**The Haunted Heist**

**A short D&D 5e adventure for 4-6 characters of level 3-5**

**Summary**

The adventurers are hired by a notorious thief, who has learned of a valuable artifact hidden in the abandoned mansion of the late Lord Blackwood. The thief offers to split the loot with the adventurers, if they can help him break into the mansion and steal the artifact. He also warns them that the mansion is rumored to be haunted by the restless spirits of Lord Blackwood and his family, who were killed by a cult that sought to summon an ancient evil.

The adventurers arrive at the mansion, which is surrounded by a high wall and a locked gate. They can either find a way to climb over the wall, pick the lock, or persuade the gatekeeper, a skeletal figure who speaks in riddles, to let them in. Once inside, they discover that the mansion is indeed haunted by the ghosts, zombies, and cultists, who will try to stop them from reaching the artifact. The adventurers must use their stealth, cunning, and combat skills to explore the mansion, avoiding traps and enemies, while searching for clues about the artifact’s location.

The adventurers eventually find a hidden staircase that leads to the basement, where they encounter the cult leader, a twisted necromancer who has captured a young woman and plans to sacrifice her to complete the ritual. The adventurers realize that the woman is the daughter of a wealthy noble, who was kidnapped by the cult. The adventurers must decide whether to save the woman or focus on stealing the artifact, which is revealed to be a powerful magic item that can either seal or unleash the ancient evil.

Depending on the outcome of the final confrontation, the adventurers can either escape from the mansion with the artifact and/or the woman, or fail to do so and face the consequences. They can also betray or cooperate with the thief, who may have ulterior motives for wanting the artifact. They can also loot the mansion for treasure and secrets, or uncover more details about Lord Blackwood’s tragic past and his connection to the cult.

**Introduction**

**Background**

The late Lord Blackwood was a renowned wizard and scholar, who devoted his life to the study of magic and history. He amassed a vast collection of books, artifacts, and secrets, which he kept in his secluded mansion. He was also a benevolent and respected noble, who used his wealth and influence to help the people of the nearby town.

However, Lord Blackwood had a dark secret. He was obsessed with finding a way to unlock the power of an ancient evil, a primordial force that was sealed away by the gods long ago. He believed that he could harness this power for good, and use it to create a new era of peace and prosperity. He spent years researching and experimenting, until he finally discovered a ritual that could break the seal and summon the evil.

Unfortunately, he was not the only one who sought this power. A cult of necromancers, led by a former apprentice of Lord Blackwood named Malak, had been spying on him and learned of his plans. They decided to infiltrate his mansion and steal his research, hoping to use it for their own nefarious purposes. They also kidnapped his daughter Lyra, who had followed her father’s footsteps and became a bard and adventurer.

One night, while Lord Blackwood was preparing to perform the ritual, the cult attacked. They killed Lord Blackwood and his family, and took Lyra and the ritual components to the basement. There, they attempted to complete the ritual and summon the ancient evil. However, something went wrong. The evil proved to be too powerful and unstable for them to control. It unleashed a wave of dark energy that destroyed the cult and corrupted the mansion. The evil then retreated back to its prison, leaving behind a twisted and haunted place.

The mansion was abandoned and forgotten by most people, except for a few who still remembered Lord Blackwood’s legacy. One of them was Remy, a notorious thief who had once worked for Lord Blackwood as a courier and spy. Remy had learned of a valuable artifact that Lord Blackwood had hidden in his mansion, a magic item that could either seal or unleash the ancient evil. Remy decided to hire a group of adventurers to help him break into the mansion and steal the artifact, promising to split the loot with them. He also warned them that the mansion was rumored to be haunted by the restless spirits of Lord Blackwood and his family, who were killed by a cult that sought to summon an ancient evil.

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**Adventure Overview**

The adventure consists of three parts:

**The Mansion**: The adventurers arrive at the mansion, which is surrounded by a high wall and a locked gate. They can either find a way to climb over the wall, pick the lock, or persuade the gatekeeper, a skeletal figure who speaks in riddles, to let them in. Once inside, they discover that the mansion is haunted by the ghosts, zombies, and cultists, who will try to stop them from reaching the artifact. The adventurers must use their stealth, cunning, and combat skills to explore the mansion, avoiding traps and enemies, while searching for clues about the artifact’s location.

