

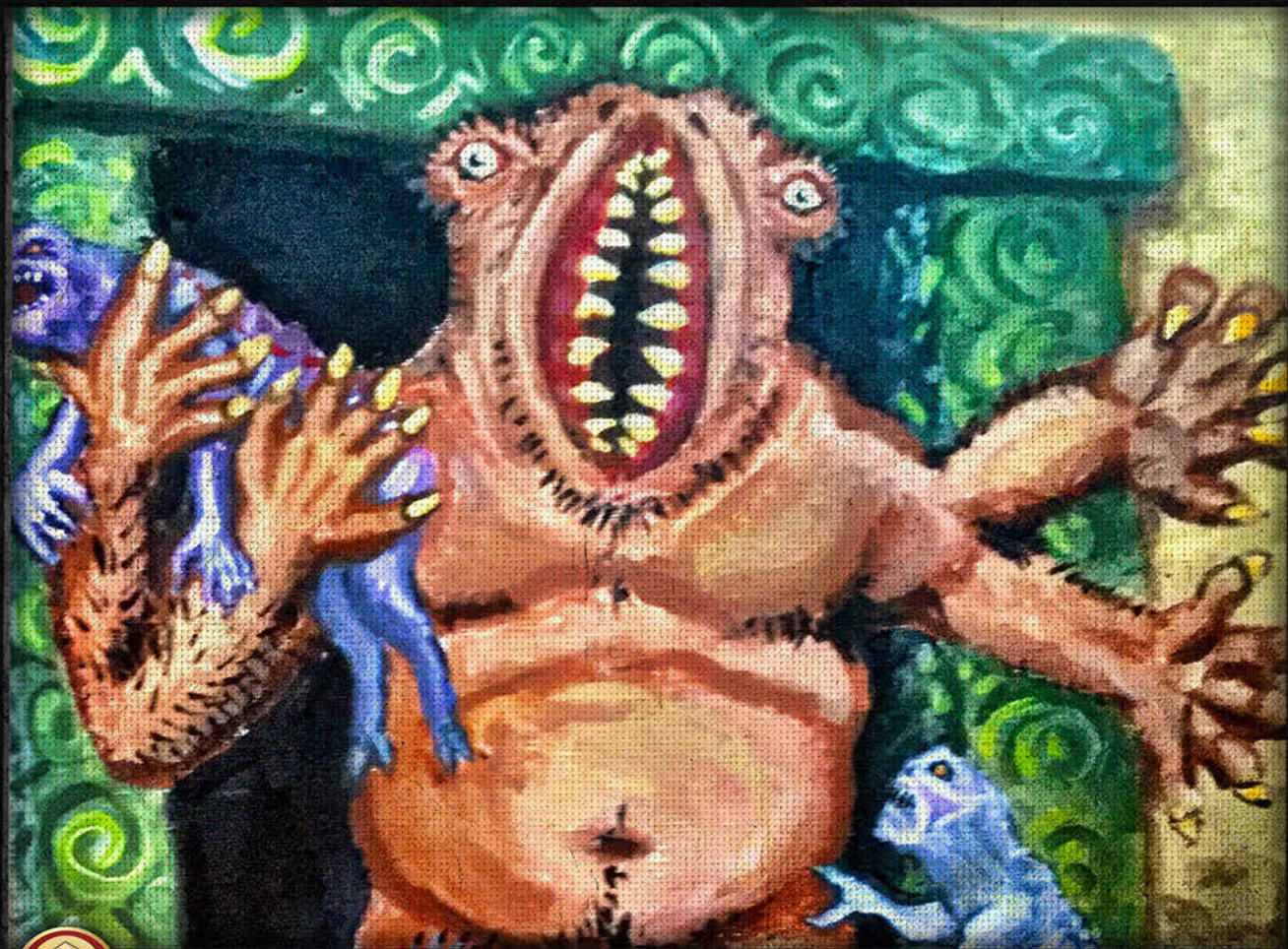
A 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

**VOL.
9**

THE BOOK OF DARK SECRETS

THE ART GALLERY OF LUDVIG LOVECRAFT



CREDITS ~ D&D 5E

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Art Gallery of Ludvig Lovecraft © 2020 DARK BY DEZIGN

Some ideas inspired by H.P. Lovecraft

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INTRODUCTION

ADVENTURE INTRODUCTION

This short adventure can be combined or paired with the short adventure **THE WAX MUSEUM**. The backstory focuses on two spell casters that despise each other and compete with one another. The two owners are both notoriously passive-aggressive sorcerers that have been trying to bring each other's business to fall into ruin for years.

Both of these charlatans claim to be related to the great artist **H.P. LOVECRAFT**, and both have set up "shops" of sorts to capitalize upon Lovecraft's genius. One owns an art gallery featuring legendary artist Haniel Puaro Lovecraft's art as well as several forgeries. The other is a wax museum owned by the sorcerer known as **HUGO LOVECRAFT**. This sorcerer has been showcasing several H.P. Lovecraft sculptures and wax figures that are either forgeries or art created by other artists, and *not* by the great Lovecraft himself.

Word of these two overzealous competitors has spread to The Haniel Puaro Lovecraft Society (**THE HPL SOCIETY**) that ensures that anything that has been put out to the public has been qualified, verified, and certified as being genuine and completely authentic Lovecraft works and has not been one of the many stolen Lovecraft items that have been reported.

The Haniel Puaro Lovecraft Society's greatest and most highly renowned art appraiser (**Otto Lovecraft**) has been set forth to investigate these rumors, and to determine what is legitimate and what, if anything, has been stolen from the HPL Estate. Otto has been charged with hiring the adventurers to accompany him to both galleries to enforce this mission. Both con men have no idea that Otto or the party is coming, and Otto has written these two merchants (2 weeks prior) using a pseudonym and requesting additional free tickets in exchange for rave reviews in the town's weekly news parchment. The party is to act as

Otto's (going by the alias Evandar Tillinghast) associates and friends, but whose true duties are to be bodyguards to protect Otto, and if needed, to arrest the two unlawful art merchants.

