

# The Gemia Code

An Old School Adventure for 3rd-5th Level Characters by David Maynard

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

# The Gemia Code

*An adventure for 4-6 3rd-5th level characters written and designed by David Maynard*

*Compatible with Old-School Essentials and other OSR rulesets.*

*Art by HodagRPG, find more of his works at [hodagrpg.itch.io](https://hodagrpg.itch.io)*



## Gemia, the Legend

Depending on who you ask, Gemia was a hero, sorceress, illusionist, artificer, witch, artist, poet, trickster, seductress, or villain. She made her mark on history, becoming incorporated into children's fables playing all of those roles. Her cryptic language of mystic glyphs is carved into the walls of every significant city and dungeon in the world. A century later, her secret lair has been discovered, potentially holding the key to her secrets. The race is on to decipher her code and profit off the knowledge and power contained in her home.

## Factions in a Contested Zone

The Hand of Belzenoth and the Golden Arms Company vie for control of the ancient abode's interior. They have retreated to opposite sides of the dungeon after a brutal initial clash in the center. They hope to gain an edge over their adversary by weaponizing Gemia's secrets.

## Hooks

- **Witness to Glyphs:** Your players have discovered enigmatic inscriptions carved in prominent places throughout your campaign. Determined to unravel the mystery, they leap at the opportunity to decipher the code and find out how everything links together.
- **Enemies of Belzenoth:** Your players have encountered Belzenoth and his lust for knowledge and power before. They know that if he gains access to Gemia's writings he may become too powerful to stop.
- **Art Experts:** Your players have heard about Gemia's reputation as an artist, and have always suspected there was a large collection of lost works still waiting to be discovered. This could be the defining moment in the career of a critic, or the culmination of an international art heist.

# Gemeria's Works

## Paints and Paintings

Paintings can sometimes act as portals to different locations in the dungeon. These portals were created by Gemeria's powerful artifice and only work if hung in the location that she originally placed them. Gemeria used these portals as doors, "closing" them by erasing key parts of the painting with paint thinner, and "opening" them by completing them with the appropriate color.

Paint	Ingredient	Key Location	Applicable Paintings
Red	Beetles	32, 33	P8, P17, P20
Yellow	Flowers	32, 33	P6, P17, P20
Blue	Lapis Lazuli	22, 33	P7, P10, P17
Grey	Charcoal	Fire + Wood	P5
Brown	Clay	21, 23, 33	P5
Green	Plant Leaves	31, 33	P5, P17, P20
Violet	Violets	7, 15, 33	P1, P12
White	N/A	19	P17

## Glyphs and Ink

The glyph language that Gemeria created has different properties depending on the ink used to inscribe them.

Generally, magical items engraved with her glyphs use the word engraved as the command word. The magic is in the glyphs themselves, and not in the word, simply guessing the word correctly will not activate the item. The user must know and recognize the full meaning of the glyphs before the item will work properly.

Most short inscriptions are noted in the text with *Italics*. The text will specify if the inscription is made with Gemeria's Glyphs or written with common text. Appendix A has a master key for each cypher, inscription, and its translation. Cut out inscriptions your players have found so that they can decipher them.

The temptation to have the players discover the glyph's meaning organically through the cyphers might cause GM's to disallow Read Language or Read Magic in this case.

DO NOT DO THIS! Reward the player for their unorthodox spell investment!

Ink	Ingredient	Key Location	Key Applications
Red	Blood	30	14
Green	Copper	Coins	33
Silver	Silver	Coins	33
Gold	Gold	Coins	15, 17
Black (slippery)	Squid Ink	24	15
Black (heavy)	Lead	4, 19	15
Violet	Amethyst	25	33

# Magic Items & Loot

## Loot

This adventure holds roughly 40,708 GP worth of loot. There are 28,308 GP worth of coins, gems, trinkets and 12,400 GP worth of art objects. Players can find: Paintings, statues, busts, jewelry, coats, dresses, art supplies magic scrolls, and two treasure maps.

## The Azure Blade

A longsword with a sapphire built into its gold pommel. Glyphs flow down the blade's length.

Saying *Azure* aloud awakens the sword's magical properties for 1 turn. Blue flames consume the blade, making the sword a +1 magic weapon with a +3 bonus against humanoids and the flaming property. The wielder is compelled to protect objects or people that they perceive as beautiful.

## Mistake Goblet

A golden goblet with glittering gems set into it that smell strongly of turpentine. Glyphs are carved into the bottom of the cup.

Saying the phrase *Oops* aloud fills the goblet with paint thinner. When consumed, save vs poison or become incapacitated with vomiting and shortness of breath. Save vs death against creatures created with animated paint or ink.

## Golden Arm

A completely articulated prosthetic made out of pure bronze. Gold filigrees and Glyphs trace the forearm.

This arm acts as a +1 mace (wielded in place of an arm as a prosthetic or swung around with two hands). Once per day, speaking the command word *Disarmed* makes the runes glow a bright purple, turning the arm into a +3 mace with the Energy Drain quality for one turn.

## Spectacles

Delicate spectacles with glyphs engraved in their tortoise shell rims. Speaking the command word *Begone* activates the spectacles, identifying outsiders seen through their lenses (even invisible ones) and detailing their weaknesses for one turn.

## Butterfly Hair Pin

An ornate hair pin in the shape of a butterfly. Tiny glyphs are carved into the wings.

Once per day, speaking the command word *Flutter* makes the wearer blink in and out of existence for 3 rounds. This grants a 1 in 6 chance to avoid any hazard or attack, as well as the ability to walk through walls 5 ft thick. Each additional 5 ft of thickness attempted risks a 3 in 6 chance to be stuck inside the wall forever.





## Drakewing Boots

Green Dragonscale leather boots with glyphs carved into the sole. Once per day, speaking the word *Expedience* aloud cause the boots to glow softly, granting the wearer the effects of the Haste spell.

## Jade Diadem

Circlet of marbled jade. Glyphs mark the center jewel. Saying the phrase *Warding* aloud creates a 10 ft stone tower under the wearer once per day.

## Flute of Command

A worn flute, roughly whittled from bone. Playing an upbeat tune while thinking about a command induces a nearby animal of HD 4 or less to follow it. Playing off-key will drive the animal into a rage.

## Returning Hatchet

A rough hewn hatchet with a blue metal blade.  
+1 Hatchet that returns to the bearer when thrown.

## Ring of Soul Storage

A platinum band set with a gloomy diamond. Closer inspection reveals shifting shadows swirling within, with the occasional face pressing against the surface..  
This ring consumes souls out of corpses that were killed by the bearer. Only three souls can be held at once.

## Belzenloth's Ring

A violet bloodshot eyeball is set into this gold band. The eye occasionally swivels about, searching hungrily.  
Belzenloth can gaze through the eye implanted in this ring. The effects of belzenloth's baleful influence spread out in the bearer's line of sight.

## Claw Pendant

A shrivelled monkey's paw curls menacingly from this rough rope. Once per day, casts Hold Person, but also immobilizes self for the duration. The wearer taking 10 damage negates the effect.



# The Golden Arms Company

## Agenda

Through their exploits, this mercenary band of adventurers has discovered several magic items created or enchanted by Gemia. These items are marked with Gemia's glyphs, which the Golden Arms believes are the activation command words. Eager to try out the powers of these artifacts, they rushed to Gemia's abode to decipher the code.

These mercenaries are most interested in money and treasure. They sell cyphers in their possession for 3,000 gold but only after they have used it to power up their weapons. They're not ruthless killers but they aren't above using violence to keep the players from getting in their way. If Roland is impressed by the players efforts and the players haven't killed one of his captains, he'll extend an invitation to join the Golden Arms in exchange for aid driving out the Hand of Belzenloth.

## Roland, Goldenarms

*AL: L, Level 5 Human Fighter, Avaricious, Genial, Magnanimous*

Roland built a mercenary company from his blood, sweat, and tears. He's determined to see it succeed, and goes to great lengths to acquire the wealth and equipment that keeps it running smoothly. Roland feels the weight of his responsibility to every member of the Goldenarms, none of them are expendable to him. **Retainer: 3 Veterans**

**AC** 2 [17] **HD** 5 (24hp) **THAC0** 17 [+2] **Att** 1 x Arm (1d8)  
**MV** 90' (30') **ML** 10 **SV** D10 **W**11 **P**12 **B**13 **S**14 (F5) **XP** 150  
**Possessions:** Golden Arm, Spectacles, a pouch full of 12 Diamonds worth 150 GP each, and 183 GP.



## Svitlana Maksymenko

*AL: L, Level 3 Human Cleric, Fanatical, Haughty, Graceful*

Svitlana comes from a congregation in a far away land to a forgotten god. She and her retainers wear tabards with the sign of the dove. The last church burned down years ago, creating a diaspora that led Svitlana to join the Goldenarms. She is under the impression that Gemia painted the only surviving rendition of the sacred interior of her old home. Svitlana stalks the halls of Gemia's home praying for the painting to be delivered to her people once again. **Retainer: 3 Acolytes**

**AC** 4 [15] **HD** 3 (15hp) **THAC0** 19 [+0] **Att** 1 x Mace +1 (1d6+1)  
**MV** 90' (30') **ML** 10 **SV** D12 **W**13 **P**14 **B**15 **S**16 (F3) **XP** 100  
**Spells Known:** Bless (1/day)  
**Possessions:** Butterfly Hair Pin, Drakewing Boots, 61 GP.



## Beastmaster Galen

*AL: N, Level 3 Elf Ranger, Gaunt, Ferocious, Melancholic*

In a previous skirmish with the Hand of Belzenloth, a mage with ring laden fingers trapped the souls of Galen's three beloved hounds into one of his rings. Eager to get his revenge on the mage and Belzenloth himself, Galen has tamed a basilisk and leads it around blindfolded on a leash. **Retainer: 3 Veterans**

**AC** 6 [13] **HD** 3 (15hp) **THAC0** 19 [+0] **Att** 1 x Hatchet +1 (1d6+1) **MV** 120' (40') **ML** 10 **SV** D12 W13 P14 B15 S16 (F3) **XP** 100  
**Possessions:** Flute of Command, Returning Hatchet, Jade Diadem, 46 GP.