**The Basement**: The adventurers eventually find a hidden staircase that leads to the basement, where they encounter Malak, who survived the ritual and became a powerful necromancer. He has captured Lyra and plans to sacrifice her to complete the ritual. The adventurers must decide whether to save Lyra or focus on stealing the artifact, which is revealed to be a powerful magic item that can either seal or unleash the ancient evil. They must also deal with Zane, who is actually Malak’s brother and loyal follower, and who will try to sabotage their mission and help Malak with the ritual.

**Adventure Hooks**

The adventure can begin in several ways, depending on how the DM wants to introduce it to the players. Here are some possible hooks:

* **The Thief’s Offer**: The adventurers are approached by Remy in a tavern or inn, where he offers them a job. He tells them about the artifact and the mansion, and asks them if they are interested in joining him. He also mentions that he has some information about the mansion’s layout and defenses, which he can share with them if they agree.
* **The Noble’s Plea**: The adventurers are contacted by Lyra’s father, a wealthy noble who is desperate to find his daughter. He tells them that she was kidnapped by a cult while exploring the mansion, and begs them to rescue her. He offers them a generous reward for finding her alive, or bringing back proof of her fate.
* **The Cleric’s Request**: The adventurers are met by Eliana and Zane, two clerics who are members of the Order of the Dawn, a religious organization that opposes the cult. They tell them that they have been investigating the mansion and its connection to the ancient evil, and ask them for their help. They offer to assist them in exploring the mansion and fighting the undead.
* **The Curiosity’s Call**: The adventurers are drawn to the mansion by their own curiosity or sense of adventure. They may have heard rumors or stories about it, or they may have seen it from afar and decided to check it out. They may also have personal reasons for wanting to visit it, such as looking for treasure, secrets, or answers.

**The Conclusion**: Depending on the outcome of the final confrontation, the adventurers can either escape from the mansion with the artifact and/or Lyra, or fail to do so and face the consequences. They can also betray or cooperate with Remy, who may have ulterior motives for wanting the artifact. They can also loot the mansion for treasure and secrets, or uncover more details about Lord Blackwood’s tragic past and his connection to the cult

**The Mansion**

The mansion is a large and imposing structure, built in a Gothic style. It has three floors, a basement, and an attic. The mansion is surrounded by a high wall and a locked gate, which can be bypassed by climbing, picking, or riddling. The mansion is haunted by the restless spirits of Lord Blackwood and his family, who were killed by the cult. The mansion also contains traps, secrets, and clues that can help or hinder the adventurers in their quest.

**Area Descriptions**

The following are brief descriptions of the main areas of the mansion, with features and possible encounters. The DM can use these descriptions as a guide, and add more details or modify them as they see fit.

**The Gate**: The gate is made of iron bars and has a large lock. It is guarded by a skeletal figure who speaks in riddles. The figure will only open the gate if the adventurers can answer one of its riddles correctly. Alternatively, the adventurers can try to climb over the wall (DC 15 Strength (Athletics) check), pick the lock (DC 15 Dexterity (Thieves’ Tools) check), or force it open (DC 20 Strength check).

**The Courtyard**: The courtyard is a spacious area with a fountain, a statue, and some benches. The fountain is dry and cracked, the statue is of Lord Blackwood holding a book and a wand, and the benches are covered with dust and cobwebs. The courtyard is patrolled by two zombies, who will attack any intruders on sight.

**Zombies** Med. undead, neutral evil CR 1/4 (50 XP)  
AC 8 HP 20/24 Speed 20 ft., darkvision 60 ft.   
**Slam.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

**The Foyer**: The foyer is a grand hall with a staircase, a chandelier, and several doors. The staircase leads to the second floor, the chandelier is dimly lit and sways slightly, and the doors lead to various rooms on the first floor. The foyer also contains a large portrait of Lord Blackwood and his family, which has been defaced by the cult. The portrait hides a secret passage that leads to the basement (DC 15 Intelligence (Investigation) check to find).