Otto's job as the world's foremost HPL expert is to appraise each Lovecraft masterpiece, and to also see if any of the inventory is indeed stolen, a forgery, or not from the genius mind of HPL. The party members, acting as casual friends, will be tasked to search the premises to see if they can uncover anything illicit or illegal relating to any Lovecraft masterpieces in any way, shape, or form. The PCs have also been deputized and have the power to confiscate anything suspicious.

Otto has an HPL Society badge allowing him to work in this manner at will, and all PCs will also be provided with badges to help the honorable Otto Lovecraft perform his sacred duty.

Otto leads the PCs to either (or both) this art gallery and Hugo Lovecraft's wax museum. Both merchants are heavily pushing for the sales of a wide variety of supposedly legitimate Lovecraft masterpieces. They intend to make as much money as possible in a very short time, then cut and run to the next town and do the same thing in the new town with the grandmaster's world-famous masterworks and/or forgeries.

Some very interesting dynamics can unfold if the DM/GM chooses to tie both of these adventures together, as both of these sorcerers are notoriously passive-aggressive and cowardly. Instead of engaging in the atypical wizard's duel, they keep nipping at each other to simply irritate and hurt each other in passive-aggressive ways. Some of these things include (but are not limited to) forgery paintings stolen, trying to start each other's shops on fire, employing invisible servants to replace real masterpieces with forgeries, and casting unique spells to turn paintings and wax figures into living and very dangerous beings.

THE ART GALLERY

You receive another message from Matigan Brennan and retrieve it from the magical box he has gifted you. You see the typical pages of parchment and open them to see one is an invitation to an art gallery, and the other is a note from Brennan himself. The letter from Brennan reads:

When one of my contacts brought this invitation to my attention, I immediately thought of you. Highly skeptical, I consulted with another of my contacts in the realm of high art. I'm sure you have heard of H.P. Lovecraft, the world-famous artist and sculptor, so I will bypass the endless details regarding his amazing accomplishments. I immediately consulted another one of my contacts, the esteemed Otto Lovecraft, a true descendant of H.P. Lovecraft himself. He is quite skeptical as well, and I informed him of the special services that your party provides. I have arranged for him to meet up with you where you are staying now. He needs some very capable adventurers to escort him to and from this gallery showing, and to provide protection for him, and any true works of art created by H.P. Lovecraft. At the same time, you will be empowered to confiscate anything that Otto commands. He has informed me that depending on how things unfold, he is willing to reward you rather well for your efforts. I hear he carries a bagful of gems for when traveling light, but that is between you and me.

Best of luck.

M

Later on that day, you are met by a short and wiry figure that introduces himself as Otto Lovecraft. The bespectacled man is slight of stature but makes up for this with his boundless energy. After introducing himself,

Otto hands each of you bronze marshal badges with the words ART COLLECTOR engraved deeply on each badge's highly-polished surface. Otto clenches his walking stick and with a flourish, asks your party to follow him to the art gallery.

Traveling to the next town, you arrive at your destination a half-hour later and make your way to the main entrance to the art gallery.

1. ART GALLERY ENTRY -

You make your way to the south entrance of the gallery and you are met by a pair of attractive women wearing black cloaks and witch hats. Written in green paint upon a white sign is the name of the establishment, THE LUDVIG LOVECRAFT ART GALLERY. The pair of women smile at you and bid you all a very warm welcome.

“Welcome to the Lovecraft Art Gallery. 15 gold pieces each grants you entry until closing and additional spirits are served to the left. The main attraction is in the center of the building, but you're free to roam about at will. Just don't steal anything, and you'll be fine.”

With dramatic gestures, the pair ushers you inside. 50 feet down the long passage two more hallways open to the west and east directions and the hallway extends another 50 feet north and merges with another open chamber. The hallway continues even further leading to yet another open chamber and more passages leading west and east.

NOTES - The gallery is clean enough, but not spotless. Torches are set into the walls and spaced every 20 feet or so. The ceilings reach up to 15 feet in height, and the walls, ceiling, and the floor are made from huge blocks of granite. All of the

HUGO'S SABOTAGE PLANS

doors in this gallery are made of steel and are locked. There is a secret door in area 7 and another secret door in area 10. A DC Perception 20 roll is needed to locate this or any secret doors.

Ludvig has four sorcerer apprentices studying under his "unique brand and blend of sorcerous arts" whom Ludvig humbly refers to as LUDVIGIAN ACOLYTES. These four sorcerers can be found in areas 5-8.

The most important dynamic for the DM/GM to realize is that Ludvig Lovecraft's arch-enemy **HUGO LOVECRAFT** has inserted three of his sorcerer apprentices to wreak havoc on Ludvig's showing. These three apprentices to Hugo work across the street at THE LOVECRAFT WAX MUSEUM and should be treated with the same stats as Ludvig's sorcerers. These three "HUGOIAN" sorcerers can be found in the locations listed below. Some ideas as to their specific plans of attack are also mentioned.

RENDLE - Area 10 - Rendle is the main saboteur and his job is to set things into motion first by using a magic item known as **THE LOVECRAFT SCEPTRE**. This scepter has the same powers as the spell **CTHULIAN SUMMONINGS** and has **13 charges** left. This magic item has the power to animate artistic renditions out into the real world and randomly attack any of the nearest victims. Immediately after summoning as many (DM/GM's choice) of the Cthul creatures he can, Rendle will make a hasty retreat out of the gallery to area 1.

JAKOB - Area 10 - Jakob will try to gain access to area 14 (Ludvig Lovecraft's library) and steal as many useful items as possible, then walk away calmly outside to area 1. He is equipped with a spell **SCROLL OF PASSWALL**. DC 18 Perception checks are required for the PCs to notice this man's peculiar behavior, and/or bulk

beneath his clothing due to the goods he has stolen from area 14.

