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

DARK-ONE

VOL. 10

THE BOOK OF DARK SECRETS

THE WAX MUSEUM



5th Edition Fantasy

PATHFINDER® ROLEPLAYING GAME COMPATIBLE

DARK BY DESIGN℠

Credits ~ D&D 5e

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The Wax Museum © 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 ART GALLERY OF LUDVIG LOVECRAFT.** If the PCs have already taken on the challenges of the aforementioned adventure, the following introduction can be omitted. It is included here in the event that this adventure is chosen to be played *first.*

Both gallery owners 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 wax museum and Ludvig Lovecraft's art gallery. 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 Wax Museum

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 museum 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 wax museum.

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. The sign on the facade of the building reads LOVECRAFT'S WAX MUSEUM. As you approach the front door, Otto grimaces and mutters his disdain. A pair of attractive ladies dressed in black robes greets you.

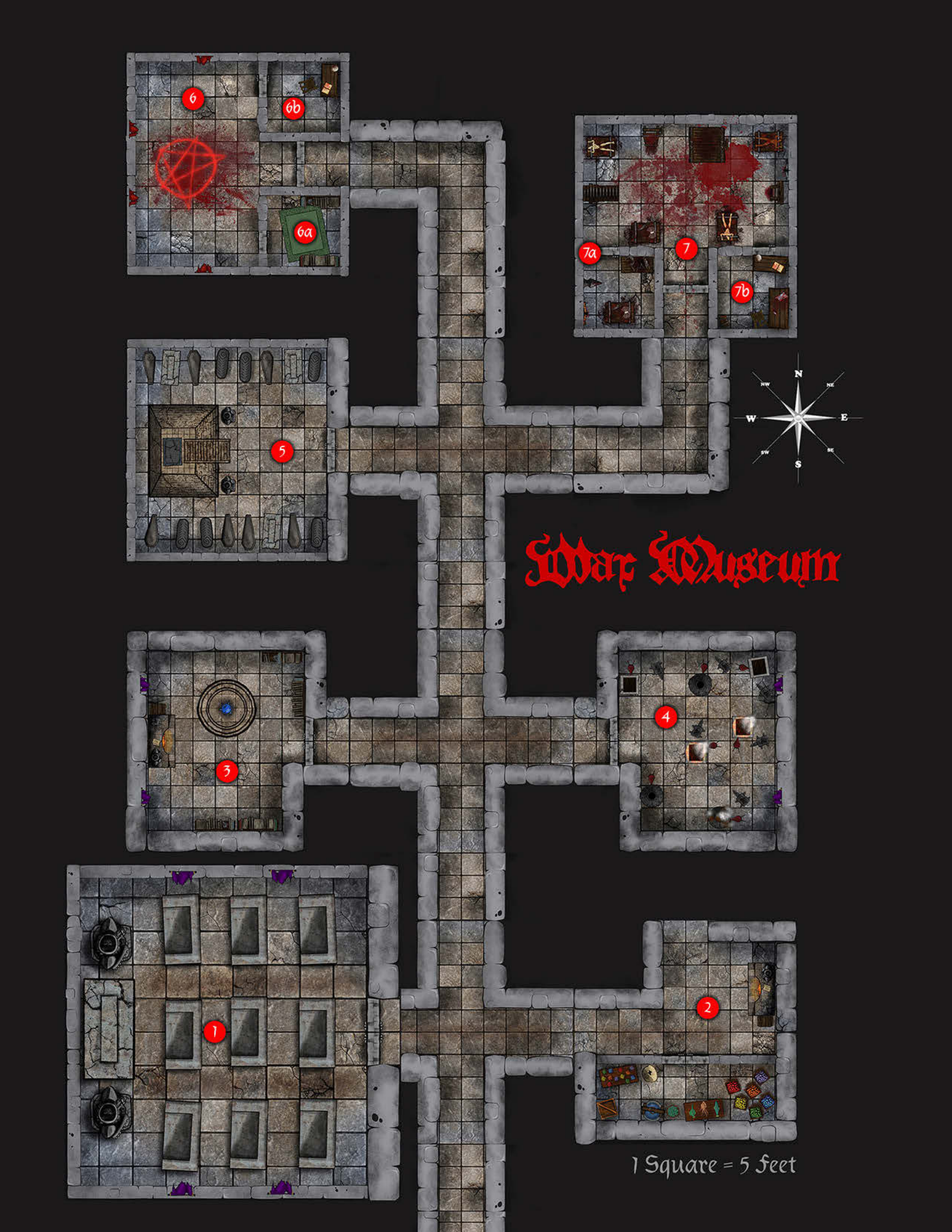
"Welcome to The Lovecraft Wax Museum, my friends. Only 14 pieces of gold grants access to this magnificent museum all night long."

You enter the building and see a very long hallway that stretches north for over 200 feet. There are passages leading west and east 50 feet ahead of you.

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1. THE CHAPEL OF GREAT CTHULHU - The door opens to reveal a very large room with several stone pews surrounding an altar devoted to a hulking humanoid figure with the head of an octopus. A sign above the wax statue reads HAIL, GREAT CTHULHU! and a pedestal stands before the idol with a large, open book covering the pedestal's entire surface. Seated in the pews are several humanoid figures. These figures seem to be made of wax as well, but do not appear to be modeled after human beings.