**The Library**: The library is a large room filled with shelves of books, scrolls, and maps. The library contains Lord Blackwood’s collection of knowledge and secrets, which he amassed over his lifetime. The library also contains a fireplace, a desk, and a globe. The fireplace has a hidden lever that opens a secret door behind one of the shelves (DC 15 Intelligence (Investigation) check to find). The secret door leads to Lord Blackwood’s study, where he kept his most valuable and dangerous items. The desk has a locked drawer that contains a clue about the artifact’s location (DC 15 Dexterity (Thieves’ Tools) check to open). The clue is a note that reads: “The key to the seal lies in the stars”. The globe has a hidden compartment that contains a star map (DC 15 Intelligence (Investigation) check to find). The star map shows the constellation of Orion, with one of its stars marked with an X.

**The Dining Room**: The dining room is a large room with a long table, chairs, and candles. The dining room was where Lord Blackwood and his family had their meals, until they were murdered by the cult. The dining room also contains a piano, a painting, and a cabinet. The piano is out of tune and plays eerie notes when touched. The painting is of a landscape with mountains, trees, and a lake. The painting hides a safe that contains some treasure (DC 15 Intelligence (Investigation) check to find). The safe has a combination lock that requires three numbers to open. The numbers are hidden in the painting: 12 (the number of mountains), 7 (the number of trees), and 4 (the number of birds). The cabinet contains some plates, cups, and silverware.

**The Kitchen**: The kitchen is a small room with an oven, a stove, and a sink. The kitchen was where Lord Blackwood’s cook prepared his meals, until he was killed by the cult. The kitchen also contains a pantry, a fridge, and a knife block. The pantry contains some rotten food and rats. The fridge contains some frozen food and ice cubes. The knife block contains some knives and scissors.

**The Ballroom**: The ballroom is a large room with a wooden floor, mirrors, and curtains. The ballroom was where Lord Blackwood and his guests had their parties and dances, until they were interrupted by the cult. The ballroom also contains a stage, a gramophone, and some chairs. The stage has some instruments and microphones. The gramophone plays some old music when turned on. The chairs are arranged in rows facing the stage.

**The Second Floor**: The second floor consists of several bedrooms, bathrooms, closets, and balconies. These rooms were where Lord Blackwood and his family slept, bathed, dressed, and relaxed, until they were attacked by the cult. These rooms contain various personal items, such as clothes, jewelry, toys, and photos. Some of these items are valuable, some are sentimental, and some are cursed. The DM can decide which items are which, and what effects they have. The second floor also contains a ghost, who is the spirit of Lord Blackwood’s wife. She is friendly and helpful, but also sad and lonely. She can provide some information about the mansion and the cult, but also asks the adventurers to stay with her or take her with them.

**The Attic**: The attic is a dark and dusty space with a low ceiling and a window. The attic was where Lord Blackwood stored his old and unwanted items, such as furniture, boxes, and paintings. The attic also contains a trapdoor, a telescope, and a skeleton. The trapdoor leads to the roof, where there is a weathervane and a flagpole. The weathervane is shaped like a dragon, and the flagpole has a flag with Lord Blackwood’s crest. The telescope is pointed at the sky, and can be used to see the stars. The skeleton is the remains of one of the cultists, who was killed by Lord Blackwood’s traps. The skeleton holds a key that opens the basement door (DC 15 Intelligence (Investigation) check to find).

**The Basement**

The basement is a dark and damp space with a stone floor and walls. The basement was where Lord Blackwood performed his experiments and rituals, until he was betrayed and killed by the cult. The basement also contains the final confrontation with Malak, who survived the ritual and became a powerful necromancer. He has captured Lyra and plans to sacrifice her to complete the ritual. The adventurers must decide whether to save Lyra or focus on stealing the artifact, which is revealed to be a powerful magic item that can either seal or unleash the ancient evil. They must also deal with Zane, who is actually Malak’s brother and loyal follower, and who will try to sabotage their mission and help Malak with the ritual.

**Area Descriptions**

The following are brief descriptions of the main areas of the basement, with features and possible encounters. The DM can use these descriptions as a guide, and add more details or modify them as they see fit.

**The Basement Door**: The basement door is a heavy wooden door with a metal lock. It is located behind the portrait in the foyer, and can be opened with the key that is held by the skeleton in the attic (DC 15 Intelligence (Investigation) check to find). Alternatively, the adventurers can try to break down the door (DC 20 Strength check), or pick the lock (DC 15 Dexterity (Thieves’ Tools) check).