ROYSTER - Area 2 - Royster is in charge of "staggering away drunk" and locking everyone inside the art gallery to stir up as much pandemonium as possible. He plans on doing this by sealing the main door (area 1) shut with a tube of (5 total doses) **SOVEREIGN GLUE**. He will, of course, wait for his two other brethren to safely make it outside before sealing this door closed.

2. EVIL SPIRITS BAR -

You enter into a smoky 40-foot by 30-foot chamber filled with patrons drinking and smoking savory pipeweed. A bar has been situated in the southeast corner with a black banner stretching across the entire south wall with white words and skulls painted on it. The message written on the enormous banner reads:

WELCOME TO THE EVIL SPIRITS BAR

A female dwarf walks on top of the bar and greets you,

"Hello, fellow travelers, and welcome to Evil Spirits! What can I get for thee?"

NOTES - The dwarf is named **ELLIE**, and she makes her living by setting her portable bar up at any locales where she is permitted. The spirits (and pipeweed) available are listed below with their costs.

Dalewind Ice Wine - 3 gp/glass

Hebringer Beer - 5 cp/mug

Jurgen Stout Oatmeal Ale - 6 cp/mug

Storm Gale Rum - 2 sp/shot

Barrington Brandy - 1 gp/shot

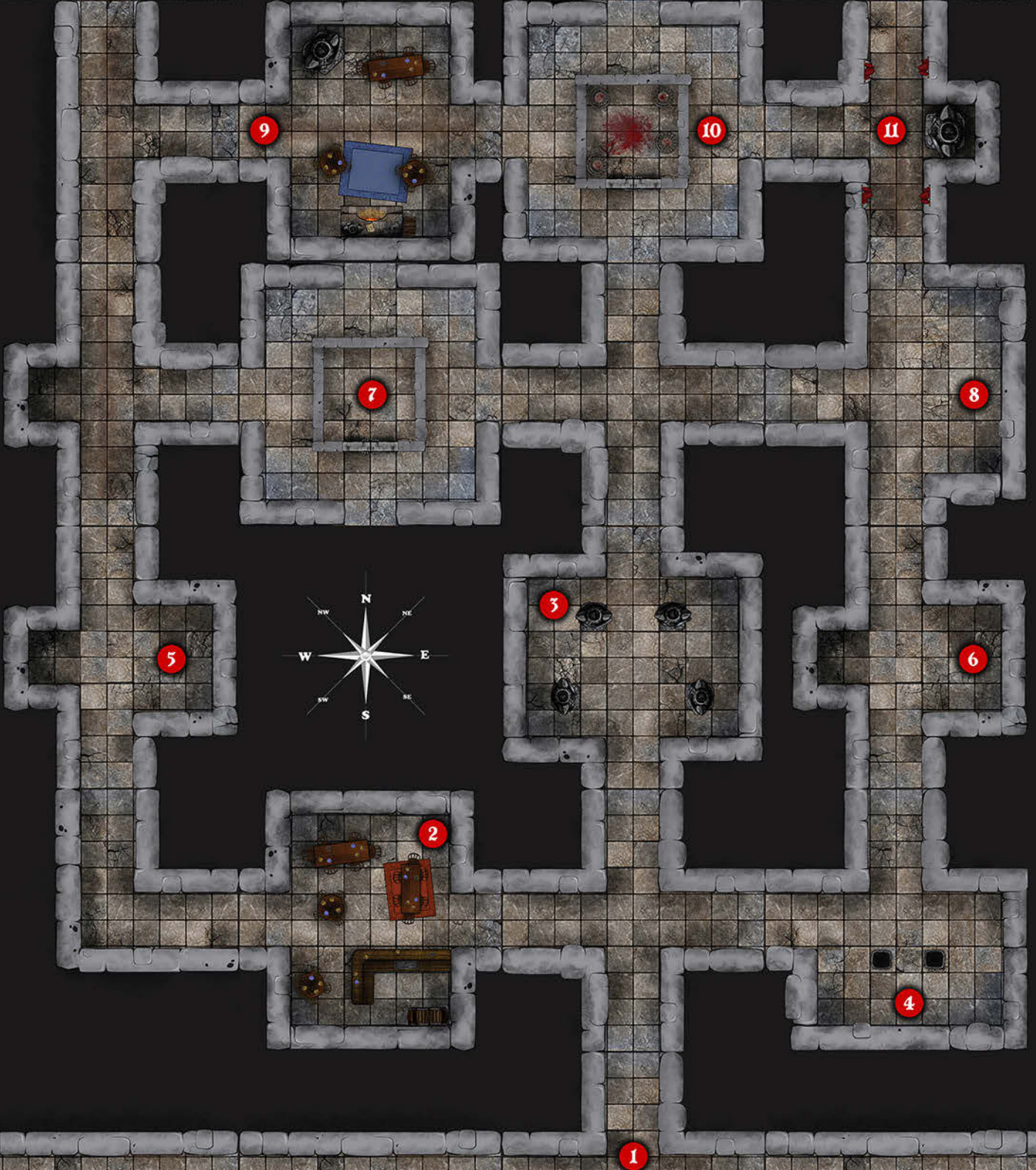
Green Cthulhu Absinthe - 5 gp/glass

Evil Spirits Pipe Weed - 1 sp/plug

THE LOVECRAFT ART GALLERY



1 Square
= 5 Feet



MINGLING CHAMBERS

If any PC or PCs place a total drink order of 15 sp or more, Ellie will share a few rumors with the party. All of these rumors are 100% true.

“I bet you lot are completely unaware of Hugo, yeah? Hugo is a slimy troll wax museum merchant that follows Ludvig around everywhere he goes, constantly trying to destroy what poor Ludvig has spent his entire life tryin’ to build. His waxworks are going on right now and are literally across the street. Farkin’ troll! Ugh!”

