

# NIGHT AT THE MAUSOLEUM

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**Summary:** The Hag, JENNY SPLITGUT owes a Lich a solid, so she's willing to negotiate when an accursed adventurer approaches. If the party restocks the Lich's Mausoleum before sunrise, she'll break a cursed object's attunement. Throw in Skeleton fights wherever, and dish out just enough XP to keep it interesting. Unless called out, all creatures have **8 HP, AC/DC 13, +2 to hit & deal 1d6 damage**

**1:** Hag's Hut. Negotiate with Jenny Splitgut. **RolePlay or Dice (15 DC), DM's choice.**

Outcomes:

**Success-** She'll lift curse if they restock the Lich's Mausoleum.

**Epic Win** (5+ over DC, or outstanding roleplay)- she gives them a **Revive Scroll** and a **Moon-touched blade**.

**Fail-** They must also pay her a **magical item** or kill something cute.

**2:** A rival party has broken into the Mausoleum and left the **secret entrance** to the dungeon open. Players must reseal the tomb door and create a **puzzle** that unlocks it using items in the crypt: **Dead Flowers, Vases, Urns, Runestones, Marble Busts, Niches, Candles, Torch Sconces, Scales, A depressed and beaten IMP**

Make them draw it.

**3:** Antechambers. **Molebalds** are like Kobalds, but mole-ish instead of dragonny.

They are OVER IT, and packing up to move. Several were killed and their traps are all sprung. Party must convince them to stay. **Giving weapons, bribes and setting new traps** will make them feel safer.



[Dinosaur Photo by Markus Spiske on Unsplash](#)

**5:** The Lich's Throne Room

An empty treasure chest yawns up at you. Fill it with money (half the party's wealth), and a magical weapon.

Two more dead adventurers lie on the floor, and a Dwarf Cleric sits on the Lich's throne, seething. The Lich's Phylactery rests on the floor before him. He wants to crush it with his warhammer.

Defeat him and the Hag keeps her bargain. Help him kill the Lich and they have to fight their way past all the stuff they set up on the way here, but the Hag still keeps her bargain as she's no longer in debt to the Lich.

**Dwarf Cleric:** 60 HP, AC 18, +5 to hit, 2d8 damage, Spells-DM's choice 500 gp

**4:** The Lich's Reliquary.

A dusty, high-ceilinged rotunda. All the Lich's valuables in life, tapestries, paintings rugs, now molder forgotten. Display cases abound. Steal his stuff, void the Hag's bargain. A giant crystal case hangs open before a squished Knight (with a **+1 Mace**) stuck to a pressure plate, holding the trapdoor to the stairs open. Unreasonably huge bloody footprints lead away from it.

Return the famished and murderous **Undead Bone Tyrannosaur** to it's cage with full HP come sunrise. It's in one of the adjoining rooms, DM's choice.

**HP:** Sum the party's HP and add 8, AC 15, +5 to hit, deals damage equal to half the toughest players max HP + their Constitution Modifier.