**The Laboratory**: The laboratory is a large room with tables, shelves, and cabinets. The laboratory contains Lord Blackwood’s equipment and materials, which he used for his experiments and rituals. The laboratory also contains a cage, a bookshelf, and a trap. The cage holds a mutated rat, which was one of Lord Blackwood’s test subjects. The rat is aggressive and will try to bite anyone who comes near it. The bookshelf contains some books and scrolls, some of which are useful and some of which are cursed. The DM can decide which books and scrolls are which, and what effects they have. The trap is a pressure plate that activates a flamethrower (DC 15 Wisdom (Perception) check to notice). The flamethrower shoots a jet of fire at anyone who steps on the plate (DC 15 Dexterity saving throw to avoid, 4d6 fire damage on a failed save, half as much on a successful one).

**The Storage Room**: The storage room is a small room with crates, barrels, and sacks. The storage room contains some supplies and resources, such as food, water, tools, and weapons. The storage room also contains a chest, a skeleton, and a secret door. The chest contains some treasure and a clue about the artifact’s location (DC 15 Dexterity (Thieves’ Tools) check to open). The clue is a pendant that has Lord Blackwood’s crest on one side and an inscription on the other. The inscription reads: “The seal lies within the heart of the dragon”. The skeleton is the remains of one of Lord Blackwood’s servants, who was killed by the cult. The skeleton wears a ring that has Lord Blackwood’s crest on it. The ring is actually a key that opens the secret door behind one of the crates (DC 15 Intelligence (Investigation) check to find). The secret door leads to Lord Blackwood’s vault, where he kept his artifact.

**The Vault**: The vault is a small room with a metal door and a lock. The vault contains Lord Blackwood’s artifact, which is his most prized possession and his greatest discovery. The artifact is a spherical device that can either seal or unleash the ancient evil, depending on how it is activated. The artifact has two buttons: one red and one green. The red button unleashes the evil, while the green button seals it. However, activating either button requires a sacrifice of life force from someone who wears Lord Blackwood’s crest (such as Lyra or Zane). If no one wears the crest, activating either button will have no effect. The vault can be opened with the ring that is worn by the skeleton in the storage room (DC 15 Intelligence (Investigation) check to find). Alternatively, the adventurers can try to break down the door (DC 25 Strength check), or pick the lock (DC 20 Dexterity (Thieves’ Tools) check).

**The Ritual Chamber**: The ritual chamber is a large room with an altar, a circle of candles, and a pentagram. The ritual chamber is where Malak performs his ritual to summon the ancient evil, using Lyra as his sacrifice. The ritual chamber also contains Malak himself, along with Zane and some cultists. Malak is a human necromancer who is ruthless, ambitious, and fanatical. He leads a group of cultists who worship the ancient evil, and plans to sacrifice Lyra to complete the ritual. He has a personal vendetta against Lord Blackwood, who was his former mentor and rival. Malak is a CR 6 NPC, who has the following abilities: dark magic, necrotic blast, raise dead, and life drain. Zane is a human cleric who is Malak’s brother and loyal follower. He pretends to be a member of the Order of the Dawn, but he actually works for Malak and helps him with the ritual. Zane is a CR 4 NPC, who has the following abilities: healing word, guiding bolt, spiritual weapon, and turn undead. The cultists are human fanatics who serve Malak and the ancient evil. They are CR 1/4 NPCs, who have the following abilities: dagger, scimitar, and fanaticism. Lyra is a half-elf bard who is adventurous, curious, and rebellious. She was kidnapped by the cult while exploring the mansion, and is now held captive in the ritual chamber. She has a hidden talent for magic, and may be able to help the adventurers if they rescue her. Lyra is a CR 3 NPC, who has the following abilities: vicious mockery, dissonant whispers, charm person, and bardic inspiration.

**Conclusion**

The conclusion of the adventure depends on the outcome of the final confrontation with Malak, and the choices made by the adventurers. The following are some possible scenarios, along with their rewards and consequences. The DM can use these scenarios as a guide, and add more details or modify them as they see fit.