“You know I shouldn’t be tellin’ you this, but nice as he’s been to me, he’s a little “off,” if you know what I mean. I saw Ludvig’s four henchmen carrying coffins to the back room. Now, what the *hells* would someone be traveling with coffins for? Beats me.”

“Yeah, good ole Ludvig’s dear to me, but did you know that he has a tail? He’s a sorcerer, that one. Just make sure you’re nice, and all will go well for thee.”

3. ARMORIALS CHAMBER -

This chamber is home to four ornate armorial trophies made from black armor and studded with precious stones and gems.

NOTES - These are just a few of Ludvig’s guardians. These guardians “awake and react” if anyone tries to dig out any of the gems embedded in their armor, or if Ludvig commands them to attack. The number and value of the gems are determined by the experience level of the PCs. The suggestions are listed below.

PC LEVELS - 1 - 5 - 10 precious stones worth 10 gp each, and 10 sapphires worth 30 gp each.

PC LEVELS - 6 - 10 - 10 precious stones worth

20 gp each, and 10 sapphires worth 40 gp each.

PC LEVELS - 11 - 15 - 10 precious stones worth 30 gp each, and 10 sapphires worth 60 gp each.

PC LEVELS - 16 - 20 - 10 precious stones worth 60 gp each, and 10 sapphires worth 120 gp each.

The DM/GM may choose to treat these guardians as gargoyles or phantom armor creations.

4. “STYLISH” LATRINE CHAMBER -

This is an open latrine chamber with holes cut into the floor measuring four feet across.

NOTES - This is one of the “trends” that Ludvig has helped push (force) upon “the elite.” If questioned why there are no doors to this rather odd latrine, Ludvig’s fake reply will be,

“Because I believe in being open and honest!”

5. MINGLING CHAMBER WEST -

This chamber is filled with a wide array of art lovers standing and drinking, talking about the artworks lining the walls.

NOTES - One of Ludvig’s four sorcerer henchman can occasionally be found passing through this chamber making sure no one touches the art or steals anything. All four sorcerers should be treated as being 1/3rd the level of Ludvig.

ARMBRUST watches over this area.

The stats for Ludvig’s in-house sorcerers should be the same as Hugo’s sorcerers. **All sorcerers carry a dagger and three darts.**

GARGOYLE STATS

GARGOYLE AC 15 ~ HP 52 ~ Spd 30

STR 15, DEX 11, CON 16, INT 6, WIS, 11, CHA 7
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bite +4 to hit (1d6 + 2) piercing damage.
2 Claws +4 to hit (1d6 +2) slashing damage.

4-ARMED GARGOYLE AC 15 ~ HP 55 ~ Spd 30

STR 15, DEX 14, CON 12, INT 6, WIS, 11, CHA 7
Senses DV 60 ft, Perc 12, Challenge 4 (1,100 XP)
ACTIONS Bite +4 to hit (1d8 + 2) piercing damage.
4 Claws +4 to hit (2d8 +2) slashing damage.

GIANT 4-ARMED GARGOYLE AC 17 ~ HP 147 ~ Spd 30

STR 19, DEX 11, CON 20, INT 6, WIS, 11, CHA 9
Senses DV 60 Perc 14, Challenge 10 (5,900 XP)
ACTIONS Bite +8 to hit (2d6 + 4) piercing damage.
4 Claws +8 to hit (2d4 +4) slashing damage.

STONE GOLEM AC 17 ~ HP 178 ~ Spd 30

STR 22, DEX 9, CON 20, INT 3, WIS, 11, CHA 1
Senses DV 120 Perc 10, Challenge 10 (5,900 XP)
ACTIONS 2 Slams +10 to hit (3d8 + 6) bludgeoning
Damage.

NECROCRAFT CR 3 ~ AC 15 ~ HP 26

STR 15, DEX 13, CON —, INT —, WIS, 10, CHA 13
Init +1, Senses DV 60 feet, Perception +0, XP 800
Speed 30, fly 30, Base Atk +3, CMB +5, CMD 16
Melee bite +5 (1d6+2), 2 claws +5 (1d4+2)

GARGOYLE CR 4 ~ AC 16 ~ HP 42

STR 15, DEX 14, CON 16, INT 6, WIS, 11, CHA 7
Init +6, Senses DV 60 feet, Perception +5, XP 1,200
Speed 40, fly 60, Base Atk +5, CMB +7, CMD 19
Melee bite +7 (1d4+2), 2 claws +7 (1d6+2)

GARGOYLE GUARDIAN CR 8 ~ AC 22 ~ HP 90

STR 22, DEX 14, CON —, INT —, WIS, 10, CHA 1
Init +2, Senses DV 60 feet, Perception +0, XP 4,800
Speed 30, fly 60, Base Atk +11, CMB +18, CMD 30
Melee bite +16 (1d8+6), 2 claws +16 (1d6+6)

4-ARMED GARGOYLE CR 10 ~ AC 24 ~ HP 136

STR 23, DEX 12, CON 20, INT 8, WIS, 15, CHA 11
Init +1, Senses DV 60, Perception +15, XP 6,400
Speed 40, fly 60, Base Atk +13, CMB +20, CMD 31
Melee bite +18 (1d8+6), 4 claws +18 (1d8+6/19-20)

6. MINGLING CHAMBER EAST -

This chamber is filled with a wide array of art lovers standing and drinking, talking about the artworks lining the walls.

NOTES - See area 5. **CHURNDIN** watches over this area.

7. DEATH GALLERY -

This large gallery chamber has a dozen or so art lovers admiring the dark artworks lining the walls. All of the artworks are either of a somber, melancholic nature or depict acts of harsh and excessive violence. Finely-rendered but gory paintings of hangings, beheadings, and one-sided gladiatorial battles filled with blood line the walls here. The most impressive of these violent works of art appears to have been created by the same artist.