## Hooded Basilisk

**AC** 4 [15] **HD** 4+1 (19hp) **THAC0** 15 [+4] **Att** 1 x Bite (1d10 + Petrification), 1 x gaze (petrification) **MV** 60' (20') **ML** 9 **SV** D10 W11 P12 B13 S14 (6) **XP** 500

**Surprise:** Characters surprised by a basilisk meet its gaze.

**Petrifying touch:** Anyone touched by a basilisk is turned to stone (save vs petrify).

**Petrifying gaze:** Anyone meeting a basilisk's gaze is turned to stone (save versus petrify). Unless averting eyes or using a mirror, characters in melee are affected each round.

**Averting eyes:** -4 penalty to-hit; the basilisk gains a +2 bonus to attack.

## Retainers

### Acolyte

**AC** 2 [17] **HD** 1 (5, 6, 3 hp) **THAC0** 19 [+0] **Att** 1 x Mace (1d6) **MV** 60' (20') **ML** 7 **SV** D11 W12 P14 B16 S15 (C1) **XP** 10  
**Spells Known:** Cure Light Wounds (1/day)  
**Possessions:** 11, 8, 7 GP

### Veteran

**AC** 4 [15] **HD** 1 (7, 3, 6, 8, 7, 4 hp) **THAC0** 18 [+1] **Att** 1 x Longsword (1d8) OR 1 x Longbow (1d6) **MV** 60' (20') **ML** 9 **SV** D12 W13 P14 B15 S16 (F1) **XP** 10  
**Possessions:** 3, 8, 5, 8, 3, 10 GP





# The Hand of Belzenoth

## Agenda

Belzenoth scours the world for knowledge and treasures with a jealous eye. The ambitious mage has recruited a large following that he articulates like his own hand, spreading his gaze far and wide. He's been obsessed with unraveling the secrets of Gemia since he cast his first cantrip, and cannot abide sharing that knowledge. Those who get in his way risk their lives.

## The Cursed Gaze of Belzenoth

All that falls into Belzenoth's sight withers from his baleful influence and none can hide from him. Creatures focused on by the mage's gaze halve their STR score and their movement speed (one target at a time, per eye). All illusions are dispelled in his field of vision.

## Mardock Tain

*AL: C, Level 5 Human Magic User, Ruthless, Loyal, Mad.*

Tain is a top Lieutenant of Belzenoth, trusted to retrieve the Cyphers or die trying. He is so devoted he's implanted several of Belzenoth's eyes into his skull. **Retainer: 1 Medium, 4 Bandits**

**AC** 6 [13] **HD** 5 (15hp) **THAC0** 19 [+0] **Att** 1 x Blade (1d6),  
**MV** 120' (40') **ML** 9 **SV** D13 W14 P13 B16 S15 (T1) **XP** 150  
**Spells Known:** Shield, Magic Missile, Levitate, Continual Light  
**Possessions:** Claw Pendant, Platinum Eye Pendant worth 1,000 GP, 4 rubies worth 400 GP each, 26 GP.



## Vance Raymond, Ring Bearer

*AL: C, Level 3 Human Noble, Vainglorious, Petty, Gregarious.*

Each of this rotund man's fingers glitters with a jeweled or magical ring. He considers himself an epicurean, and grants clemency to players who can pique his interest with a new experience or valuable jewelry. **Retainer: 1 Medium, 1 Bandit**

**AC** 6 [13] **HD** 3 (12hp) **THAC0** 19 [+0] **Att** 1 x Dagger (1d4)  
**MV** 120' (40') **ML** 9 **SV** D13 W14 P13 B16 S15 (T1) **XP** 100  
**Spells Known:** Cause Fear, Cure/Cause Light Wounds  
**Possessions:** The Crescent Key, Ring of Soul Storage, Belzenoth's Ring, 3 gold bands worth 50 GP each, and 36 GP.



## Dogs

**AC** 7 [12] **HD** 2 (7, 9, 13 hp) **THAC0** 18 [+1] **Att** 1 x Bite (1d6 + bring down prey) **MV** 150' (50') **ML** 9 **SV** D12 W13 P14 B15 S16 (2) **XP** 25

**Bring down prey:** If a dog successfully attacks a target with 4HD or less and rolls 4 or higher for damage, it drags down the target. In the following round, the target may not move and suffers a -1 penalty to AC and attack rolls.



## Grundo, Cage Bearer

*AL: N, Ogre, Blind, Simple, Controlled*

This Ogre wears a sash over his empty eye sockets, letting the whispers of Belzenloth guide his actions. He wears a talisman with an eye of belzenloth on his neck. Grundo carries around a Rust Monster in a wooden cage, hunting for members of the Golden Arms Company. **Retainer: 1 Medium, 1 Bandit**

**AC** 5 [14] **HD** 4+1 (19hp) **THAC0** 15 [+4] **Att** 1 x Club (1d10)

**MV** 90' (30') **ML** 10 **SV** D10 W11 P12 B13 S14 (4) **XP** 125

**Possessions:** The Crescent Key.

## Rustmonster

**AC** 2 [17] **HD** 5 (22hp) **THAC0** 15 [+4] **Att** 1 x feeler (rusting) **MV** 120' (40')

**ML** 7 **SV** D12 W13 P14 B15 S16 (3) **XP** 175

**Rusting:** Metal that touches a rust monster (e.g. weapons that hit it, or armour struck by a feeler) crumbles instantly to rust. Magic items have a 10% chance per "plus", to be unaffected on each successful hit. Each time a magic item is affected, it loses one "plus".

## Retainers

### Bandit

**AC** 6 [13] **HD** 1 (6, 4, 5, 3, 5, 6, 3 hp) **THAC0** 18 [+1] **Att** 1 x Blade (1d6) or 1 x Arrow (1d4)

**MV** 120' (40') **ML** 8 **SV** D13 W14 P13 B16 S15 (T1) **XP** 10

**Possessions:** 10, 7, 5, 6, 11, 10, 6 GP

### Medium

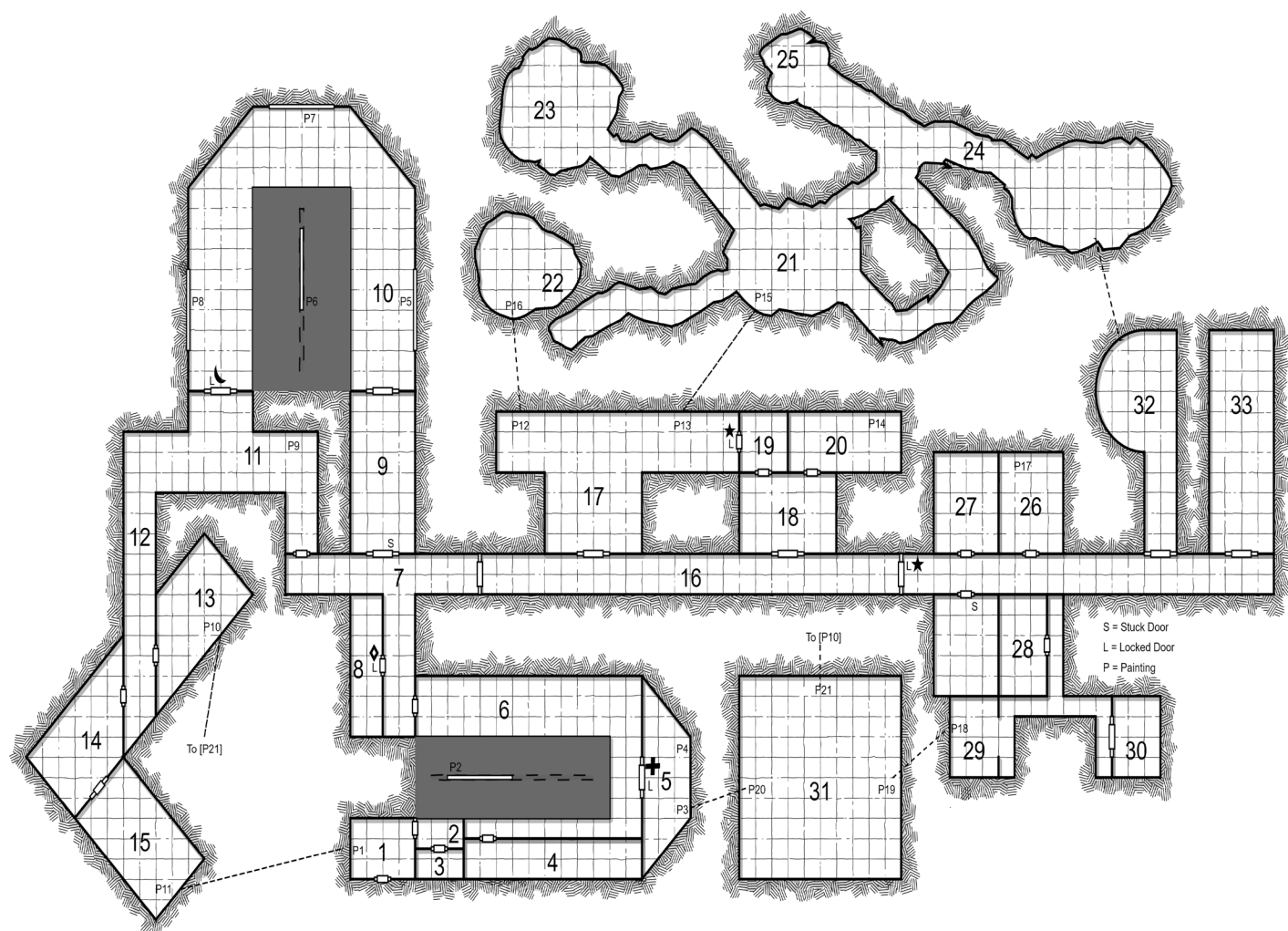
**AC** 9 [10] **HD** 1\*\* (4, 3, 6 hp) **THAC0** 19 [+0] **Att** 1 x Dagger (1d4) or 1 x Light

**MV** 120' (40') **ML** 7 **SV** D13 W14 P13 B16 S15 (MU1) **XP** 10

**Possessions:** 11, 17, 13 GP



# Gemeria's Gallery and Abode



## Faction Order of Battle

The two factions in play are trying to find the cyphers hidden by Gemeria. Their positions described in the map key are their starting positions. When the players retreat from the dungeon or rest for 8 hours, the factions find a cypher and increase in power based on the amount of cyphers in their possession (see the tables below). They then move to the closest cypher location and spend the next day trying to find it. When all cyphers have been found, the factions fight it out around [16]. If the players are absent from this clash, the faction with the most cyphers triumphs. If they have an equal amount, flip a coin.