**The Artifact is Sealed**: The adventurers manage to steal the artifact from the vault, and use it to seal the ancient evil. They sacrifice either Zane or Lyra, who wears Lord Blackwood’s crest, to activate the green button. The artifact emits a bright light, and a wave of positive energy washes over the mansion. The evil is banished, and the undead are destroyed. The mansion is restored to its original state, and Lord Blackwood’s spirit thanks the adventurers for their deed. The adventurers can then escape from the mansion with the artifact, which is now a powerful magic item that can cast banishment once per day. They can also rescue Lyra (if they sacrificed Zane) or Zane (if they sacrificed Lyra), and return them to their father or Eliana, respectively. They can also betray or cooperate with Remy, who may want to keep the artifact for himself or sell it to someone else. They can also loot the mansion for treasure and secrets, or uncover more details about Lord Blackwood’s tragic past and his connection to the cult.

**The Evil is Unleashed**: The adventurers fail to steal the artifact from the vault, or use it to unleash the ancient evil. They sacrifice either Zane or Lyra, who wears Lord Blackwood’s crest, to activate the red button. The artifact emits a dark smoke, and a wave of negative energy washes over the mansion. The evil is freed, and a portal opens in the ritual chamber. A monstrous creature emerges from the portal, and roars in triumph. The creature is a CR 10 NPC, who has the following abilities: multiattack, bite, claw, tail, frightful presence, and ancient wrath. The creature attacks everyone in sight, including Malak and his cultists. The adventurers must either fight or flee from the creature, while trying to survive its attacks and its minions. The mansion is corrupted and collapsed by the evil’s power, and Lord Blackwood’s spirit curses the adventurers for their folly. The adventurers can then try to escape from the mansion with their lives, or die in the process. They can also try to save Lyra (if they sacrificed Zane) or Zane (if they sacrificed Lyra), or leave them behind. They can also betray or cooperate with Remy, who may try to steal the artifact or flee from it.

**The Status Quo is Maintained**: The adventurers neither steal nor use the artifact from the vault, and leave it where it is. They either fail to find it, decide not to take it, or are unable to activate it. The artifact remains dormant in the vault, and neither seals nor unleashes the ancient evil. The mansion remains haunted by the undead and the cultists, and Lord Blackwood’s spirit remains restless. The adventurers can then either fight or negotiate with Malak, who may try to stop them from leaving or let them go. They can also rescue Lyra from Malak’s clutches, or leave her to her fate. They can also betray or cooperate with Remy, who may be angry or disappointed with them for not getting the artifact. They can also loot the mansion for treasure and secrets, or uncover more details about Lord Blackwood’s tragic past and his connection to the cult.

**Rewards**

The rewards for completing the adventure depend on the scenario that occurs in the conclusion, and the choices made by the adventurers. The following are some possible rewards that the DM can give to the adventurers:

* **The Artifact**: If the adventurers manage to steal and seal the artifact, they gain a powerful magic item that can cast banishment once per day. If they fail to steal or unleash the artifact, they lose this opportunity.
* **The Noble’s Reward**: If the adventurers rescue Lyra and return her to her father, they gain a generous reward of 500 gp each, as well as his gratitude and friendship. If they fail to rescue Lyra or leave her behind, they lose this reward.
* **The Cleric’s Reward**: If the adventurers rescue Zane (who is actually a traitor) and return him to Eliana (who is unaware of his deception), they gain a modest reward of 100 gp each, as well as her trust and respect. If they fail to rescue Zane or leave him behind, they lose this reward.
* **The Thief’s Reward**: If the adventurers cooperate with Remy and help him get the artifact (or at least try to), they gain a fair share of 250 gp each (or half of that if they only try), as well as his loyalty and friendship. If they betray Remy or fail to help him, they lose this reward.
* **The Treasure**: The adventurers can loot the mansion for treasure and secrets, which can include gold, gems, jewelry, magic items, books, scrolls, maps, and more. The DM can decide what treasure and secrets are available, and how much they are worth.
* **The Secrets**: The adventurers can uncover more details about Lord Blackwood’s tragic past and his connection to the cult, which can include his motives, his research, his family, his enemies, and more. The DM can decide what secrets are available, and how they affect the story.

**Consequences**

The consequences for completing the adventure depend on the scenario that occurs in the conclusion, and the choices made by the adventurers. The following are some possible consequences that the DM can impose on the adventurers:

**The Evil**: If the adventurers unleash the ancient evil, they unleash a terrible threat upon the world, which may have dire repercussions for them and others. The DM can decide what the evil does, and how it affects the story.