NOTES - 16 paintings are lining the outer walls that are of fair to decent quality, and they are all roughly five feet in width. There are also 12 paintings of a slightly lesser size lining the four inner walls. The value of these paintings is to be determined by the DM/GM. Four of these paintings are originals expertly crafted by the infamous (DC 15 Arcana) vampire sorcerer artist known as **VLAS BELAGOS**. These four paintings have the following gold piece values:

TWIN BEHEADINGS AT DAWN - Worth 1,000-4,000 gp.

PIT FIGHT, OUTNUMBERED - Worth 1,250-5,000 gp.

A FAMILY HANGING AT MIDNIGHT - Worth 1,500-6,000 gp.

DEMONS STEALING TOWN CHILDREN -

THE LOVECRAFT GALLERY

Worth \$2,000-\$8,000 gp.

The gp values should be determined by the experience level of the PCs. **MORGHO** (sorcerer henchman) watches over this area.

8. GALLERY CHAMBER -

This area is more like an enlarged alcove with passages continuing north, south, and west. A half dozen patrons are viewing the east wall which is filled with various paintings of every size. The largest of the paintings is a massive 15-foot wide triptych depicting a warrior in the three stages of his existence, youth, adulthood, and death.

NOTES - VURDO (sorcerer henchman) watches over this area.

9. PURCHASING CHAMBER -

This chamber has a table flush against the south wall with a pair of round tables flanking it on both sides. Another table made to accommodate six is to the north side of the room, and a large, black gargoyle sculpture looms above this table.

NOTES - This is where Ludvig will take any art buyers or potential buyers. An empty chest rests on the largest table waiting to be filled. Any time a sizable purchase has been made, Ludvig rushes off to area 12, which acts as Ludvig's temporary treasure chamber. Ludvig's partner in crime, the wizard-thief known as **BOREALO**, waits here for when the pair earns enough loot. Borealo will then carry as much treasure as possible through a magic portal, which leads to **LUDVIG MANOR**, their manor house hundreds of miles away. The DM/GM may choose to have Ludvig and Borealo escape to Ludvig Manor, which may be stocked

further by the DM/GM. An optional map (at the end of this adventure) has been provided if this idea is to be developed further.

10. THE LOVECRAFT GALLERY -

This large gallery chamber is packed with art lovers milling about, examining the expert craftsmanship of the grandmaster artist H. P. LOVECRAFT. Several dozen pieces of his paintings, frescoes, murals, and sculptures can be found here.

A short, bald man with a ridiculous curled mustache stands upon a wooden chair with a dragon horn pressed firmly to his fat lips. The man speaks through the horn, his message reverberating loudly throughout the entire gallery chamber,

“Grand evening, fellow art lovers. My name is LUDVIG LOVECRAFT, owner of this fine art gallery, and proud descendant of H. P. Lovecraft himself. I thank you for coming to my humble gallery to witness the world's largest display of this grand master's greatest original works - *artist H. P. Lovecraft!* Known throughout the realms as one of the most talented visual artists of all time, Lovecraft has delighted us with the treasures he has left behind for all of us to enjoy this fine, grand and glorious eve! We ask that you look, but do not touch, these magnificent and one-of-a-kind works. If you have any questions or would like to make a purchase, I pray you to come to me directly, and I will be most honored and thrilled to help you with any of your needs.”

NOTES - This is indeed Ludvig Lovecraft, also known as **THREGMUS STINCH**, a vile sorcerer and rabid art collector who is in an ongoing battle with his arch-nemesis, **HUGO LOVECRAFT**, also known as **VERNON DROYER**. Vernon



PICKMAN'S MODEL





FRAUD!

LOVECRAFTIAN ARTWORKS

(Hugo Lovecraft) operates **THE LOVECRAFT WAX MUSEUM** directly across the street. The pair are enemy charlatans and are not related to the famous and talented Lovecraft in any way. They continually capitalize upon the works of Lovecraft by researching the artist's greatest works, then having other skilled artisans create forgeries or wax representations of Lovecraft's art. The two Lovecraft frauds steal from each other, they constantly try to sabotage each other, and they occasionally do battle with one another, all in very petty and passive-aggressive ways. Both of the "Lovecraft" fakes have their galleries in operation throughout the entire weekend. After collecting their monies, they intend to pack everything up and move to a different city to peddle their fakes. The trollich Hugo, the owner of The Lovecraft Wax Museum, almost always follows Ludvig everywhere he goes.

There are a few originals that both gallery owners have in their possession. All of them have been stolen from the true owners of real Lovecraft artworks, THE H. P. LOVECRAFT SOCIETY. The true originals that Ludvig Lovecraft currently has in his possession are located in area 14. This is Ludvig's private collection, and he only sells to "serious buyers", which truly translates to Ludvig's highest bidders. At some point during this adventure, the DM/GM may choose to have Ludvig approach the PCs to see if they would be interested in bidding on "the good stuff" found in area 14. This provides the perfect "trigger" for the PCs (accompanied by Lovecraft historian, Otto) to attempt to apprehend Ludvig, resulting in mass chaos and battles with all of Ludvig's guardians and henchmen.

This is the main location where all kinds of Lovecraftian horrors may be unleashed. A variety of these horrors are suggested below and have been made to manifest through sorcerous means. In this particular case, Ludvig's arch-enemy, Hugo, has cleverly inserted one of his sorcerers to

manifest several monsters to destroy Ludvig's gallery showing. Hugo intends to bring Ludvig's gallery showing to a complete stop and to force Ludvig out of town so that Hugo can steal away all of Ludvig's art patrons and bring them over to view his Lovecraftian waxworks.

A **SECRET DOOR** located on the east wall of the inner square is the only way to access the 20-foot by 20-foot hidden chamber located here. Inside this chamber are the following items of note:

One barrel of human blood.

One barrel of fine parchment rolls, vellum, magical ink, and a variety of paint brushes. These items serve as the material components for the new spell known as Cthulian Summonings.