Cypher #	Hand of Belzenloth Effect
1	Add Phantasmal Force to spell lists
2	Add Web and Haste to spell lists
3	Add Fire Ball, Hold Person, and Dispel Magic to spell lists

Cypher #	Golden Arms Company Effect
1	Activate 1 random Magic Item crafted by Gemeria
2	Activate 3 random Magic Items
3	Activate 5 random Magic Items

## Wanderers

Every two turns there is a 1 in 6 chance of encountering a wanderer. Roll on the table below to determine the encounter.

D6	Name	Description
1	Brushhound	A menacing but loyal beast that has sprung out of its cell. Its shaggy coat is actually made up of hundreds of luxurious paint brushes. It heeds commands written in Gemia's glyphs, but is hostile to intruders to Gemia's home and very hungry.
2	Animated Runes	A floating cluster of glyphs that spell out EAT are consuming a struggling Quill Hawk. Altering the letters to spell a different command in Gemia's language changes its behavior accordingly. These runes are made of ink, and run if exposed to water, or get paralyzed if exposed to sand.
3	Paint Goblins	Inhabitants of [P2] have gotten bored of their meager frame and taken to roaming the hallways of Gemia's home. They are most interested in entertainment, and can be persuaded to return to their frame if something fantastic is painted in there with them. These are statted as normal goblins, but are instantly destroyed by paint thinner.
4	Quill Hawks	Two Quill Hawks search for trinkets. They swoop down on the party looking to swipe shiny baubles from the players. They especially prize magic items.
5	Grundo, Cage Bearer	The Ogre and his two retainers described on page 9 carries a wooden cage containing a Rust Monster. They wander the halls hunting members of the Golden Arms Company. Parties with a high concentration of martial or armored characters are mistaken for members of the Company and attacked on sight.
6	Beastmaster Galen	The Beastmaster and his three retainers described on page 7 hunt stray Hands of Belzenoth. He holds a blindfolded Basilisk on a chain leash. Parties with a high concentration of magic users or thieves are mistaken for Hands and attacked on sight.

### Brushhound

**AC** 4 [15] **HD** 4 (22hp) **THAC0** 15 [+4] **Att** 1 x bite (1d8)

**MV** 120' (40') **ML** 10 **SV** D10 W11 P12 B13 S14 (4) **XP** 200

**Brushoff:** Adjacent creatures are knocked back 10 ft, and take 3d6 damage if they hit a wall.

**Growl:** The brushhound's booming bark instills fear, paralyzing on a failed save.

### Quill Hawks

**AC** 6 [13] **HD** 3 (12, 15 hp) **THAC0** 16 [+3] **Att** 1 x Talons (1d6)

**MV** 450' (150') **ML** 8 **SV** D12 W13 P14 B15 S16 (2) **XP** 50

**Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage or steals an item from the target.

### Animated Runes (ㄟ-ㄨㄩ)

**AC** 3 [16] **HD** 4 (18hp) **THAC0** 16 [+3] **Att** 1 x Munch (1d8)

**MV** 120' (40') flying **ML** 12 **SV** D10 W11 P12 B13 S14 (4) **XP** 175

**Munch:** Those affected by this attack are smeared with dark black ink, 1 in 6 chance to blind target.

# Map Key

## 1. Foyer

This room features a ragged, faded carpet spread over a perfectly flat stone floor. Light in this room (and the rest of the dungeon) radiates softly but evenly from ceiling tiles 20 feet high. A **painting** hangs on the left wall over the remains of a table that has been torn to splinters.

**Study Painting [P1]** An immaculately organized study, with a plush goldenrod couch and a broad stone writing desk. Rows of books with colorful spines, a crackling hearth, and several vases of flowers fill the room. The flowers are completely desaturated. Adding violet paint will finish the painting, creating a portal to the Study [15].

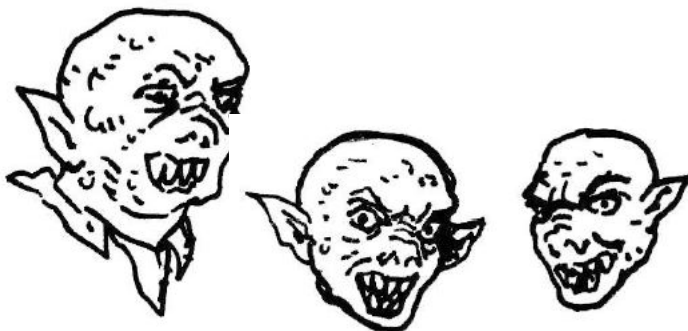
## 2. Illusionary Wall

A **painting** hangs over a bottomless **chasm** in the center of this long room from a sliding track. It can be pushed the length of the chasm in any direction. A path skirts the chasm but is blocked by a stone **wall**.

**Hamlet Painting [P2]** This painting depicts a cozy goblin hamlet covered in snow. There are several goblin shaped pieces of canvas with no paint. The painting can be pushed the length of the chasm along the sliding track with little effort.

**Chasm** Creatures who fall in this hole are returned to the Foyer [1] and take 1d4 damage.

**Wall** A sign on the wall reads: *Welcome to the home of Gemia, she is not taking visitors at this time. Please leave the way you came with her best wishes.* The wall is an illusion, and disappears if revealed, opening the way to the rest of the room.



## 3. Coat Room

This closet has two rows of pegs on the wall for coats, and a shoe rack carved of solid oak.

## 4. Gallery Storage

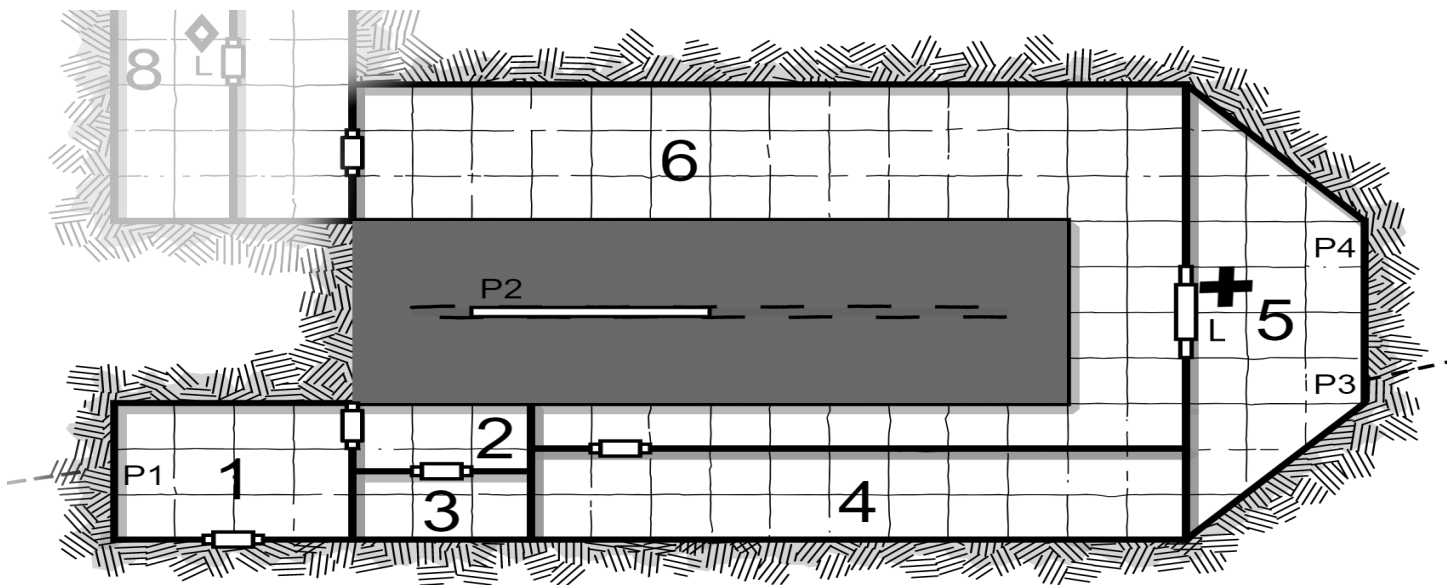
This dusty storage closet has a stack of **paintings** lined up against the wall wrapped in brown paper and two stone **statues**. The room and its door is an illusion, if dispelled occupants are returned to the Foyer [1] and take 1d4 damage.

**Paintings** Three works depicting a rainbow fish, a cyclops, and a woman arrayed for battle [500 GP each].

**Statues** A marble busts of a wizened elf with a long goatee and a lead bust of ferocious woman with an eyepatch and tricorn hat. [500 GP each].







## 5. Display Chamber

Behind rough hewn poplar double **doors**, two full length paintings hang in this room, one displays a **garden**, the other depicts a **cathedral cieling**. This room has a small chest containing **Cypher 1** hanging from the ceiling (unlocked).

**Doors** The side facing the room is decorated with a wood cut of a dove in flight.

**Garden Painting [P3]** A bright garden scene includes a playful splashing fountain, several raised beds full of colorful varieties of green, and a tree. Ladybugs fly through the air on scarlet wings. Connects to [P20] when that painting is completed.

**Ceiling Painting [P4]** The ceiling of this sprawling cathedral has been painstakingly painted in Gemia's style. It has several sections depicting religious parables in vibrant colors.



## 6. Eye of Belzenoth

On the north side of the chasm a watermelon sized **eye** is perched atop a terracotta pot. In its original position, [P2] blocks line of sight of the eye with the illusory wall and the illusionary room, but movement in either direction could reveal the truth.

**Eye** This bloodshot eye with a deep violet iris swivels to detect movement, focusing on individual targets. It is an eye of Belzenloth, and anything it perceives is afflicted with his cursed gaze.