NOTES - A closer examination of the wax figures in the pews reveals that these works of wax resemble frog-like humanoids wearing cloaks. The book on the pedestal is opened to a spread with


6
6b
6a
7a
7
7b
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N
NW
NE
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War Museum
3
4
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2
1 Square = 5 feet

Cthulian Transferral Spell

green-painted pages with a stylized script that reads **CTHULIAN SUMMONINGS.** The spell page depicts a sea creature that is part man and part sea monster. The illustration resembles the wax figures seated in the pews. A DC 20 Perception check will enlighten the PCs to the fact that these "stone" pews are constructed of wood and have been painted grey. These wooden pews have been utilized instead of stone for easier and lighter travel when the art gallery is again on the move. If the PCs examine the book in greater detail, they will realize it is indeed a spellbook and the cover reveals the title of the book: THE NECRONOMICON. This book is not the real thing, but Hugo Lovecraft believes himself to be destined for greatness, and also believes that THE GREAT CTHULHU himself has bestowed Hugo with the right to use this name for his book of spells. This book is indeed Hugo's true spellbook (spells determined by the DM/GM) with two new spells. The aforementioned CTHULIAN SUMMONINGS spell brings artistic representations of Cthulian creatures into the land of the living, and the other spell is known as CTHULIAN TRANSFERRAL. The first spell was stolen from Hugo's arch-enemy Ludvig Lovecraft and more details can be found in short adventure #9 THE ART GALLERY OF LUDVIG LOVECRAFT. This latter spell is detailed below. A CANDLE OF EVOCATION (chaotic evil) accompanies this book of spells. The candle is shaped similarly to the large wax statue of Cthulhu.

CTHULIAN TRANSFERRAL

SCHOOL - Conjuration
LEVEL - Wizard/Sorcerer 5
CASTING TIME - 1 turn, but can be activated by touch, with a command word or phrase, or within a specified but limited 10-foot radius originating from the target area.
COMPONENTS - V, S, & M
RANGE - See below
TARGET - See below.
SAVING THROW - None
DURATION - The portal remains closed for several turns equal to the spellcaster's level. The portal reopens in a blue, shimmering light. This portal stays open for several rounds equal to the level of the spell caster and then closes forever.

If the party transported does not make it back and through the portal in time, the portal will close forever. A teleport spell, limited wish, or wish spell can open the portal again to allow anyone transported to arrive back at the original target area (painting, diorama, etc.) destination.

The material components required to activate this spell is an artistic representation (painting, diorama, etc.) of an existing location or environment relating to Cthulian creatures or activity. It is through these paintings or dioramas that act as the teleportation device that transfers the target(s) to the intended destination. This spell acts exceptionally well at eliminating enemies and leaving little concrete proof that anything wicked has been performed. The one eerie effect that this spell has is that when an adventurer or party is transported to these remote locations, an artistic representation of these victims appears in the painting (or other work of art) immediately after they are teleported.

There are three ways that this spell can be triggered. The first way is by the victims touching the (painting or diorama, etc.) portal. The second is if any prescribed beings come within 10 feet of the trigger object. The third is by using a command word that the spell-caster may use to activate the spell and to affect all within the spell's area of effect. Once the spell is cast upon an item, it is dormant (until activated) but ready to "be sprung" at any time.

CTHULIAN TRANSFERRAL





Cthulian Magic Room

After an adventurer is sucked into this other location, they must deal with anyone or anything that dwells in this dangerous locale. The portal closes immediately after transferring the party to the desired location, and the length of time the portal is closed is based on the level of the spell caster. When this time expires, the portal will open again and is only visible by those at the (dangerous) target location. The portal stays open for a limited time. This spell does not allow beings to come through the portal, only to transport targets to the aforementioned location.

This spell has been cast upon two paintings found in area 3. Hugo Lovecraft has cast this spell to be triggered upon anyone that has any intention of investigating or harming his business.

The drawback to this spell is that the caster suffers a temporary drain of Constitution points (2d4) for (1d4) weeks. ***The DM/GM may modify this spell in any way to suit their personal campaign needs.***

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2. WAX STORAGE ROOM -
This 40-foot wide by 15-foot room is packed with a variety of multi-colored wax items. To the left of you are six open crates filled with balls of wax the size of grapefruits. A table stands immediately before you with three small wax sculptures of creatures resembling sea monsters. A melting well is next to the table. To the right of you is another table holding more balls of colorful wax, and a large, incomplete wax mannequin is to your right.

NOTES - This room is locked, and there is nothing of any value here. A **WAX GOLEM** guards this room, however. The stats provided can be found in area 7. The wax golem will attack only if someone other than Hugo or his henchmen search the room or its contents in any way.

3. CTHULIAN MAGIC ROOM -
This 40-foot by 30-foot room smells of sandalwood incense and frankincense. Paintings and bookshelves filled with books and scrolls line the walls. A fireplace lit with green flames is decorated with fish-men carved into its surface stands tall before you against the west wall. A cauldron with a stuffed giant snake wrapped around its base bubbles and churns. Several items atop the mantle include more books, small statues, and a miniature armorial trophy. An unknown magic symbol has been etched onto the floor before you. Positioned in the middle of this magic symbol is a cast iron tripod suspending a shimmering ball of smooth crystal.

NOTES - This room holds many magical items that Hugo hides in plain sight. There are six areas where interesting items can be found, as well as other dangerous magical happenings.