A barrel of human guts mixed with chum to feed any of the Cthulian summonings.

One barrel stuffed with the body of one of Hugo's henchman (Ludvig's arch enemy) who was caught trying to infiltrate Ludvig's gallery last night.

The DM/GM may use the stats on the next page, or they may use stats of any other Lovecraftian-creature. When these Lovecraftian creatures are summoned, and if the PCs are present in this area, (suggested) the following description of the scene is an option to read to the players.

A thin, bald man with a serious look on his face passes by you. A scream is heard, followed by another. A terrified lady points at the monstrous paintings lining the walls. A colorful shimmer appears over each painting as a hideous monster emerges from each. As the creatures' slimy feet touch upon the floor, you notice that the artwork renditions of these monsters vanish one by one. These monsters are being summoned directly through the paintings themselves.

STRANGE MONSTER STATS

LESSER DEEP ONE AC 13 ~ HP 36 ~ Spd 30

STR 15, DEX 12, CON 14, INT 13, WIS, 13, CHA 12
Senses DV 120 ft, Perc 9, Challenge 1 (200 XP)
ACTIONS Claws +3 to hit (2d8 + 2) slashing damage.
Frenzied Rage.

DEEP ONE AC 13 ~ HP 91 ~ Spd 30

STR 16, DEX 12, CON 14, INT 10, WIS, 8, CHA 12
Senses DV 120 ft, Perc 9, Challenge 2 (450 XP)
ACTIONS Claws +5 to hit (2d8 + 3) slashing damage.
Frenzied Rage.

DEEP ONE PRIEST AC 14 ~ HP 120 ~ Spd 30

STR 18, DEX 14, CON 16, INT 12, WIS, 12, CHA 15
Senses DV 120 ft, Perc 13, Challenge 4 (1,100 XP)
ACTIONS Claws +6 to hit (2d6 + 4) slashing damage.
Spells: Shocking Grasp, Inflict Wounds, etc.

ARCHIMANDRITE AC 15 ~ HP 153 ~ Spd 40

STR 20, DEX 15, CON 17, INT 12, WIS, 17, CHA 19
Senses DV 240 ft, Perc 16, Challenge 8 (3,900 XP)
ACTIONS Claw +8 to hit (2d8 + 5) slashing damage.
Unholy Trident + 8 to hit (2d8 + 5) piercing damage.

DEEP ONE SHAMAN CR 3 ~ AC 13 ~ HP 30

STR 15, DEX 13, CON 17, INT 13, WIS, 13, CHA 13
Init +1, Senses DV 60, Perception +5, XP 800
Speed 40, Base Atk +2, CMB +5, CMD 15
Melee trident +4 (1d8 + 2) GM chooses spells.

DEEP ONE ADEPT CR 6 ~ AC 15 ~ HP 75

STR 16, DEX 14, CON 17, INT 14, WIS, 14, CHA 14
Init +2, Senses DV 60, Perception +8, XP 2,400
Speed 40, Base Atk +3, CMB +8, CMD 17
Melee trident +5 (1d10 + 3) GM chooses spells.

DEEP ONE MASTER CR 9 ~ AC 17 ~ HP 90

STR 17, DEX 14, CON 17, INT 15, WIS, 15, CHA 15
Init +3, Senses DV 120, Perception +10, XP 6,400
Speed 40, Base Atk +4, CMB +10, CMD 20
Melee trident +6 (1d12 + 4) GM chooses spells.

DEEP ONE GRAND MASTER CR 12 ~ AC 20 ~ HP 120

STR 17, DEX 15, CON 18, INT 16, WIS, 16, CHA 16
Init +5, Senses DV 240, Perception +13, XP 19,200
Speed 40, Base Atk +5, CMB +15, CMD 25
Melee trident +7 (2d8 + 5) GM chooses spells.

11. OVERSEER -

Tucked into an alcove cut into the east wall, a large and particularly fearsome GARGOYLE sculpture oversees the Lovecraft gallery.

NOTES - This is not a sculpture but a magical creature guarding Ludvig's gallery showing. The thing will attack anyone that touches any of the works of art being displayed at area 10 as well as anyone other than Ludvig entering into the small 20-foot chamber accessible via a secret door on the east wall. The DM/GM may use the stats found on page 5 for these creatures.

12. PORTAL CHAMBER -

The cold iron door opens to reveal a 50-foot by 50-foot room whose most prominent feature is an open pit that is 20 feet wide with steps leading below. A pair of gem-encrusted armorial

trophies holding lit torches are at either side of you framing a magic symbol painted on the flagstones before you. An overstuffed chair is to your left, and three tables of various sizes are to your right. The tables are cluttered with open books, scrolls, and several loose papers. You hear a shuffling coming from the pit. A human voice calls out,

“Ludvig, I have two chests full of 600 gold. I'm off to Lovecraft Manor to drop our earnings off. I'll be back in a handful of minutes.”

NOTES - The man at the base of the pit is Ludvig's thief-sorcerer business partner, Borealo, (see area 9) who is preparing to use a portal to travel from the gallery to their manor house to deposit two small chests filled with 300 gp each. If the PCs wait and do not decide on an action to take after five seconds, Borealo travels through the

THE DEATH CRYPT

portal. If, however, a PC or PCs call out or speak at all, Borealo will be alerted as he will not recognize Ludvig's voice. If a PC/PCs do speak, this will alert Borealo, and he will prepare a spell at the bottom of the pit before attempting to move silently up the steps, prepared to do battle. The DM/GM may choose to stat Borealo in one of the following ways:

Thief/Sorcerer - 3/3 Hp 15

Thief/Sorcerer - 5/5 Hp 25

Thief/Sorcerer - 7/7 Hp 40

Thief/Sorcerer - 10/10 Hp 49

13. LUDVIG'S PRIVATE CRYPT -

The door scrapes open painfully and you are nearly overcome by the unmistakable stench of death. The room is 50-foot square and coffins line the west and east walls. A pair of motionless gargoyles stand guard over a 20-foot wide pit.