## 7. Hallway Paint

In this hallway intersection, a painter's palette with a glob of violet paint lies on the floor, smears of paint drip towards [P9] and [20]. The door handle to [8] is unlocked with the Diamond Key.

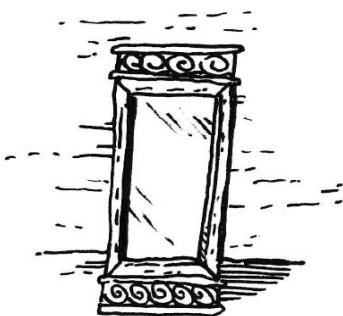
## 8. Closet

A full length **mirror** leans against the wall in front of the door, and several racks of women's **clothing** extend to the right and left.

**Mirror** This mundane mirror is wrought with silver and framed with ivory, worth 500GP.

**Clothing** Most items on the racks are worthless, mothbare, faded, or stretched with age. Players can spend a turn sifting through the detritus for something that catches their eye on the following table:

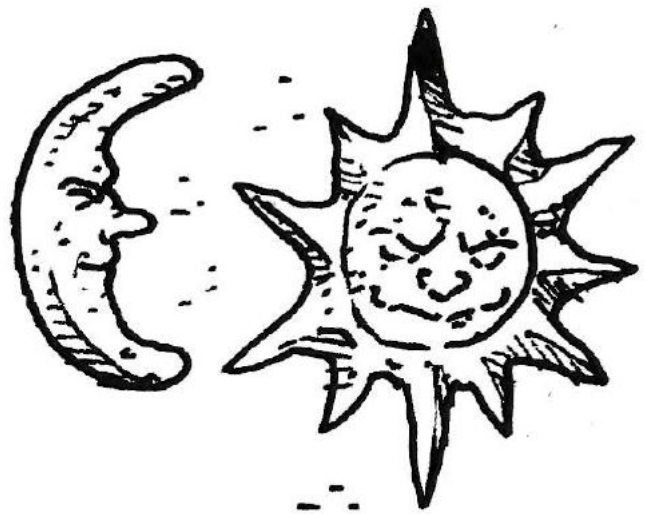
1. **Fox Fur Coat** [500 GP]
2. **Ermine Fur Scarf** [500 GP]
3. **Red Silk Dress** with two Rubies worth 250 GP each in a side pocket
4. **Glittering Dress**, shedding sequins
5. **Cursed Cardigan** Two halves of a copper broach are scattered below this intelligent cardigan. Once handled, it wraps itself onto a victim and consumes any nonmagical armor or clothing. It cannot be removed until the curse is lifted.
6. **Wool Traveler's tunic**, stuffed with moth balls
7. **Wool Traveler's Cloak**
8. **Wool Trousers** pockets filled with 15 Diamonds worth 100 gold each
9. **Jewelry Box** set with 5 rings worth 100 gold each.
10. **Pristine White Hat Box** with a Floppy Straw Sun Hat and a Key with a Cross Handle inside.



## 9. Light Room

Vance Raymond and his retinue guard this room and have barricaded the door. There are decorative **Sun and Moon Carvings** on opposite walls of this barren room 5 ft up from the floor. The door to [10] has a plaque entitled: *Gallery of the Elements*.

**Sun and Moon** These carvings switch the diffuse even lighting of the dungeon's ceiling tiles on and off. Simply pressing on the carving will either illuminate everything or plunge all rooms in darkness. The face on the carvings are smiling and animated when turned on, winking at occupants of the room.



## 10. Gallery of the Elements

Mardock Tain and his retinue examine the many paintings in here, attempting to divine the solution to Gemia's cypher puzzle with the aid of their spiteful master. This gallery is set up similarly to the entrance hall, with a **chasm** in the middle and a **sliding painting** on a track hanging over it. A **blank painting** on the right side of the room has glowing glyphs next to it: *Add another element to the room, and you shall find what you seek*. The room also has an **ocean scene** on the far wall and an **fiery painting** on the left.

**Chasm** Creatures who fall in this hole are returned to the Foyer [1] and take 1d4 damage.

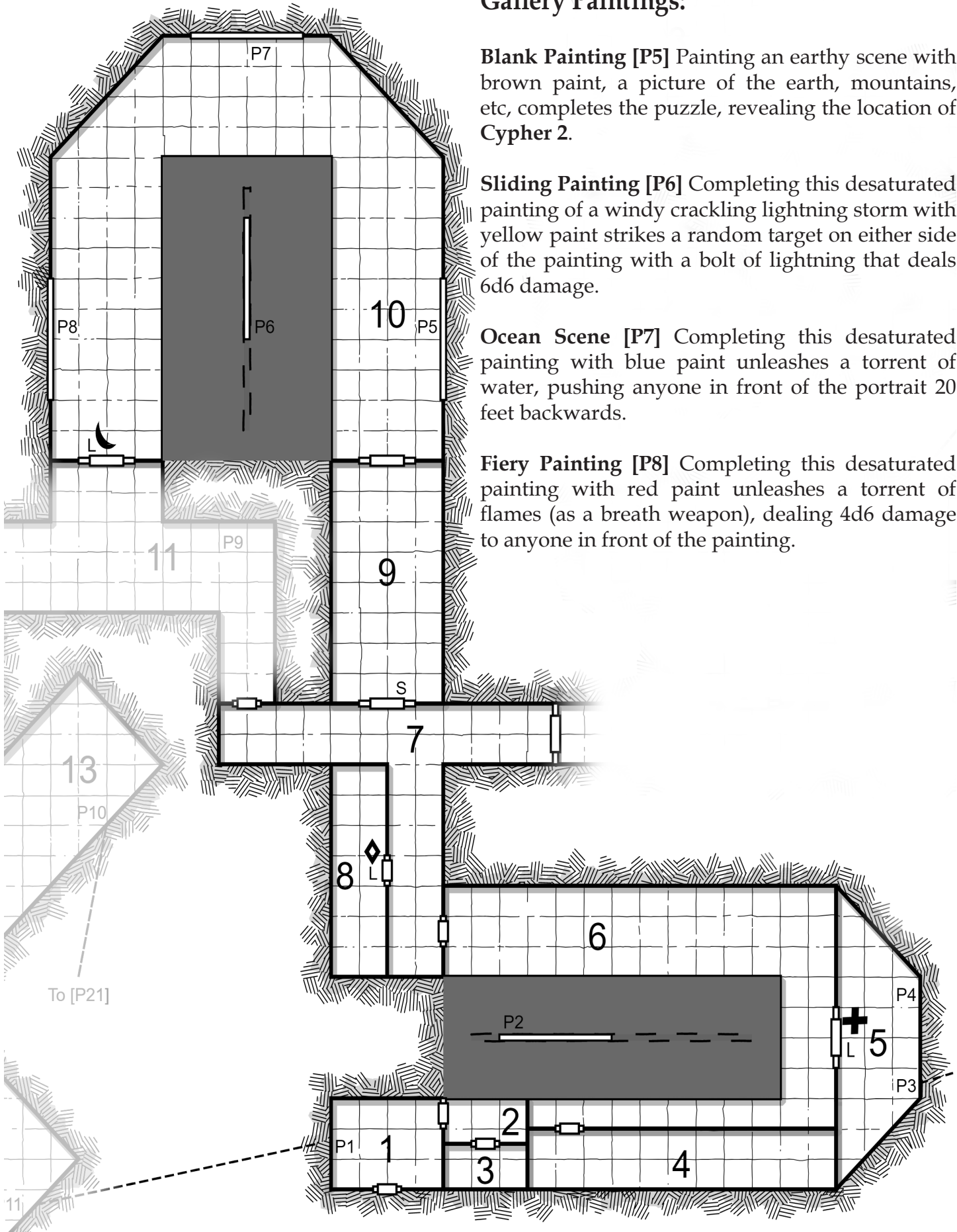
## Gallery Paintings:

**Blank Painting [P5]** Painting an earthy scene with brown paint, a picture of the earth, mountains, etc, completes the puzzle, revealing the location of Cypher 2.

**Sliding Painting [P6]** Completing this desaturated painting of a windy crackling lightning storm with yellow paint strikes a random target on either side of the painting with a bolt of lightning that deals 6d6 damage.

**Ocean Scene [P7]** Completing this desaturated painting with blue paint unleashes a torrent of water, pushing anyone in front of the portrait 20 feet backwards.

**Fiery Painting [P8]** Completing this desaturated painting with red paint unleashes a torrent of flames (as a breath weapon), dealing 4d6 damage to anyone in front of the painting.





## 11. Eye of Belzenloth Painting

Smears of paint lead up to this **Crude Painting [P9]** of a bloodshot eye with an iris painted in violet. Belzenloth's artless imitation of Gemia's living paintings still functions adequately, giving his cruel gaze line of sight with the corridor and warning nearby Hands of trespassers. The double doors to [10] by the painting is bound by a padlock.

## 12. Mural

The right hand wall of this hallway has a mural of Gemia winking with the caption in glyphs: *Sometimes a wall is just a wall*. The wall, of course, is an illusion. Behind the illusionary wall is an alcove that hides a **Scarlet Satchel** with silver clasps.

**Scarlet Satchel** contains 9 gems worth 200 GP each, 66 GP, 10 days of rations and water, and a scroll that teleports 8 willing creatures to a nearby inn.



## 13. Smoking Lounge

Several leather chaises and floor cushions are scattered around this room. A **draft** can be felt from the ceiling, and a **painting of a garden** hangs from the wall. Two **Hands** of Belzenloth Bandits are having a loud conversation while examining the painting. A cabinet with four hookah pipes sits next to a four foot tall **horn pipe**.

**Draft** A vent in the ceiling wicks smoke away from this room to the exterior. A knob near the cabinet without a label opens the vent wide, purging all harmful vapors from the room.

**Garden Painting [P10]** A bright garden scene includes a playful splashing fountain, several raised beds full of colorful varieties of green, and a tree. Ladybugs fly through the air on scarlet wings. The fountain's water is completely desaturated. Adding blue paint completes the painting, connecting it to [P21].

**Hands** These two are investigating the cypher clue from Gemia's Art Studio [20]. Their speculation about the painting [P10] is heard from outside the door.