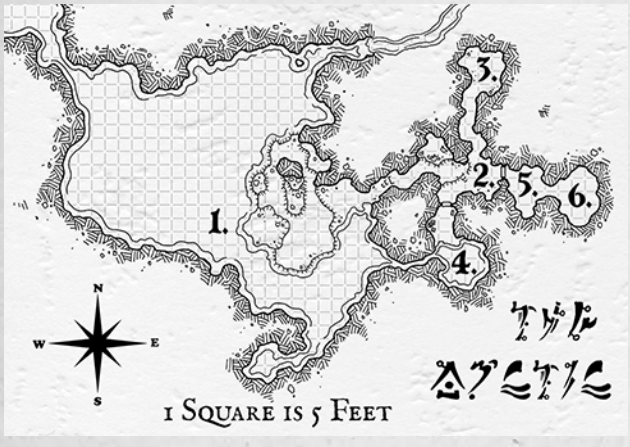
SOUTH BOOKCASE - This 20-foot long bookcase is filled with books relating to sorcery, summoning, black magic, and the world-famous artist, H. P. Lovecraft. A thorough and successful DC 15 Perception check will allow the PCs to locate the following items:

1 SCROLL - **Magic Missile**
2 SCROLLS - **Cthulian Summonings**
3 SCROLLS - **Cthulian Transferral**

TWO SETS OF WALL PAINTINGS - Four paintings are hanging from the west wall. The first (painting #1) is a painting of a humanoid figure with the head of an octopus. To the right of that is a scene (painting #2) depicting an arctic hunting party surrounding a strange monster laid before them. To the far right are two more paintings hung from the west wall. The one to the left (painting #3) is a depiction of a living, giant tree attacking a lone figure.

Just to the right of that is a painting of (painting #4) a tomb surrounded by leafless trees.

Paintings #2 and #4 have had the spell CTHULIAN TRANSFERRAL cast upon them. This spell is listed above and can be found in the south bookcase. Paintings #2 and #4 will teleport anyone coming within 10 feet of them or can be activated by one of Hugo Lovecraft's acolytes to trigger these spells by using the following command words, "MISKATONIC" and "HYDE," respectfully. The DM/GM may choose to have Hugo know (via the very same crystal ball found in this room) that the party is up to no good, and for Hugo's sorcerer acolytes to tour the party through this room to activate the transferral paintings with the hopes of trapping the PCs forever in these otherworldly locations. The DM/GM may also choose to have only one of these transferral paintings in this room, and the other painting in a different room. These two otherworldly locations are listed below.



PAINTING # 2 - ARCTIC EXPEDITION -
You gaze at the painting before you and see a half dozen arctic explorers surrounding a bizarre monster slain before them. The explorers appear to be posing for this artistic rendition. This painting begins to shimmer and emits a white glow and aura of intense cold that envelops you immediately. Your entire body freezes up completely and your limbs ache deeply as the air around you gets even colder. In a matter of seconds, you feel a biting wind sting your entire face. You are scarcely-equipped for such cold, and in the next instant, you realize that you've been teleported to some unknown arctic locale resembling the painting you've just viewed.

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1. SIX SMALL MOUNDS -
Standing before you is a snow-covered mound with six smaller mounds formed in the shape of five-pointed stars. A large cave entrance yawns open 40 feet away from you, and you realize that you are standing on a lake that is frozen solid. Your breath pours forth a cloud of mist into the cold night air as you contemplate your next move. There is no trace of the portal that has delivered you into this alien wasteland.

NOTES - If the PCs examine the six snow mounds from area 1, they will soon learn that these are temporary burial mounds that act as "cocoons" that are used to reanimate the dead. The DM/GM may choose to have these undead come to "unlife" now or after the party explores the caves before them. The latter option could serve as a dramatic surprise attack and the grand finale of this short encounter.

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2. STRANGE SYMBOLS AND FROZEN THINGS -
You enter into a cave with a door directly in front of you. The door is very crude and seems to be made by someone with lesser carpentry skills. The wind howls deeply as it flows forcefully from behind you and through these icy caverns. The rock areas have strange markings written in white chalk and there appear to be several humanoid figures encased into the icy parts of the wall. Looks of utter terror are etched upon the faces of each of these frozen

human beings.

NOTES - If some form of language discernment magic is used, tongues, read magic, comprehend languages, etc., the message will be deciphered as: ***The "soil" here is ideal for these beings to return from death to serve our needs.***

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3. YETI LAIR -
Approaching the cave chamber ahead of you, the smell of some unknown beast invades your nostrils. The musk is strong and nearly overwhelming. As you move further down the cavern, you hear a series of deep grunts.

NOTES - If the party pushes forth into this lair, read the following to the players.

The stench gets stronger, but you manage to push forth into the room ahead. A large and muscular primate with matted, white fur is enraged by your presence. With a shrill shriek, the mammoth humanoid beats its chest and attacks with its powerful fists.

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4. THEY SWIM BENEATH THE ICE -
You enter into this chamber and see that the entire floor is an iced-over pool filled with strange, black creatures swimming just beneath the surface of the ice. *They seem to want to break through and be freed.*

NOTES - Lurking beneath the ice in this pool is a small school of baby Aboleths. If any of the PCs choose to break through the ice, 2-12 (DM/GM's discretion) of these creatures will attack the party. Regardless of the experience level of the PCs, these creatures should be treated as Aboleths with one-sixth the strength of regular Aboleths.

CR-2 & 22 hp for 5e. CR-1 & 14 hp for P1.