NOTES - Ludvig is a bit of a death fetishist and collects a variety of corpses that can be activated to come to life in the form of a variety of undead. He keeps his **STAFF OF ANIMATE DEAD** (8 charges) propped up against the door frame of this room. If Ludvig is accosted in any way, he will have one of his four "Ludvigian Acolytes" retreat to this crypt and animate a collection of 13 skeletons and three zombies (for PC experience levels 1-5) and for higher-level PCs, several **MUMMIES** will be "awakened" to battle the PCs.

The DM/GM may consider treating Ludvig's four sorcerer henchman as being 1/3rd the level that Ludvig is to be. For example, if Ludvig is to be a level six sorcerer, then all four of his henchmen are to be level two sorcerers.

If Ludvig or his henchmen have already opened the door to this room to let the undead loose,

then the description below will NOT apply. The following description is to be made if the PCs have successfully picked the locked door here, or the DM/GM decides to have Ludvig lure them into a trap, and then close and locks them inside. The description of the undead is as follows.

The heavy iron door churns open and you peer inside a dimly-lit room. Eight coffins are lining the west wall and eight more against the east wall. Some of the lids of the coffins begin to move, followed by groans coming from within.

14. ART LIBRARY -

Upon opening the door to this room, you behold four massive bookshelves filled with a variety of books, scrolls, and other bits of paraphernalia. Two smaller round tables are to either side of you and are filled with stacks of parchment paper.



MUMMY STATS

MUMMY AC 11 ~ HP 58 ~ Spd 20

STR 16, DEX 8, CON 15, INT 6, WIS, 10, CHA 12
Senses DV 60 ft, Perc 10, Challenge 3 (700 XP)
ACTIONS Rotting Fist +5 to hit, reach 5 ft., 1 target.
Hit: (2d6 + 3) bludg. dam. + (3d6)necrotic damage.

3 MUMMIES AC 11 ~ HP 58 ~ Spd 20

STR 16, DEX 8, CON 15, INT 6, WIS, 10, CHA 12
Senses DV 60 ft, Perc 10, Challenge 3 (700 XP)
ACTIONS Rotting Fist +5 to hit, reach 5 ft., 1 target.
Hit: (2d6 + 3) bludg. dam. + (3d6)necrotic damage.

2 MUMMY LORDS AC 17 ~ HP 97 ~ Spd 20

STR 18, DEX 10, CON 17, INT 11, WIS, 18, CHA 16
Senses DV 60 ft, Perc 14, Challenge 15 (13,000 XP)
ACTIONS Rotting Fist +9 to hit, reach 5 ft., 1 target.
Hit: (3d6 + 4) bludg. dam. + (6d6)necrotic damage.

3 MUMMY LORDS AC 17 ~ HP 97 ~ Spd 20

STR 18, DEX 10, CON 17, INT 11, WIS, 18, CHA 16
Senses DV 60 ft, Perc 14, Challenge 15 (13,000 XP)
ACTIONS Rotting Fist +9 to hit, reach 5 ft., 1 target.
Hit: (3d6 + 4) bludg. dam. + (6d6)necrotic damage.

HUECUVA CR 2 ~ AC 17 ~ HP 16

STR 13, DEX 14, CON —, INT 4, WIS, 12, CHA 12
Init +6, Senses DV 60, Perception +5, XP 600
Speed 30, Base Atk +2, CMB +3, CMD 15
Melee 2 claws +4 (1d6+1 + disease)

2 MUMMIES CR 5 ~ AC 20 ~ HP 60

STR 24, DEX 10, CON —, INT 6, WIS, 15, CHA 15
Init +0, Senses DV 60, Perception +16, XP 1,600
Speed 20, Base Atk +6, CMB +13, CMD 23
Melee slam +14 (1d8+10 + mummy rot)

5 MUMMIES CR 5 ~ AC 20 ~ HP 60

STR 24, DEX 10, CON —, INT 6, WIS, 15, CHA 15
Init +0, Senses DV 60, Perception +16, XP 1,600
Speed 20, Base Atk +6, CMB +13, CMD 23
Melee slam +14 (1d8+10 + mummy rot)

2 MUMMY LORDS CR 10 ~ AC 24 ~ HP 103

STR 20, DEX 14, CON —, INT 10, WIS, 20, CHA 20
Init +2, Senses DV 60, Perception +5, XP 9,600
Speed 30, Base Atk +6, CMB +11, CMD 25
Melee slam +11 (1d6+7 + insidious mummy rot)

NOTES - This is the vast library of Ludvig Lovecraft. It contains his magical and occult interests, several books on war, diseases, and death. This library is also the world's largest H.P. Lovecraft collection of books. This library will be invaluable to Otto, and as thanks for helping him uncover this lost trove, Otto will be more than happy to provide a reward (in various gems he carries with him) as well as other items of value that are of little interest to The Lovecraft Society.

PC LEVELS - 1 - 5 - 5 opals worth 50 gp each, 5 rubies worth 100 gp each, 5 emeralds worth 150 gp each. Scroll of 1 Sorcerer spell level 1. Scroll of 1 Cleric spell level 2. **WAND OF WEB** (15 charges)

PC LEVELS - 6 - 10 - 6 opals worth 80 gp each, 6 rubies worth 125 gp each, 6 emeralds worth 200 gp each. Scroll of 1 Sorcerer spell level 1. Scroll of 1 Cleric spell level 2. Scroll of 1 Cleric spell level 3

WAND OF WEB (28 charges)

PC LEVELS - 11 - 15 - 8 opals worth 100 gp each, 8 rubies worth 150 gp each, 8 emeralds worth 250 gp each.

