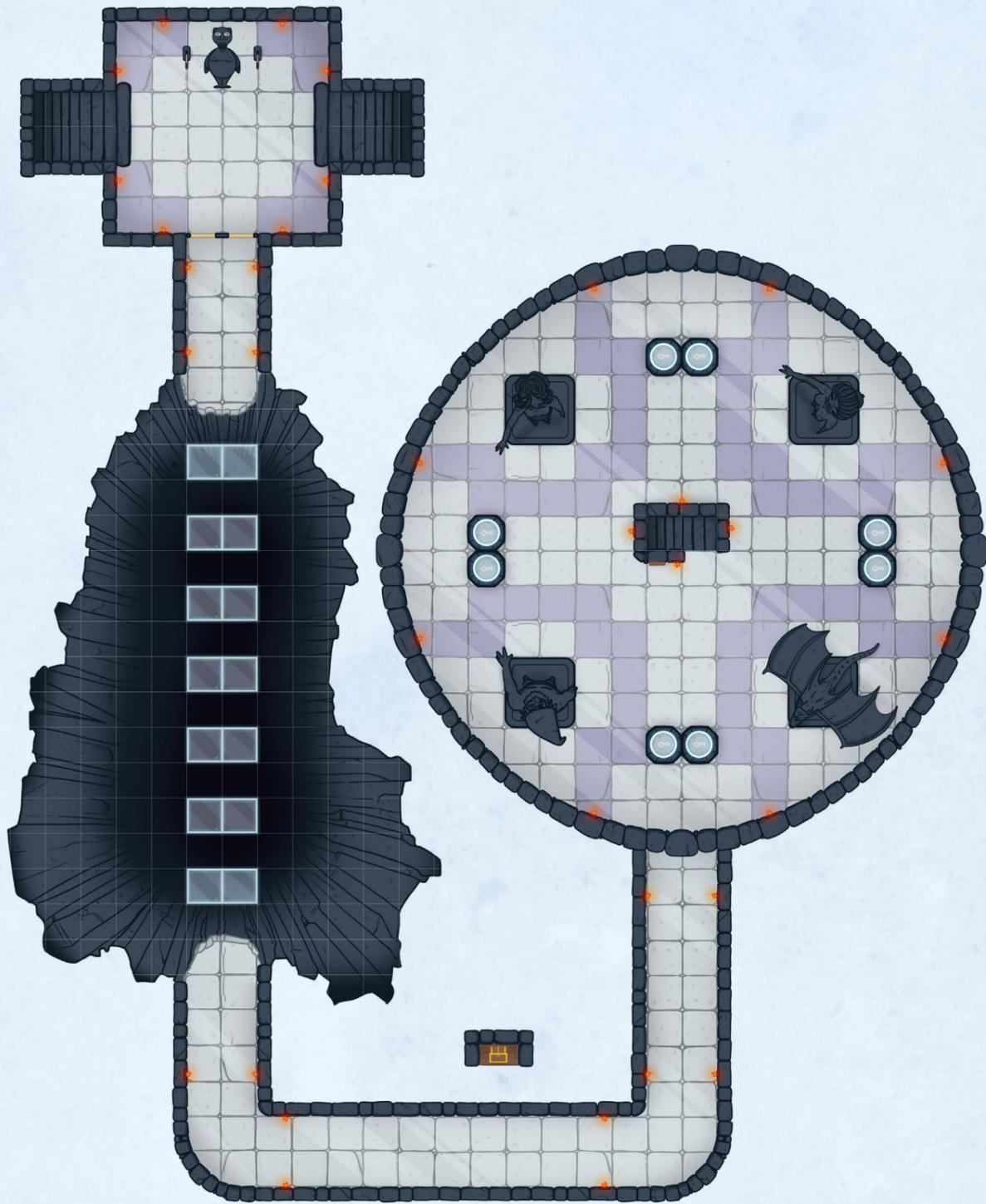
**Web Walker.** The spider ignores movement restrictions caused by webbing.

**ACTIONS**

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* (1d8 + 3) piercing damage plus (2d8) poison damage. The target must make a DC 11 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, reach 30/60 ft., one creature. The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).





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