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5. SIX FROZEN EXPLORERS -
This icy chamber has a shelf winding around the entirety of the cave. Six men dressed for arctic exploration are seated and frozen solid upon these shelves. The expressions on their faces do not convey that they were experiencing fear or were in danger in any way. The pack of frozen adventurers looks exactly like the men in the painting that drew you into this unknown, frozen world. One of the men holds a book firmly in his arms.

NOTES - These are the six men that were famous for their arctic travels in pursuit of Cthulian monsters and relics. They happened upon this strange world through a portal similar to the one that the party came through. The men are indeed dead and have been preserved to someday come back to life by some unknown eldritch force. The DM/GM may choose for these men to come back "to life" as zombies to act as guardians for the thing that dwells in area 6.

The book is a diary of the adventurer's numerous encounters with a variety of "Lovecraftian Horrors." Otto Lovecraft may very well pay a small fortune for this book being delivered to him in one piece.



Yeti & Gibbering Stats

YETI — AC 12 ~ HP 51 ~ Spd 40

STR 18, DEX 13, CON 16, INT 8, WIS, 12, CHA 7
Senses DV 60 ft, Perc 13, Challenge 3 (700 XP)
ACTIONS Claw +6 to hit (1d6 + 4) slash + (1d6) cold.
Chilling Gaze DC 13 Con save avoids (3d6 cold)

GIRALLON — AC 13 ~ HP 59 ~ Spd 40

STR 18, DEX 16, CON 16, INT 5, WIS, 12, CHA 7
Senses DV 60 ft, Perc 12, Challenge 4 (1,100 XP)
ACTIONS Bite +6 to hit (1d6 + 4) piercing damage.
4 Claws +6 to hit (1d6 +4) slashing damage.

ATHACH — AC 20 ~ HP 133 ~ Spd 35

STR 26, DEX 13, CON 21, INT 7, WIS, 12, CHA 6
Senses DV 60 Perc 14, Challenge 8 (3,900 XP)
ACTIONS Morningstar +16 (3d6 + 8) bludgeon dam.
Rock +9 to hit (2d6 +8) bludgeoning damage.

ABOMINABLE YETI — AC 15 ~ HP 137 ~ Spd 40

STR 24, DEX 10, CON 22, INT 9, WIS, 13, CHA 9
Senses DV 60 Perc 10, Challenge 9 (5,000 XP)
ACTIONS Claw +11 to hit (2d6 + 7) slash + (2d6) cold
Chilling Gaze DC 18 Con save avoids (6d6 cold)

YETI — CR 4 ~ AC 17 ~ HP 45

STR 19, DEX 12, CON 15, INT 9, WIS, 12, CHA 10
Init +1, Senses DV 60 feet, Perception +10, XP 1,200
Speed 40, climb 30, Base Atk +6, CMB +11, CMD 22
Melee 2 claws +9 (1d6+4 plus 1d6 cold)

GIRALLON — CR 6 ~ AC 18 ~ HP 73

STR 19, DEX 17, CON 18, INT 2, WIS, 12, CHA 7
Init +7, Senses DV 60 feet, Perception +11, XP 2,400
Speed 40, climb 40, Base Atk +7, CMB +12, CMD 25
Melee bite +10 (1d6+4) 4 claws +10 (1d4+4 + rend)

HIGH GIRALLON — CR 9 ~ AC 24 ~ HP 114

STR 21, DEX 17, CON 18, INT 12, WIS, 14, CHA 14
Init +3, Senses DV 60 feet, Perception +11, XP 6,400
Speed 30, climb 30, Base Atk +12, CMB +18, CMD 31
Melee bite +16 (1d8+5) 4 claws +16 (1d6+5 + rend)

ATHACH — CR 12 ~ AC 26 ~ HP 161

STR 32, DEX 13, CON 25, INT 7, WIS, 12, CHA 6
Init +1, Senses DV 60 feet, Perception +12, XP 19,200
Speed 50, Base Atk +10, CMB +23, CMD 34
Melee 2 slams +19 (1d8+11) rock +10 (2d6+16)

GIBBERING MOUTHER — AC 9 ~ HP 67 ~ Spd 10

STR 10, DEX 8, CON 16, INT 3, WIS, 10, CHA 6
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bites +2 to hit, reach 5 ft., one creature.
Hit: (5d6) piercing damage.

2 GIBBERING MOUTHERS — AC 9 ~ HP 67 ~ Spd 10

STR 10, DEX 8, CON 16, INT 3, WIS, 10, CHA 6
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bites +2 to hit, reach 5 ft., one creature.
Hit: (5d6) piercing damage.

3-4 GIBBERING MOUTHERS — AC 9 ~ HP 67 ~ Spd 10

STR 10, DEX 8, CON 16, INT 3, WIS, 10, CHA 6
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bites +2 to hit, reach 5 ft., one creature.
Hit: (5d6) piercing damage.

5 GIBBERING MOUTHERS — AC 9 ~ HP 67 ~ Spd 10

STR 10, DEX 8, CON 16, INT 3, WIS, 10, CHA 6
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bites +2 to hit, reach 5 ft., one creature.
Hit: (5d6) piercing damage.