Scroll of 1 Sorcerer spell level 2

Scroll of 1 Sorcerer spell level 3

Scroll of 1 Cleric spell level 3

Scroll of 1 Cleric spell level 4

WAND OF WEB (36 charges)

PC LEVELS - 16 - 20 - 10 opals worth 150 gp each, 10 rubies worth 200 gp each, 10 emeralds worth 300 gp each.

Scroll of 1 Sorcerer spell level 3

Scroll of 1 Sorcerer spell level 4

Scroll of 1 Cleric spell level 4

Scroll of 1 Cleric spell level 5

Scroll of 1 DM/GM's choice spell level 8

WAND OF WEB (49 charges)

CTHULIAN SUMMONINGS SPELL

Ludvig's spell book can be found in this room along with his (3 scrolls left) spell listed below.

CTHULIAN SUMMONINGS SPELL

SCHOOL - Enchantment

LEVEL - 3, 5, 7 or 9

CASTING TIME - 1 Standard Action

COMPONENTS - V, S, & M

RANGE - Enchantment

TARGET - One artistic representation yields one living Cthulian creature.

DURATION - Permanent life, influence for 24 hours for every level of the caster.

SAVING THROW - Wil negates.

This set of four spells summons four different levels of Cthulian creatures. The material components must be some form of artwork (sketch, painting, sculpture, wax figure, etc.) that the caster uses as the "gate" by which these creatures materialize into the Prime Material Plane. When the spellcaster casts this spell, any of the artworks can instantly be brought into this world by using a unique command word, followed by a simple phrase (similar to a Charm Person and Command spell) that the creatures are compelled to obey. A single sentence is allowed for the creature to follow, and the creature will follow this command until the task has been achieved, the creature has been killed, or the caster (only) commands the manifestation to perform a different task. The caster is allowed to use a total number of commands equal to his or her experience level.

The creature is a living beast and requires sustenance, like all living things. The creature can gain its freedom when the last command the spell-caster is allowed wears out and/or the duration has expired. This is a potentially very

dangerous spell, and the caster should have several contingency plans prepared if they choose to bring about one (or more) of the many Cthulian creatures that can be summoned utilizing this spell. The material components can be a simple sketch or a masterwork in wax. Once the creature is brought to life, the creature forms from the exact location of the work of art, and the rendered figure vanishes. So, if the chosen component is a painting, the creature appears into reality but vanishes from the painting forever. A wax figure transforms into a living creature with no wax figure remaining.

The DM/GM should determine which creatures can be summoned, but some suggestions are provided below.

Skum, Sahuagin.

Ghouls, Lacedons,

Deep Ones, Mi-Go

Gug, Dimensional Crawlers, etc.



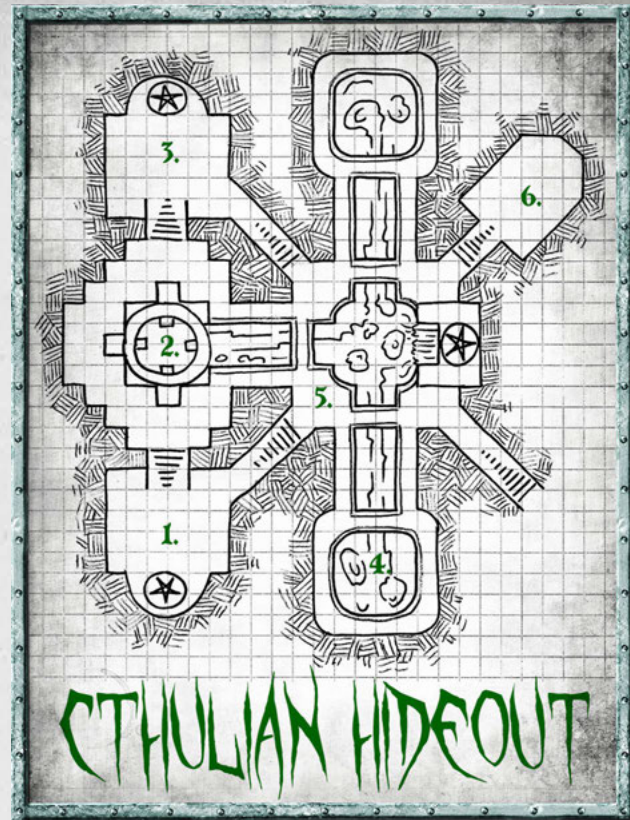
CONCLUSION

Otto will also allow the party to keep their Lovecraft badges, and also award the party lifetime memberships to The Lovecraft Society which allows for the following perks:

- Combat any Cthulian creatures or disciples
- Arrest any Cthulian creatures or disciples
- First dibs on all Cthulian wealth found

FINAL NOTES - If the DM/GM chooses, he/she can have the next short adventure, **THE WAX MUSEUM**, happen at the same time, or after this adventure has concluded. Both of these unlawful merchants are petty, vengeful, and very malicious trolls and Ludvig has also put things in motion to destroy Hugo's plans of having a successful showing at his wax museum. The possibilities are only limited by the imagination of the DM/GM, and it is recommended that both short adventures (**THE ART GALLERY OF LUDVIG LOVECRAFT** and **THE WAX MUSEUM**) are read carefully before any final DM/GM decisions are made.

The map to the right is the optional hideout of Ludvig and his partner in crime. The star symbols represent more portals that can transport the party to other locations.



Ludvig has three H.P. Lovecraft original paintings in his possession. The values must be determined by the DM/GM.

1. **PICKMAN'S MODEL (the real one)**
2. **SHOGGOTH MATING RITUAL**
3. **H.P. LOVECRAFT - A SELF-PORTRAIT**

AFTERWORD - This concludes the adventure **THE ART GALLERY OF LUDVIG LOVECRAFT**. **DARK BY DEZIGN** hopes that you and your players have enjoyed this short adventure. Plenty more of our publications can be found by visiting DTRPG under **DARK BY DEZIGN**.

Have a very lovely Cthulian holiday...



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