**Horn Pipe** Wood carvings on the side of this pipe depict swarthy tattooed men working a sawmill. A plaque on the wall near the pipe reads in glyphs: *My smoking buddy prefers cardamom*. Packing the bowl and lighting it summons **Ragnar the Smoke Djinn**, a being who won't be happy to be awake unless summoned with cardamom in the bowl (Advantage or disadvantage on reaction roll).

### Ragnar the Smoke Djinn

AC 5 [14] HD 5 (23hp) THAC0 14 [+5] Att 1 x Smoke Sword (2d6) MV Cannot move 20 ft from pipe ML 12 SV D6 W17 P9 B11 S9 XP 500

Can only be harmed by magical attacks

**Magic Powers:** Three times per day.

- Gaseous form
- Invisibility
- Illusion: Visual and audial. No concentration required. Remains until touched or dispelled.
- Create food and drink: For 12 humans and mounts for one day.



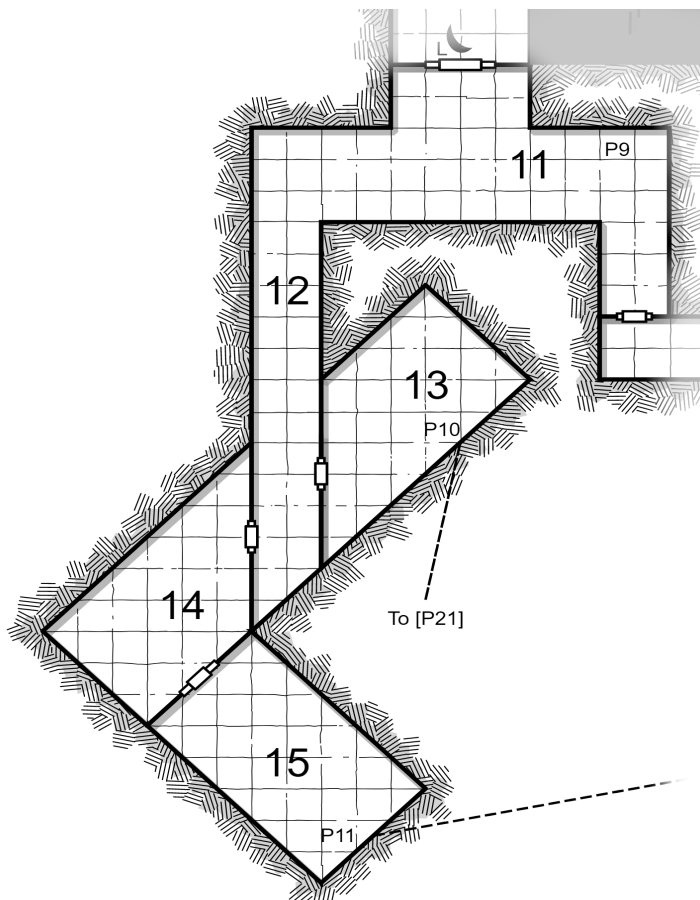
## 14. Tattoo Parlor

An emerald leather reclines near a stool and a jade tabletop piled with delicate **tattoo** needles. The following passage is carved into the jade: *Only ink from a bloodhound binds magical properties into skin.*

**Tattoo** glyphs must be made with intention, words display magical properties provided the writer has found the appropriate cypher (no guessing the translation of a word). Applying a tattoo visibly pales the skin of the recipient. The third tattoo and every tattoo after it applies or worsens blood fever on a failed save. It's a wasting disease that deducts two strength and constitution from a player per day until cured. After five tattoos players must save vs. death for each application.

Example Tattoo Outcomes:

- Increase Ability Score: *Strength, Power, Brilliance, Fortitude, Intellect, Dexterity, Wisdom, Constitution, Charisma*
- Additional first level spell per day: *Memory, Spellcraft*
- Bonus to Thief Skills: *Sneaking, Climbing, Listening, Silence*



## 15. Study

This room features a plush goldenrod couch and a broad stone writing **desk** with a vase of violets. A **device** is embedded into the crackling hearth. Vibrant spines of **bookshelves** ring the room.

**Desk** An open book on the desk reads: *I only write with ink from the ocean, the heaviest ink, and the most precious...* Using squid ink, lead ink, and gold ink reveals **Cypher 3**. A key with a diamond on the handle is taped to the bottom of the desk.

**Device** Two compartments that pull out from the hearth have a label that reads *Insert the desired ingredient into the left compartment, and a vial of ink appears in the right.*

**Bookshelves** Players can spend a turn looking through the bookshelves for something that catches their eye on the following table: Looking for a specific book or kind of book (if it's listed below) is successful but takes three turns.

1. **Cursed Scroll** of slow healing. The entire scroll is bound in thick scarlet wax.
2. **Spell Scroll** Lightning Bolt
3. **Spell Scroll** Wall of Fire
4. **Treasure Map** Riddle that leads to a chest of 5,000 GP worth of loot hidden in a pond.
5. **Holy Book** of the Dove
6. Book on the **Care of Bloodhounds**
7. Book on the **Care of Quillhawks**
8. Book on the **forms of metal ink**
9. Book on **Gemeria's friendship with Melac**
10. Book on **Gemeria's capture of the Leviathan**
11. Book with list of **Gemeria's rejected students...** (Azaraih, Belzenloth, Copricus, etc.)
12. Book on various **Dragon Breaths**

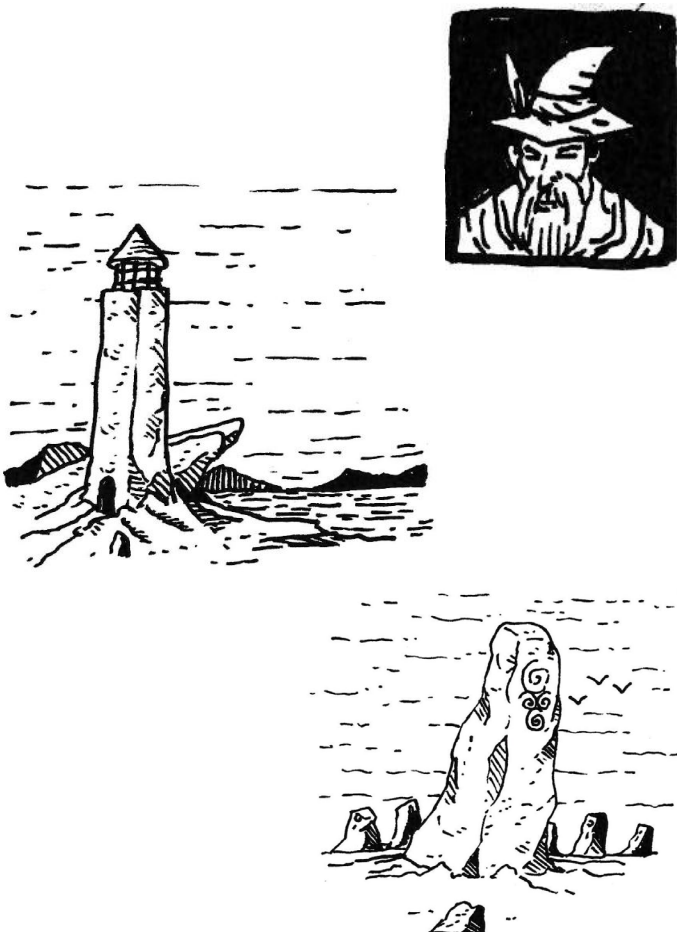
## 16. Skirmish Remains

The corpses of a half dozen Hands of Belzenloth and Golden Arms lie here clutching weapons, their dried blood mingling together. 83 GP worth of weapons, armor, and trinkets remain on the bodies. The locked door at the end of the hallway reads: *Staff Only*.

## 17. Art Gallery

An austere gallery showcases eight paintings worth 500 GP each. The locked door to [19] reads: *Staff Only*.

- A wizard with a feathered cap.
- A lighthouse dramatically overlooking the shore.
- A woman in chainmail ready for battle.
- A dark forest
- A stark windswept plain with an upright runestone.
- A cave basin with a slurry of clay ochre [P12] (Connects to [21]).
- An isolated chamber with a lustrous azure gem [P13] (connects to [22]).



## 18. Reception Area

A posh desk with stationary stacked in a neat pile dominates this room. Several chairs with green cushions wait along the wall. A flippable sign on the desk reads *Gemeria is OUT* on one side and *Gemeria is IN* on the other. A door to the left of the desk reads *Staff Only*. The door on the right reads *Studio Entrance, check with receptionist before entry*.

## 19. Supply Closet

This supply closet contains twenty blank canvases, three easels, two stained paint smocks, four sets of brushes worth 100 GP each to the right buyer, ten vials of black lead based ink, one painting wrapped in brown paper worth 500 GP each, and a tube of white paint.

## 20. Art Studio

This studio, originally painted a brilliant eggshell white, is marred by flecks of hundreds of different colors of paint. It contains a desk, an easel with a blank canvas, and an ornate cast iron cauldron.