MINOR GIBBERER — CR 3 ~ AC 17 ~ HP 25

STR 10, DEX 16, CON 22, INT 4, WIS, 13, CHA 12
Init +3, Senses A-AV 60, Perception +11, XP 800
Speed 10, Base Atk +2, CMB +3, CMD 13
Melee 6 bites +3 (1d4 plus grab)

GIBBERING MOUTHER — CR 5 ~ AC 19 ~ HP 46

STR 10, DEX 17, CON 24, INT 4, WIS, 13, CHA 12
Init +3, Senses A-AV 60, Perception +12, XP 1,600
Speed 10, Base Atk +3, CMB +3, CMD 16
Melee 6 bites +7 (1d4 plus grab)

FORMLESS SPAWN — CR 10 ~ AC 22 ~ HP 126

STR 23, DEX 29, CON 22, INT 15, WIS, 12, CHA 15
Init +9, Senses A-AV 120, Perception +13, XP 9,600
Speed 40, Base Atk +9, CMB +17, CMD 36
Melee bite +17 (2d6+6 plus grab), 4 tentacles +17 (1d6+6)

FLYING POLYP — CR 14 ~ AC 29 ~ HP 207

STR 28, DEX 15, CON 24, INT 19, WIS, 20, CHA 21
Init +6, Senses DV 60, Perception +26, XP 38,400
Speed 30/60, Base Atk +13, CMB +24, CMD 42
Melee 4 tentacles +21 (1d8+9/19–20 plus grab)

Mummy & Wax Golem 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.

2-3 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.

2-3 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.

3-5 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.

HUECUVAS — 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)

3-5 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)

2-3 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)

MINOR WAX GOLEM — AC 10 ~ HP 20 ~ Spd 20

STR 15, DEX 12, CON 16, INT 3, WIS, 8, CHA 1
Senses DV 60 ft, Perc 6, Challenge 1 (200 XP)
ACTIONS 2 Slams +1 to hit (1d6 +1) bludgeoning damage. Berserk 1/2 hps or fewer 1 in 6 goes berserk.

WAX GOLEM — AC 11 ~ HP 40 ~ Spd 20

STR 16, DEX 13, CON 16, INT 3, WIS, 8, CHA 1
Senses DV 90 ft, Perc 7, Challenge 2 (450 XP)
ACTIONS 2 Slams +2 to hit (1d8 +2) bludgeoning damage. Berserk 1/2 hps or fewer 1 in 6 goes berserk.

ADVANCED WAX GOLEM — AC 12 ~ HP 60 ~ Spd 20

STR 17, DEX 14, CON 17, INT 3, WIS, 8, CHA 1
Senses DV 120 ft, Perc 8, Challenge 4 (1,100 XP)
ACTIONS 2 Slams +4 to hit (2d6 +3) bludgeoning damage. Berserk 1/2 hps or fewer 1 in 6 goes berserk.

GREATER WAX GOLEM — AC 13 ~ HP 95 ~ Spd 20

STR 18, DEX 15, CON 18, INT 3, WIS, 8, CHA 1
Senses DV 240 ft, Perc 9, Challenge 6 (2,300 XP)
ACTIONS 2 Slams +6 to hit (2d8 +4) bludgeoning damage. Berserk 1/2 hps or fewer 1 in 6 goes berserk.

HUMAN WAXWORK — CR 2 ~ AC 13 ~ HP 25

STR 15, DEX 12, CON —, INT —, WIS, 10, CHA 10
Init +5, Senses DV 60, Perception +0, XP 600
Speed 30, Base Atk +1, CMB +3, CMD 14
Melee slam +3 (1d6 +3)

WAX GOLEM — CR 3 ~ AC 15 ~ HP 42

STR 14, DEX 9, CON —, INT —, WIS, 11, CHA 1
Init -1, Senses DV 60, Perception +0, XP 800
Speed 30, Base Atk +4, CMB +6, CMD 15
Melee slam +6 (1d6 +3)

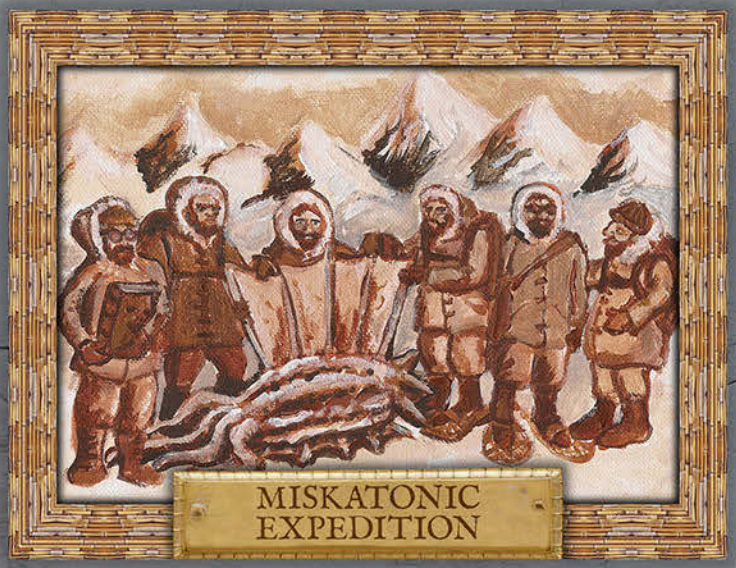
SENTIENT WAX GOLEM — CR 4 ~ AC 15 ~ HP 47

STR 14, DEX 9, CON —, INT 10, WIS, 11, CHA 1
Init +3, Senses DV 60, Perception +6, XP 1,200
Speed 30, Base Atk +4, CMB +6, CMD 15
Melee slam +6 (1d6 +3)