**The Cult**: If the adventurers fail to stop Malak and his cult, they allow them to continue their nefarious plans, which may involve more sacrifices, more rituals, and more attempts to summon the ancient evil. The DM can decide what the cult does, and how it affects the story.

**The Ghost**: If the adventurers seal the ancient evil, they free Lord Blackwood’s spirit from his torment, and he may reward them with some information or assistance. If they fail to seal or unleash the evil, they anger Lord Blackwood’s spirit, and he may haunt them with some curses or threats. The DM can decide what the ghost does, and how it affects the story.

**The Traitor**: If the adventurers rescue Zane (who is actually a traitor) and return him to Eliana (who is unaware of his deception), they unknowingly help Malak and his cult, who may use Zane to spy on or sabotage them or others. The DM can decide what Zane does, and how it affects the story.

**The Thief**: If the adventurers betray Remy or fail to help him get the artifact (or at least try to), they make an enemy of him, who may seek revenge on them or others. The DM can decide what Remy does, and how it affects the story.

**Appendix**

The appendix contains the stat blocks and descriptions of the NPCs, monsters, and magic items that appear in the adventure. The DM can use these stat blocks and descriptions as a reference, and modify them as they see fit.

**NPCs**

**Remy (CR 3 700 XP)**: Remy is a human rogue who is charming, cunning, and greedy. He has a knack for finding and stealing valuable items, and a habit of getting into trouble. He hired the adventurers to help him steal the artifact from the mansion, but he may have other plans for it.

Medium humanoid (human), chaotic neutral   
AC 14 (leather armor) HP 44 (8d8 + 8) Speed 30 ft. STR 10 (+0) DEX 18 (+4) CON 12 (+1)  
INT 14 (+2) WIS 10 (+0) CHA 16 (+3)   
Skills Deception +5, Insight +2, Perception +2, Stealth +6, Passive Perception 12   
Languages Common, Thieves’ Cant

**Cunning Action.** On each of his turns, Remy can use a bonus action to Dash, Disengage, or Hide.

**Sneak Attack (1/Turn).** Remy deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Remy that isn’t incapacitated and Remy doesn’t have disadvantage on the attack roll.

**Dagger.** Melee or Ranged: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 4) piercing.

**Shortbow.** Ranged: +6 to hit, range 80/320 ft., one target. Hit: 8 (1d6 + 4) piercing.

**Lyra (CR 2 450 XP)**: Lyra is a half-elf bard who is adventurous, curious, and rebellious. She was kidnapped by the cult while exploring the mansion, and is now held captive in the basement. She has a hidden talent for magic, and may be able to help the adventurers if they rescue her.

Lyra Medium humanoid (half-elf), chaotic good  
AC 15 (studded leather) HP 27 (5d8 + 5) Speed 30 ft.  
STR 10 (+0) DEX 16 (+3) CON 12 (+1)  
INT 14 (+2) WIS 10 (+0) CHA 18 (+4)  
Skills Acrobatics +5, Insight +2, Performance +6, Persuasion +6 Senses darkvision 60 ft., passive Perception 10 Languages Common, Elvish, Sylvan

**Bardic Inspiration (3/Day).** As a bonus action on her turn, Lyra can choose one creature other than herself within 60 feet of her who can hear her. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

**Spellcasting.** Lyra is a 3rd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Lyra has the following bard spells prepared:

Cantrips (at will): dancing lights, mage hand, vicious mockery

1st level (4 slots): charm person, dissonant whispers, healing word

2nd level (2 slots): invisibility, shatter

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

**Malak**: Malak is a human necromancer who is ruthless, ambitious, and fanatical. He leads a group of cultists who worship the ancient evil, and plans to sacrifice Lyra to complete the ritual. He has a personal vendetta against Lord Blackwood, who was his former mentor and rival.

Malak Medium humanoid (human), chaotic evil Armor Class 12 (15 with mage armor) Hit Points 66 (12d8 + 12) Speed 30 ft. STR 10 (+0) DEX 14 (+2) CON 12 (+1) INT 18 (+4) WIS 14 (+2) CHA 16 (+3) Skills Arcana +7, Deception +6, Religion +7 Senses passive Perception 12 Languages Common, Draconic, Infernal Challenge 6 (2,300 XP)

**Dark Magic.** Malak has the following flaw: “I am obsessed with the ancient evil, and will do anything to summon it.” Whenever Malak casts a spell that deals necrotic damage, he can choose to deal an extra 10 (3d6) necrotic damage to one target of the spell. If he does so, he must succeed on a DC 15 Wisdom saving throw or suffer a short-term madness effect (see the Dungeon Master’s Guide for details).