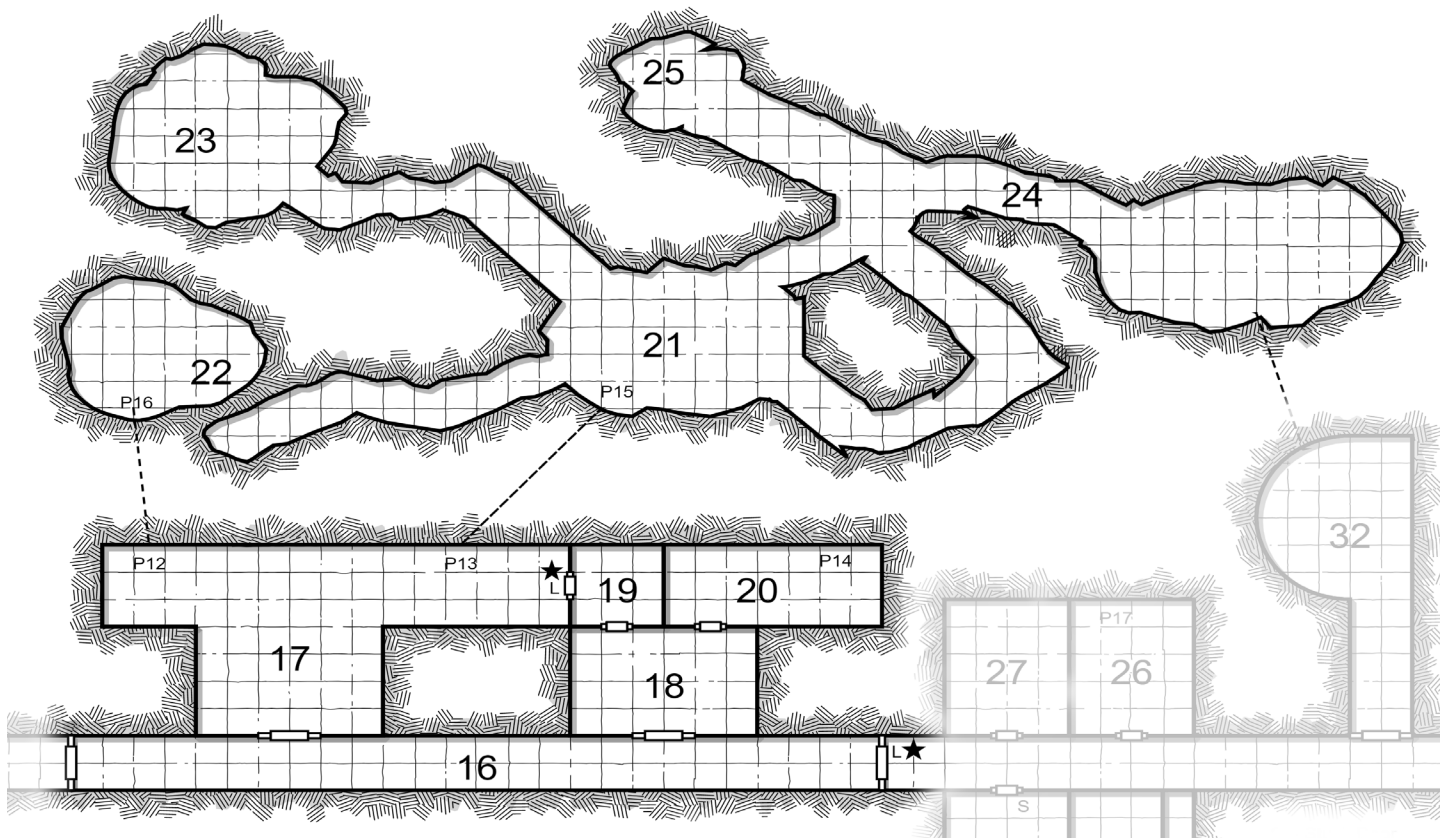
**Desk** Has three drawers: The top one holds the Mistake Goblet, the middle one has a key with a star handle, and the bottom one has a notebook with the following passage written in glyphs: *Work on my sculpture proceeds slowly. I'm having a hard time keeping it dry down there. Still, it accepts the commands I feed it. The gem hasn't been wasted yet.*

**Canvas** The wall next to this canvas has the following inscription: *Paint with three colors from the garden and my hounds brush to reveal the cypher.* Doing so reveals a hidden compartment in the desk with **Cypher 5** in it.

**Cauldron** This vessel has the following phrase carved into the lid in common: *Place your ingredients, and cover the lid. The paint will finish in ten minutes.* Ingredients placed in here become the appropriate paint color within one turn.

## 21. Cave Entrance

This shadowy damp cavern echoes with the sound of falling water. Stalactites bleed droplets of water into a shallow puddle full of clay. A **painting of a gallery** [P15] that connects to [17] is propped against a cave wall.



## 22. Lapis Lazuli

An isolated cavern has a lustrous azure gem and a painting of a gallery [P16] that connects to [17]. A minute opening -only enough to gaze through- connects this cavern to the tunnel with [21]. Only the gem is visible from the opening in the tunnel.

## 23. Sculpture Studio

A clay statue of a griffon dominates this damp cavern. Its head is unfinished, resembling a gaping maw more than a sharp beak. An amber gem worth 3,000 GP sparkles from its throat. The statue defends the gem, and pursues thieves who remove it. It disanimates within a turn of separation of it. The statue follows orders written on paper in Gemia's Glyphs and fed into its mouth.

### Clay Griffon

AC 5 [14] HD 4 (18hp) THAC0 16 [+3] Att 2 x claw (1d4) MV 90' (30') ML 11 SV D8 W9 P10 B10 S12 (F5) XP 75

## 24. Lair of the Leviathan

In the passage leading up to this chamber, glyphs line the wall reading: *The Password is Chestnut*. A **Leviathan** has made its lair in the fetid waters of this cavern. It probes the grate above it with wriggling tentacles.

### Leviathan

AC 7 [12] HD 5 (23hp) THAC0 14 [+5] Att 8 x Arm (1d4) MV Swim 90' (30') ML 7 SV D10 W11 P12 B13 S14 (4) XP 500

**Constriction** Tentacles grab and constrict after a hit, dealing 1d4 damage per round.

**Severing Tentacles:** Requires a hit with a cutting weapon dealing 5 or more damage.

**Ink Cloud:** Emits a spray of black ink, blinding opponents on failed breath save.

**Tickle Sensitivity:** Save vs. paralysis if tickled.

## 25. Amethyst Crystal

A vile mold grows around a dark purple Amethyst crystal that protrudes from the cavern walls in this dead end. If the crystal is disturbed the mold will release a 10x10 foot cloud of spores that deal 1d6 damage per round spent inside it. The crystal is worth little, but is valuable for its ink making qualities.



## 26. Dragon Painting

This imposing room is dominated by a **painting** on the far wall that depicts a **dragon** curled around a pile of **treasure**.

**Painting [P17]** A desaturated dragon sleeps soundly atop its hoard, a plaque on the frame reads *Some things are best left alone...* Filling the dragon in with any color paint completes the piece, creating a portal to its lair.

### Melac the Prismatic Dragon

*Alignment is based on color used to paint Melac.*

Gemeria struck up a friendship with Melac in one of her most celebrated tales. He was the only one she trusted to guard her most terrible mistake as an artificer.

**AC** 2 [17] **HD** 7 (30hp) **THAC0** 14 [+5] **Att** 2 x Claw (1d4+1), 1 x Bite (2d8) **OR** Breath Weapon  
**MV** 90' (30') / 240' (80') flying **ML** 8 **SV** D8 **W9**  
**P10** **B10** **S12** **XP** 1,250

**Breath Weapon** The shape and element depends on color used to fill in the dragon in the painting:

- **Black** 60' long line of acid.
- **Blue** 100' long line of lightning.
- **Gold** 90' long cone of fire or cloud of chlorine gas (50' long, 40' wide, 20' high).
- **Green** Cloud of chlorine gas (50' long, 40' wide, 20' high).
- **Red** 90' long cone of fire (2' wide at the mouth, 30' wide at far end).
- **White** 80' long cone of cold (2' wide at the mouth, 30' wide at far end).

**Treasure** The hoard consists of a heap of 2,921 GP, 68,023 SP, and 3 statues worth 1,000 GP each. A sword sticks out of the pile with glyphs traced down the blade. The letters **—Aſſv—** shine above the pile, illuminating the cavern in a saturnine glow.

## 27. Aviary

This vaulted chamber features a collapsed spiral **staircase**. The walls around the stairs have several alcoves where four **Quill Hawks** have made their **nests**. Two **Goldenarms Veterans** are attempting to climb up to the nests, to the great agitation of the hawks. The rubble of the staircase has been cleared around a door that leads to a back room.

**Staircase** Debris from the collapse of this staircase litters the floor. There is a 15 foot gap between the bottom section of the staircase and the top one that leads to a balcony.

### Quill Hawks

The iridescent feathers on these elegant birds of prey make excellent ink pens. Like Magpies, they aggressively seek out metallic or magical items for their nests.

**AC** 6 [13] **HD** 3 (16hp) **THAC0** 16 [+3] **Att** 1 x Talons (1d6) **MV** 450' (150') **ML** 8 **SV** D12 **W13**  
**P14** **B15** **S16** (2) **XP** 50

**Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage or steals an item from the target.



**Nest** Two nests line the walls on the balcony above the ruined staircase, they glitter with trinkets:

- One contains a silver mirror worth 250 GP, a golden fork worth 50 GP, a mithril chain 10 ft long, and a copper dog tag inscribed with *Ross*.
- The other nest has a mithril cloak clasp worth 800 GP, a key with a cross on the handle, and two potions of healing. The nest is covered in 500 GP worth of diamond dust.

**Goldenarms** These two burly gentlemen introduce themselves as Phillip and Wallace. They are wary of strangers, but could be willing to cooperate in order to raid the nests above.



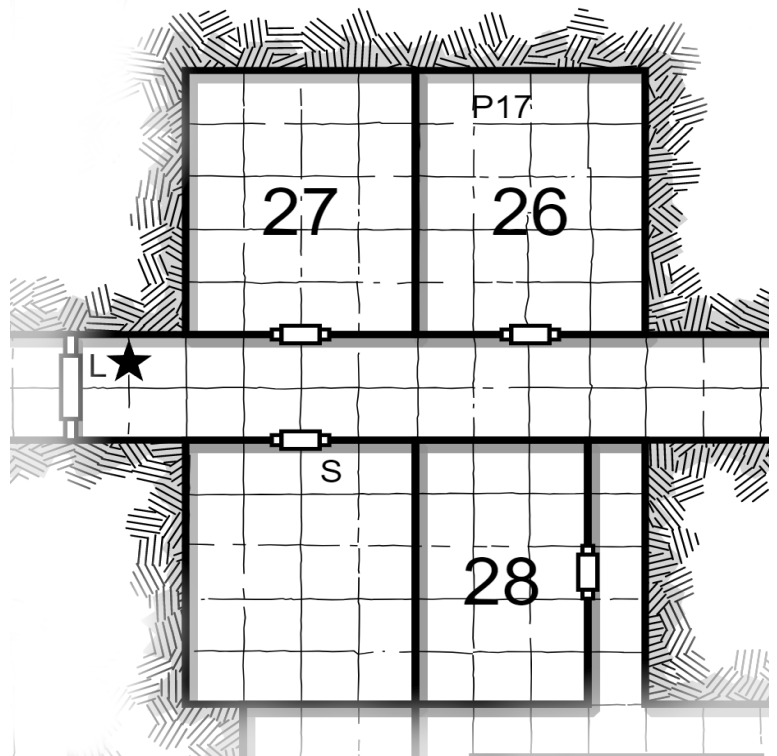
## 28. Kennel Storage

This closet has **two bins** full of vibrant toys, a **food dispenser**, two leashes 15 feet long each, and an **inscription** made in glittering glyphs on the far wall.