TALLOW GOLEM — CR 7 ~ AC 18 ~ HP 75

STR 16, DEX 9, CON —, INT —, WIS, 11, CHA 1
Init -1, Senses DV 60, Perception +0, XP 3,200
Speed 20, Base Atk +10, CMB +13, CMD 22
Melee 2 slams +13 (2d8 +3 plus grab)


CTHULHU


MISKATONIC
EXPEDITION


Dark Young


THE TOMB

The Tomb

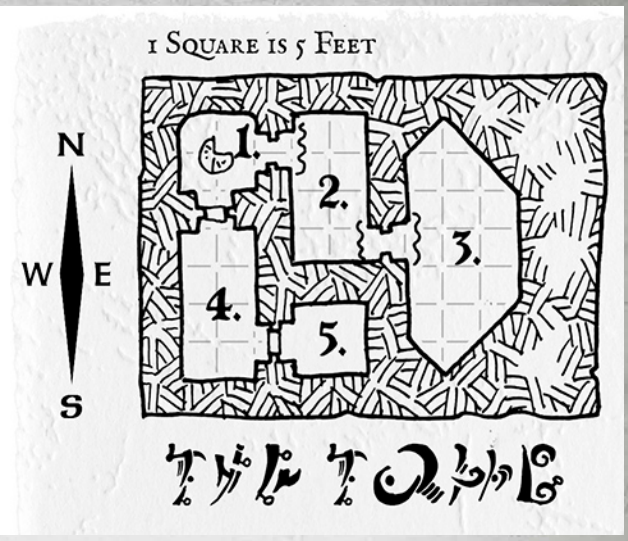
6. THE THING'S CHAMBER -
You can hear whisperings coming from the chamber to the east. The muted whisperings are joined by more people, but you cannot understand what is being said. The whisperings turn to vague mutterings and are becoming more and more multiplied and amplified. Several unintelligible conversations are happening at once now, and you can capture a word that you recognize every few seconds or so, but nothing that is being said makes any sense. The mutterings seem to come from 20 people or more, and they are getting louder as you get closer to the room. A cacophony of phrases, statements, utterings, and curses fills your ears now, and in a matter of seconds, you feel your sanity start to slowly slip away from you. Taking up the entire floor of this room, you see before you a writhing mass of lips, teeth, and slimy, slithering tongues enveloped in ever-transforming flesh. You can vaguely make out one more legible word that comes from the thing just before an array of tendrils lash out to attack you.

"DINNER!"

PAINTING # 4 - THE TOMB -
The painting before you depicts a crumbling tomb enveloped by unusually thick vines coming from the ground. Gazing upon this work of art is almost hypnotic, and it captivates you instantly. Your body shimmers and quakes rapidly, followed by a moment of blackness and an inexplicable sense of lost time. In the next instant, you realize that you've been transported somewhere outside.

---

1. TOMB ENTRANCE -
You are now standing before the ancient tomb depicted in the painting. Flashes of lightning and deep roars of thunder stun your senses,



and you notice that the tomb's iron door is slightly ajar. A faint green light can be seen coming from within the decrepit structure, and a key extends from the lock. A rotted, wooden chest that has been discarded onto the cold ground which lies at your feet.

You enter the tomb and the iron door scrapes open upon the gritty stone floor. A cloud of dust forms and dissipates almost as quickly as it forms. The cramped chamber before you has but one feature, an iron spiral staircase piercing the darkness leading down below.

You take the stairs and they lead to another cramped chamber. A worn and filthy curtain is before you to the east, and an ancient, wooden door leads south.

---

2. THE BODY DELIVERER -
Past the grimy curtain is a 20-foot wide by 10-foot chamber with a tall, emaciated figure bound in chains standing in the center of the room. The man wears filthy clothes and a pointed hat. Heavy iron chains extend from his wrists and ankles and are bolted to the floor. The man looks up from his bonds while gritting his teeth as he speaks.

"They locked me in here with the bones of the dead. My only way for gold was to deliver corpses to be entombed here. They accused me of bringing bodies here that were still alive. What difference does it make? They were going to die someday anyway. I'm here for all eternity for merely making a living for myself. I got paid by the body, not for my charity. They asked me if everybody I delivered to be entombed here was dead. I said the same thing then, and I'll say the same damned thing now. *They were dead enough to bury!*"

The wispy, wraith-like figure stumbles forward to attack, heavy chains rattling as he moves closer. The chains that seemed to be securing this figure seconds ago vanish into thin air.

NOTES - This is the ghost of Tanver Wharton. ***He was guilty of occasionally delivering bodies to be buried or interred that were still alive.*** Wharton only got paid when a body was delivered, so old man Wharton occasionally took it upon himself to *procure* these bodies. For the ghosts encountered in this tomb, and to fit the compact nature of this short adventure, the DM/GM may use stats for a ghost-like apparition that are a match for the experience level of the PCs. Ghosts, wraiths, specters, poltergeists are suggestions that the admin may choose from. Skeletons, skeletal champions, zombies, zuvembies, etc. may be chosen for other undead that are found inside this cursed mausoleum.

---

3. MASS BURIAL -

You can smell the sickening stench of rotting flesh as you push aside the frayed curtain before you. There are rotten coffins stacked everywhere. Some of the coffins are on the floor, some are stacked on top of each other, while others have been precariously stood upright. As if on cue from some dark deity of death, a horde of undead burst forth from their rotted confines and attack you from all directions!