**Spellcasting.** Malak is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Malak has the following wizard spells prepared:

Cantrips (at will): chill touch, mage hand, minor illusion, prestidigitation

1st level (4 slots): mage armor, magic missile, ray of sickness

2nd level (3 slots): blindness/deafness, misty step, ray of enfeeblement

3rd level (3 slots): animate dead, counterspell, fireball

4th level (3 slots): blight, dimension door

5th level (1 slot): cloudkill

**Actions**

**Dagger.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

**Necrotic Blast.** Ranged Spell Attack: +7 to hit, range 60 ft., one target. Hit: 14 (4d6) necrotic damage.

**Raise Dead.** Malak targets one corpse of a Medium or Small humanoid within 60 feet of him. The corpse becomes a zombie under Malak’s control. The zombie acts immediately after Malak in the initiative order. Malak can have up to four zombies under his control at a time.

**Life Drain.** Malak targets one creature within 30 feet of him that he can see. The target must succeed on a DC 15 Constitution saving throw or take 21 (6d6) necrotic damage and have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. Malak regains hit points equal to half the amount of necrotic damage dealt.

* **Zane**: Zane is a human cleric who is Malak’s brother and loyal follower. He pretends to be a member of the Order of the Dawn, but he actually works for Malak and helps him with the ritual.

Zane Medium humanoid (human), chaotic evil Armor Class 18 (chain mail, shield) Hit Points 52 (8d8 + 16) Speed 30 ft. STR 16 (+3) DEX 10 (+0) CON 14 (+2) INT 10 (+0) WIS 16 (+3) CHA 12 (+1) Skills Deception +3, Insight +5, Religion +2 Senses passive Perception 13 Languages Common Challenge 4 (1,100 XP)

**Divine Eminence.** As a bonus action, Zane can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of his turn.

**Spellcasting.** Zane is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Zane has the following cleric spells prepared:

Cantrips (at will): guidance, light, sacred flame

1st level (4 slots): cure wounds, guiding bolt, inflict wounds

2nd level (3 slots): hold person, spiritual weapon

3rd level (2 slots): dispel magic, spirit guardians

**Actions**

**Mace.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

* **Lyra’s Father**: Lyra’s father is a wealthy noble who is desperate to find his daughter. He contacted the adventurers and offered them a generous reward for finding her alive or bringing back proof of her fate.

Lyra’s Father Medium humanoid (human), any alignment Armor Class 10 Hit Points 9

**Monsters**

**Zombie**: A zombie is a reanimated corpse that mindlessly follows the commands of its creator. Zombies are often used by necromancers and cultists as servants or soldiers.

Zombie Medium undead, neutral evil Armor Class 8 Hit Points 22 (3d8 + 9) Speed 20 ft. STR 13 (+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Saving Throws Wis +0 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands the languages it knew in life but can’t speak Challenge 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Actions**

**Slam.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

**Rat**: A rat is a small rodent that scavenges for food and lives in dark and dirty places. Rats are often found in sewers, dungeons, and abandoned buildings.

Rat Tiny beast, unaligned Armor Class 10 Hit Points 1 (1d4 - 1) Speed 20 ft. STR 2 (-4) DEX 11 (+0) CON 9 (-1) INT 2 (-4) WIS 10 (+0) CHA 4 (-3) Senses darkvision 30 ft., passive Perception 10 Languages – Challenge 0 (10 XP)

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**

**Bite.** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

**Bat**: A bat is a flying mammal that uses echolocation to navigate and hunt. Bats are often found in caves, forests, and dark places.

Bat Tiny beast, unaligned Armor Class 12 Hit Points 1 (1d4 - 1) Speed 5 ft., fly 30 ft. STR 2 (-4) DEX 15 (+2) CON 8 (-1) INT 2 (-4) WIS 12 (+1) CHA 4 (-3) Senses blindsight 60 ft., passive Perception 11 Languages – Challenge 0 (10 XP)

**Echolocation.** The bat can’t use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Actions**

**Bite.** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.