**Bins** The bin on the right is chock full of shredded stuffed animals, frayed rope toys, and rayhide bones. The bin on the left has three completely intact stuffed bunny rabbits that are caked in a rusty red film.

**Food Dispenser** This wall height glass cylinder is a quarter full of stale food pellets. Portals at the bottom send pellets to each kennel.

**Inscription** *Captain mostly takes care of himself. His favorite treat is to chew on the bark of the Elm. Ross however, needs so many walks I put a portrait to the garden in his kennel. He's a ball of energy; if you ever have trouble with him I've taught him to heed commands written in my glyphs.*



## 29. Brushhound Den

The door to this empty kennel has been forced open from the inside. An expansive **cushion** has been ripped to shreds, its filling scattered throughout the floor. Dark stains litter the ground, and a full length **painting** hangs on the wall.

**Cushion** There are several brushes hidden in the folds of this ragged bed. They were shed by the brushhound and work for the purposes of the cypher puzzle in room [20].

**Garden Painting [P18]** This painting of a brilliant garden connects to [P19] in room [31].

## 30. Bloodhound Den

This kennel smells ferrous, and still contains a **Bloodhound**. The cell door is closed. Inside, a pipe occasionally deposits 20 food pellets into a bowl with *Captain* written on it.

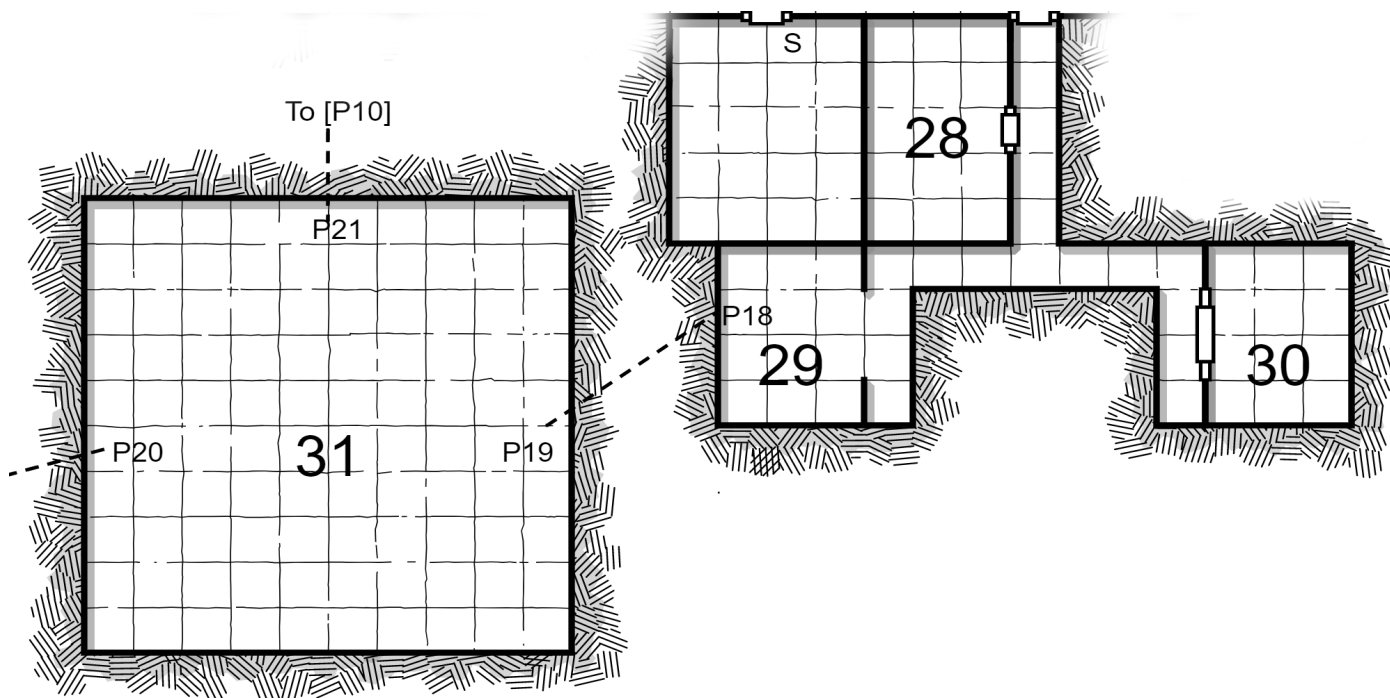
### Bloodhound

This morose animal has great folds of skin hanging from its drooped frame. Blood trickles from his eyes, creating a slippery pool of blood 5 feet in all directions. It is wary of strangers, but can be distracted by the bark of an Elm tree.

**AC** 4 [15] **HD** 4 (22hp) **THAC0** 15 [+4] **Att** 1 x bite (1d6) or Blood Vomit **MV** 120' (40') **ML** 10 **SV** D10 W11 P12 B13 S14 (4) **XP** 200

**Blood Vomit** Twice per day, the Bloodhound can vomit up excess blood as a breath weapon, dealing 3d6 damage, half on a save success. It only resorts to this if provoked with ranged weapons.

**Blood Splatter** Harming the bloodhound sprays blood 10 feet in the direction of the weapon used. Players hit by this spray must save vs poison or contract blood fever. This wasting disease deducts two strength and constitution from a player per day until cured.



### 31. Garden

A brilliant garden grows in this square alcove carved into a cliffside. The south leads to a 500 ft drop while **three paintings are on the east, west, and north walls**. A playful fountain in the center of the garden occasionally splashes water high into the crisp mountain air. Several raised beds ring the garden. The brushhound is the only wanderer accustomed to traveling through paintings, though Quillhawks are native to these cliffs. Wanderer rolls here are determined by a coin flip.

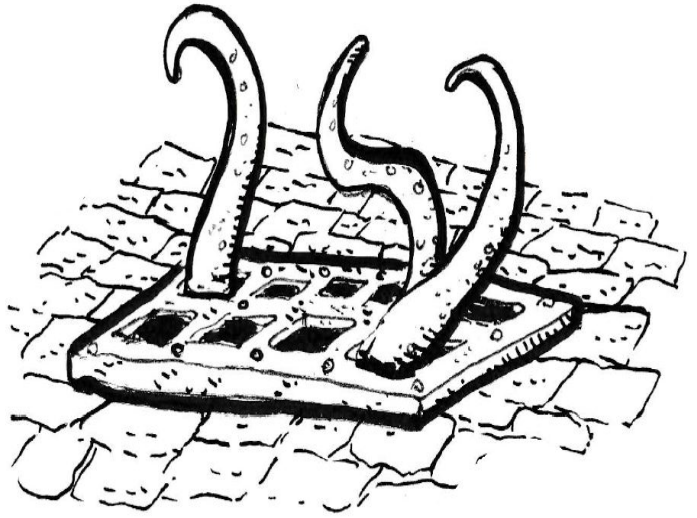
**Kennel Painting [P19]** This painting depicts the Brushhound kennel as it once was. A purple velvet bed sits atop sparkling clean floors and several worn chew toys. The brushhound perches regally on his cushion, his brushy pelt reflecting a healthy sheen. Connected to [P18] in room [29].

**Gallery Painting [P20]** This painting depicts a cramped viewing space for a wall sized painting of a cathedral roof. The poplar doors to the chamber are desaturated. Filling them in with brown paint will connect this painting to [P3] in room [5].

**Lounge Painting [P21]** A painting of a luxurious, haze filled smoking lounge. Connects to [P10] in room [13] once that painting is completed with blue paint.

**Raised Beds** The following plants grow in these garden beds packed with mulch and soil.

- An Elm Tree
- Basil
- Catnip
- Cardamom
- Dill (Covered in bright red ladybugs)
- Fennel (Covered in bright red ladybugs)
- Marjoram
- Sunflowers
- Tarragon



### 32. Trash Disposal

The door to this room reads *Garbage Disposal*. A frustrated Svitlana and her retainers scour this fetid room full of **barrels** of waste for clues to the riddle in [33] on Roland's orders. They have covered a cast iron **grate** that leads to [24] with a wooden **board**.

**Barrels** Ten of these 5 foot tall barrels weigh approximately 150 lbs contain garbage. One of the ten barrels has a locked chest with 500 gold hidden amongst the refuse.

**Grate** This 15x15 ft grate has holes small enough for a halfling to fit through. The grate is not locked, merely extremely heavy. The Leviathan below can reach up to 15 feet from the grate with its eight tentacles if it is uncovered.

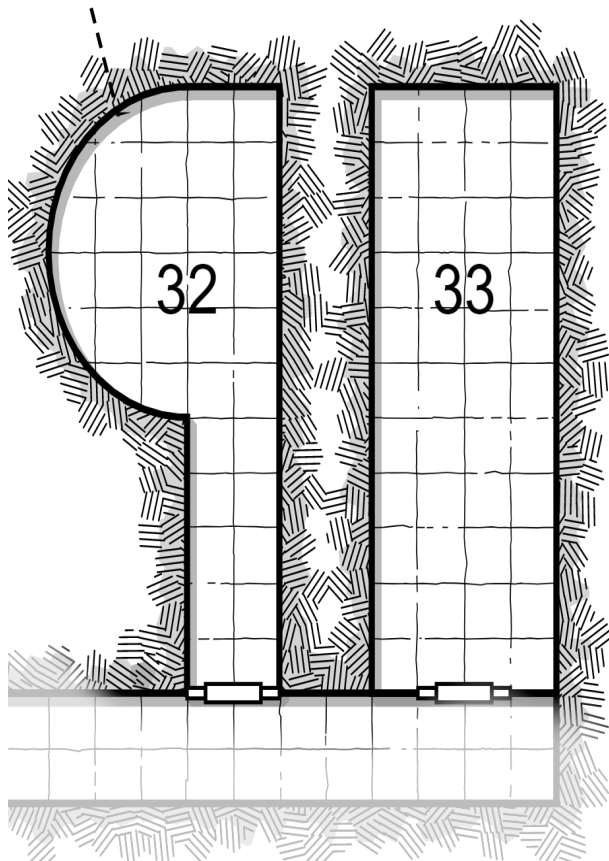
**Board** As long as two barrels of waste or medium creatures remain on top of the board, the tentacles of The Leviathan cannot push the board off the grate.