---

4. JERVAS DUDLEY'S FINAL REST -

The decaying door opens to a 10-foot by 20-foot chamber with a large, mahogany coffin resting on a marble pedestal in the center of the room. Resting on top of the closed casket is a small, ornate box with the initials J. H. engraved into it. A grimy, brass nameplate on the side of the pedestal reads

JERVAS DUDLEY.
FINALLY AT ETERNAL REST.

From the southeast corner of the room, a green humanoid figure materializes through a closed, iron door. The spirit is floating a foot off the ground and is holding a lantern that sheds bright green light. The ghost speaks.

"Hold where you are and go back to where you've come from. I am Hiram, Jervas Dudley's servant, and I am sworn to protect him for the duration of his death. *LEAVE NOW!*"



Jervas Dudley's Ghost Guardian

NOTES - The ghost is Jervas Dudley's faithful manservant Hiram Bertrum. Hiram will wait 5 seconds for the PCs to react in a way that he desires. If the PCs make no sign of turning back and leaving the tomb, Hiram will attack. If this is the case, read the following description to the players.

The grave look on Hiram's face turns even darker and the spirit's face is replaced with an expression of sheer rage. ***The glowing green spirit seems to grow larger and even more ominous as he flies forth to attack.***

If the PCs defeat Hiram and examine the small box, they will find that it holds a very finely-crafted figurine of a handsome man wearing a black suit and with his eyes closed. Inside the coffin is a man that appears to be sleeping comfortably in the comfort of the satin-lined coffin. The man resembles the figurine inside the tiny box. As the party views the sleeping man, his body shrivels and decays at a rapid pace before their eyes. The small figurine in their hands darkens at the same time, then cracks and falls to the floor in hundreds of tiny fragments.

---

5. HIRAM BERTRUM'S QUARTERS -
The door opens to a tiny, 10-foot square room furnished with a rotted bed and night table. On the table is a stack of parchment papers.

NOTES - There is nothing of value in this room, but if the PCs examine the parchment on the table, they soon realize that the papers are multiple reports from several different doctors that have offered a final diagnosis of Jervas Dudley as being "acutely and violently unstable."

If the party survives and comes back through the portal (refer again to the spell Cthulian Transferral) that they were delivered from, Hugo and his acolytes will be surprised that the adventurers have survived, but they will engage the party in battle regardless.

---

3 - FIREPLACE -
Several small statuettes rest upon the mantle above the fireplace and bubbling cauldron. A closed book is in the middle of this hearth. The book is entitled THE NECRONOMICON.

NOTES - This is neither Hugo Lovecraft's spell-book nor The Necronomicon. It is merely another one of Hugo Lovecraft's cheap novelties taking the form of a blank writer's journal.

---

4 - MAGIC CIRCLE -
This magic circle is 15 feet in diameter and appears to have been made from melted black wax. A blue crystal ball shimmers and glows atop its iron pedestal.

NOTES - Hugo has used this **CRYSTAL BALL** to discern the PCs as being his enemies.



5 - NORTH BOOKCASE -
The bookcase to the north side of the room is crammed with books and scrolls.

NOTES - This bookcase is filled with books relating solely to H. P. Lovecraft. If Otto Lovecraft is accompanying the party, these books will be of great value to him and the society that he upholds. Otto will reward the party with this find by offering them a reward (in gems) with a total ranging between 500 and 2,000 gold pieces. This number is to be decided by the experience level of the PCs.

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6 - EAST BOOKCASE -
Another bookcase filled with books and scrolls is pushed against the east wall.

NOTES - See area 5 - NORTH BOOKCASE. This bookcase holds even more historic and valuable items relating to H. P. Lovecraft.

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4. WAXWORKS -
The steel double doors open to a large room that measures 40 feet wide by 30 feet long. The entire room is much warmer than the other areas of this museum you've visited, and steam rises from pits in the floor. Several craftsmen are busy creating life-sized molds of a variety of odd, serpentine creatures.

NOTES - This is where two or more of Hugo's henchmen usually are. Any of the other craftsmen working in this room (1d4+1) will glare up at the party balefully, then continue with their tireless work. No matter what is said to the men in this room, (unless mass chaos or attacks have already occurred) the party will be rudely ignored. All workers here, (save for any of Hugo's sorcerer henchmen) are deaf and mute slaves.

---

5. CHAMBER OF DEATH -
This room measures 50 feet on all four sides and is filled with elements relating to death. A variety of caskets, coffins, and sarcophagi surrounds you. Some of these receptacles are closed, and some of them are open, revealing wax warriors, mummies, and vampires resting within. Several gibbets hang from the ceiling with wax skeletons posed to display their eternal anguish. Two iron maidens stand before you, flanking a 20-foot wide pit cut into the floor. Red paint has been sprayed and smeared all over the walls and floor. The unmistakable scent of blood hangs heavy in the air.

NOTES - Many of these wax figures are magical creations that will attack the party by using the command word, TILLINGHAST! (made by Hugo or any of his henchmen) or the DM/GM may choose to have some of these beings lying in the coffins to be some form of undead. These undead could be anything from skeletons to mummies and is determined by the DM/GM, and the experience level of the PCs.

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6. SACRIFICIAL CHAMBER -
The door opens to reveal a 50-foot by 30-foot room with the floor heavily spattered with red paint. Four leering, demonic faces gaze down upon you from the wooden wall plaques they've been nailed to.