### 33. Long Term Storage

This extensive chamber is filled with rows of 26 metal **cabinets**. Roland Goldenarms has set up camp here with his retainers, idly searching the cabinets for a solution to the **riddle** inscribed on the back wall. Answering the riddle reveals **Cypher 4**.

**Cabinets** These cabinets are labeled alphabetically using Gemia's Runes (but not arranged alphabetically). They can only be opened by someone who knows the meaning of the glyph on the label.

**Riddle** Inscribed on the back wall in common reads: *The key to finding my cypher lies behind my garbage disposal, but those with an eye for art might find a better way. Write it here with a Quillhawk's feather.*



A-Z	Cabinet Contents
↘	An Amber gem worth 500 GP
⌋	Jar of dead Beetles
⌋	Jar of moist Clay
⌋	A pouch of Diamond Dust worth 500 GP
⌋	Pouch of Elm bark
↻	Two jars of petals: sunFlowers & violets
⌋	Scrip of paper with <i>Green</i> written on it. Splashing it with green ink transforms it into an emerald worth 1,000 GP
⌋	Assorted jars of Herbs from the garden
⌋	A tray of Ice cubes that don't melt.
⌋	A Jade statue of an elephant worth 500 GP.
⌋	A red and gold Kite with a 100 ft leash.
⌋	Lapis Lazuli shards
⌋	Scroll of protection from Magic
⌋	A bag of 7 deadly Nightcap mushrooms.
⌋	This cabinet has rusty sides. Inside, a grey Ooze digests a skeleton and 12 GP.
⌋	A scrip of paper with <i>Purple</i> written on it. Splashing it with violet ink transforms it into a moonstone worth 1,000 GP
⌋	A bundle of Quillhawk feathers
⌋	A bundle of 200 ft of Rope
⌋	Two notebooks with <i>Silver</i> written on them. Writing in one with silver ink records the same word on the other.
⌋	A Tinder Box and 6 Torches
⌋	Scroll of protection from Undead
⌋	20 scrolls of Vellum worth 5 GP each.
⌋	A barrel of Wine (10 servings)
⌋	A treasure map leading to a hoard worth 8,448 gold. The treasure is buried under the flagstones of a statue in the square of a major city.
⌋	A model Yacht with the glyphs <i>size</i> written on it. Saying the word aloud grows the Yacht to make it seaworthy for 8 passengers.
⌋	A chunk of Zircon worth 900 gold.



APPENDIXES & PRINT OUT PAGES FOR REFERENCE AND  
USE AT THE TABLE.

# Appendix A. Cyphers and Codes

Cut out these cyphers and distribute them to players when found in the game.

## Cypher 1

⌂	⌋	⌋	⌋	⌂	⌂
A	B	C	D	E	F

## Cypher 3

⌋	⌋	⌋	⌋	⌋	⌋
M	N	O	P	Q	R

## Cypher 5

⌋	⌋	⌋	⌋
W	X	Y	Z

## Cypher 2

⌋	⌋	⌋	⌋	⌋	⌋
G	H	I	J	K	L

## Cypher 4

⌋	⌋	⌋	⌋
S	T	U	V

## Appendix B. Codes

Cut out these codes and distribute them to players when found in the game.

### A. Sometimes a wall is just a wall

A.  $\vdash \neg(\neg\neg P) \Rightarrow \neg\neg P$   $\wedge$   $\vdash \neg(P \vee \neg P)$

**B. My smoking buddy prefers cardamom**

B. 11)C [1112] = 2 J<sub>N</sub> 1-9-[-7]-[9] 11-1911-111211

### C. Only ink from a bloodhound binds magical properties into skin

c.  $\neg \forall x (x \neq 0 \Rightarrow \exists y (y \neq 0 \wedge x + y = 0)) \wedge \neg \forall x (x \neq 0 \Rightarrow \exists y (y \neq 0 \wedge x - y = 0))$   
 $\equiv \neg \neg \forall x (x \neq 0 \Rightarrow \exists y (y \neq 0 \wedge x + y = 0)) \wedge \neg \neg \forall x (x \neq 0 \Rightarrow \exists y (y \neq 0 \wedge x - y = 0))$   
 $\equiv \forall x (x \neq 0 \Rightarrow \exists y (y \neq 0 \wedge x + y = 0)) \wedge \forall x (x \neq 0 \Rightarrow \exists y (y \neq 0 \wedge x - y = 0))$

**D.** *Captain mostly takes care of himself. His favorite treat is to chew on the bark of the Elm. Ross however, needs so many walks I put a portrait to the garden in his kennel. He's a ball of energy; f you ever have trouble with him I've taught him to heed commands written in my glyphs.*

[illegible]

**E.** *Work on my sculpture proceeds slowly. I'm having a hard time keeping it dry down there. Still, it accepts the commands I feed it.*

[illegible]



# Appendix C. Magic Item/Paint/Ink/Lock Reference

## The Azure Blade

F. *Azure*

F. 

## Mistake Goblet

G. *Oops!*

G. 

Paint	Ingredient	Key Location	Applicable Paintings
Red	Beetles	32, 33	P8, P17, P20
Yellow	Flowers	32, 33	P6, P17, P20
Blue	Lapis Lazuli	22, 33	P7, P10, P17
Grey	Charcoal	Fire + Wood	P5
Brown	Clay	21, 23, 33	P5
Green	Plant Leaves	31, 33	P5, P17, P20
Violet	Violets	7, 15, 33	P1, P12
White	N/A	19	P17

## Golden Arm


H. *Disarmed*

H. 

Ink	Ingredient	Key Location	Key Applications
Red	Blood	30	14
Green	Copper	Coins	33
Silver	Silver	Coins	33
Gold	Gold	Coins	15, 17
Black (slippery)	Squid Ink	24	15
Black (heavy)	Lead	4, 19	15
Violet	Amethyst	25	33

## Spectacles

I. *Begone*

I. 

## Butterfly Hairpin

J. *Flutter*

J. 

Key	Location	Applicable Lock
Crescent Key	Grundo, Vance, Hands (9, 13)	Gallery Fight (10)
Cross Key	The Closet (8), The Aviary (27)	Display Chamber (5)
Diamond Key	Desk in Study (15)	Closet (8)
Star Key	Desk in Studio (20)	Back Hallway (16)

## Jade Diadem

K. *Warding*

K. 

## Drakewing Boots

L. *Expedience*

L. 

# Appendix D. Painting Reference

P#	Key	Description
[P1]	1	An immaculately organized study, with a plush goldenrod couch and a broad stone writing desk. Rows of books with colorful spines, a crackling hearth, and several vases of flowers fill the room. The flowers are completely desaturated. Adding violet paint will finish the painting, creating a portal to the Study [9].
[P2]	2	This painting depicts a cozy goblin hamlet covered in snow. There are several goblin shaped pieces of canvas with no paint. The painting can be pushed the length of the chasm along the sliding track with little effort.
[P3]	5	A bright garden scene includes a playful splashing fountain, several raised beds full of colorful varieties of green, and a tree. Ladybugs fly through the air on scarlet wings. Connects to [P20] when that painting is completed.
[P4]	5	The ceiling of this sprawling cathedral has been painstakingly painted in Gemia's style. It has several sections depicting religious parables in vibrant colors.
[P5]	10	Painting an earthy scene with brown, green, or grey paint, a picture of the earth, mountains, forest etc, completes the puzzle, revealing the location of Cypher 3.
[P6]	10	Completing this desaturated painting of a windy crackling lightning storm with yellow paint strikes a random target on either side of the painting with a bolt of lightning that deals 6d6 damage.
[P7]	10	Ocean Scene Completing this desaturated painting with blue paint unleashes a torrent of water, pushing anyone in front of the portrait 15 feet backwards.
[P8]	10	Completing this desaturated painting with red paint unleashes a torrent of flames (as a breath weapon), dealing 4d6 damage to anyone in front of the painting.
[P9]	11	A crude painting of a bloodshot eye with a violet iris.
[P10]	13	A bright garden scene includes a playful splashing fountain, several raised beds full of colorful varieties of green, and a tree. Ladybugs fly through the air on scarlet wings. The fountain's water is completely desaturated. Adding blue paint completes the painting, connecting it to [P21].
[P11]	15	This painting depicts the foyer as it once was. A neat desk and pristine red carpet welcome visitors to Gemia's home.
[P12]	17	A cave basin with a slurry of clay ochre.
[P13]	17	An isolated chamber with a lustrous azure gem .
[P14]	20	A blank canvas used to complete a cypher puzzle.
[P15]	21	A painting of a gallery that connects to [17] is propped against a cave wall.
[P16]	22	A painting of a gallery that connects to [17].
[P17]	25	A desaturated dragon sleeps soundly atop its hoard, a plaque on the frame reads "Some things are best left alone..." Filling the dragon in with any color paint will complete the piece, creating a portal to its lair.
[P18]	29	This painting of a brilliant garden connects to [P19] in room [31].
[P19]	31	This painting depicts the Brushhound kennel as it once was. A purple velvet bed sits atop sparkling clean floors and several worn chew toys. The brushhound perches regally on his cushion, his brushy pelt reflecting a healthy sheen. Connected to [P18] in room [29]
[P20]	31	This painting depicts a cramped viewing space for a wall sized painting of a cathedral roof. The poplar doors to the chamber are desaturated. Filling them in with brown paint will connect this painting to [P3] in room [5].
[P21]	31	A painting of a luxurious, haze filled smoking lounge. Connects to [P10] in room [13] once that painting is completed with blue paint.

# Appendix E. Legal

## Designation of Product Identity

All artwork, maps, languages, and original characters, are considered product identity.

## Designation of Open Game Content

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