Drawn on the floor beneath the paint is a sloppy rendition of a pentagram. It has been painted with red paint, with more paint splattered over it for effect. You notice there is a noticeable gap in the pentagram suggesting an improperly drawn symbol which always seems

to lead to certain disaster for such a careless wizard or sorcerer.

Several monstrous wax sculptures line the walls of this chamber. All of these wax models resemble a variety of half-man, half-beast creatures. The room reeks of freshly-spilled blood.

NOTES - The DM/GM may choose for these wax sculptures to be made merely of regular wax, or to be similar to the magical wax beings found in area 7.

6a. SACRIFICIAL STORAGE ROOM -
This cramped room holds two tables filled with a variety of books and scrolls.

NOTES - This is where Hugo researches summoning spells of all kinds. An open diary reveals that he has plans to someday summon THE GREAT CTHULHU himself.

6b. SACRIFICIAL DIARIES -
The door opens to reveal a small room with a table and chair. An open book lies upon the surface of the table. The scribblings appear to have been written in blood. Several blood-caked crow quill pens litter the floor.

NOTES - This is the room where Hugo records the details of his myriad summoning experiments. Most of the listings describe minor successes such as summoning skeletons and zombies, but also detail one major discovery with the creation of the first powerful spell of his own making, Cthulian Transferral. The stats for this spell can be found in area 3.

7. TORTURE CHAMBER -
This room smells of blood. You are taken a bit off guard by the devilish craftsmanship of the lifelike, giant figures sculpted in the throes of deepest misery and pain. Eight different machines of torture are on display here, that have been constructed larger than the normal size for maximum visceral effect. The floor is spattered with red paint simulating blood spatter. Screams of horror and pain suddenly emit from the walls. Magic mouths have been cast upon three of the walls, mimicking real screams of pain and horror all too well.

NOTES - Many of these wax figures are magical creations that will attack the party with the command word, TILLINGHAST! (made by Hugo or any of his henchmen) or if the party tries to open either of the two doors leading to areas 7a and/or 7b. If that is the case, the following description may be read to the players. Several of the wax figures before you start to move. Their bonds are not of leather or wood but made of wax. Each of the wax figures slowly comes to life and they descend from their machines of torture to attack.

7a. REAL TORTURE CHAMBER -
You bypass the locked, steel door and you behold a nearly-naked human being chained to a bloody wooden rack. The man is sweating profusely as if undergoing a daunting physical exertion. He too is covered with blood. The bleeding man manages to raise his head, and words barely escape his mouth.

"Who are you? If you're here to kill me, do it quickly. Please."

NOTES - This is the real torture chamber that Hugo uses to extract information from the henchmen of his arch-enemy, Ludvig Lovecraft

(see The Book of Dark Secrets short adventure #9, THE ART GALLERY OF LUDVIG LOVECRAFT.)

Hugo's current torture victim is named **FILTO.** Filto was caught trying to moonlight as a regular, paying customer of Hugo's waxworks, but his cover was blown when he was caught trying to pick the lock of this very room. He currently has only 4 hit points left, and has suffered severely. Filto has been stretched, branded, and pummeled with a club wrapped in cloth, and if freed, he may (DM/GM's discretion) help the party if offered a weapon. Treat this victim as a sorcerer that is a third of the level that Hugo is chosen to be by the DM/GM.

7b. RECORDS ROOM -
You bypass the locked, iron door and see a pair of tables and chairs in the corners. A large, open book lies upon the eastern table.

NOTES - This is Hugo's favorite room where he counts and records his earnings, torture victims, and H.P. Lovecraft works of art - both real and fake. This book will be priceless to HPL Society founder Otto Lovecraft, and he will reward the party (another 1,000-4,000 gp is suggested) well for this discovery. A DC 10 Perception check will reveal a huge treasure chest beneath the east table. This chest holds the following treasures that are put into four categories based on the experience levels of the PCs.

TREASURE 1 - (PC levels 1-5)
810 cp, 680 sp, 420 gp, and 218 pp.
Copper demon's claw candelabra worth 150 gp,
WAND OF MAGIC MISSILES (15 charges)
Original H.P. Lovecraft sculptures of a Mi-Go worth 500 gp.

TREASURE 2 - (PC levels 6-10)
980 cp, 810 sp, 590 gp, and 360 pp.
Silver demon's claw candelabra worth 250 gp,
WAND OF MAGIC MISSILES (22 charges)
Original H.P. Lovecraft sculptures of a Mi-Go worth 650 gp, a Gug worth 960 gp.

TREASURE 3 - (PC levels 11-15)
1,120 cp, 960 sp, 650 gp, and 440 pp.
Gold demon's claw candelabra worth 400 gp,
WAND OF MAGIC MISSILES (33 charges)
Original H.P. Lovecraft sculptures of a Mi-Go worth 750 gp, a Gug worth 1,200 gp, and Dagon worth 1,450 gp.

TREASURE 4 - (PC levels 16-20)
1,280 cp, 1,300 sp, 880 gp, and 610 pp.
Platinum demon's claw candelabra worth 600 gp,
WAND OF MAGIC MISSILES (44 charges)
Original H.P. Lovecraft sculptures of a Mi-Go worth 880 gp, a Gug worth 1,500 gp, Dagon worth 1,750 gp, and Cthulhu worth 3,000 gp.

AFTERWORD - This concludes the adventure **THE WAX MUSEUM.** 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.**

Tell Great Cthulhu I said hello...

Credits - Pathfinder

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