

A scream in the dark and a commotion outside your inn window awakens your group. While getting your gear on, a knock comes to the door. It is a boy scared out of his wits. While you get all your belongings in order, he tells you a tale of his master. She is a great and well known actress. She has been kidnapped by an ogre and a man. The boy is her assistant, and was able to hide from view and observe her kidnapper. It was none other than Capra, a well known artist with a workshop in the city. The innkeeper had tipped off the boy about the adventures. He shows you the way to the workshop.

# Fine Art

A One Page Dungeon by Ricky Anderson (Rick.no7@gmail.com)

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- (1) The Gallery resides near the bad part of town. It is a stone structure, older than surrounding buildings. There are few windows into parts of the building, with the largest being the display windows to show off the art inside room 3. To get inside a window, it must be broken, alerting guards in room 2.
- (2) An entrance room, decorated with human body art, on a table beside the door is literature for buying art from Capra. The room is lit by torches, and the stone floors lined with expensive carpets. The torches can be used as blunt weapons. The guards unloyal, hired mercenaries and will lose the will to fight after 2/3rds health is gone. They will run and hide in shame, not to bother the players again.
- (3) This is the gallery. Red carpets line the stone floor in a square, making a guide to observing the art and statues that line the walls. There are full body statues of intricate detail, and busts of beautiful heads situated on pedestals. Near the door to room 5 is a strange statue that is a primitive, non-detailed design. This old statue is a living statue that will attack once the door to room 5 is touched. It is strong versus blades, but weak versus blunt (including the torches in room 2).
- (4) This room is set up like a workshop. There is a block of untouched stone, and a few bits of rock in rough progression. All the tools are pristine and do not look worn at all. They are not magical, they just have not been used. It can be noticed there is no sign of stone or work on the floors. It is as if this workshop is made for show or tours, and should tip the players off to weird happenings.
- (5) The instant the players see this room, they notice it is eerily lit by low burning candles. The walls are lined with sketches, and inspection has them realize they are all of the same woman. Most of them have the words "PERFECT" etched in big letters across the face. There are easily over 50 sketches. There is a bed, and a nightstand with some drawing paper and charcoal. The floor is made of wood and should be a tip off to the players that something is different in here. The left wall is a secret false wall meant to open up and reveal a ramp leading down to room 6.
- (6) This room has a ramp leading down to old stone flooring, the walls are also stone, man made and carved. Beside the ramp is a flatbed wagon with chains attached to the front. This is used to carry Capra's artwork from the real workshop to the gallery.
- (7) This room is living quarters for 4 goblins that attend to the ogre in room 8. It is filthy with a very strong stench noticeable at the door from room 6. They can be heard chattering as well. Once alerted they will try and release the ogre from room 8, commanding it to attack the players... and it will listen fully.
- (8) The ogre in here is kept chained but with enough slack to walk around. He is the muscle Capra uses to haul statues on the flatbed. He gets along well with his goblin keepers, and will attack the players for intruding.
- (9) This is a prison room where Capra keeps his victims. A statue of a man in here is a person turned to stone to silence him until Capra needs him. Notes on a table will describe his face structure and pleasing cheek bones, though he comments that he will have to shorten his nose. This man can be set free by using a spell with no ill effects, he will give information that Capra is turning people to stone for his artwork.
- (10) This is the real workshop. The floor is covered in debris, and there are worn tools sitting on tables. Two statues are in the center, one is a female whose face has been obviously carved to look like the "PERFECT" woman in the sketches. The other is a male, he is decapitated from the shoulders up, this bust is seen upstairs in room 3. It is well lit by a 200 lb orb of magical glass with magical light emulating the sun. This is attached to the ceiling with no obvious way of getting it down.

- (11) This room contains a curtain over a cage, inside the cage is a sleeping basilisk. This is how Capra turns people to stone. In front of the cage is a set of chains and wrist shackles. The woman he captured is in these shackles and Capra is feeling her up and muttering PERFECT when he carresses her face. Once alerted to the players, he will unlock the basilisk's cage, the basilisk will fight both Capra AND the players, as it has been abused by its master. Neither Capra nor the basilisk will attack the statue. As long as the players do not harm it, the woman can be returned to flesh and be unharmed.
- (12) This is Capra's real living quarters, very plush quarters with cushions everywhere. There are 5 sketches of the same "PERFECT" woman lying on his nightstand, everyone one of them nudes. Also on the table is a rod containing 4 charges of "Stone to Flesh" that Capra uses if his victims do not have the right pose or facial expression. The prisoner from (9) will tell players what the rod is if they do not have a way of finding out.
- (13) This little cave room has a pit in the center, it is covered by iron bars, at the bottom are 4 crocodiles and some water (the water leads to the sewers). There are human bones visible in the water. This is where Capra disposes of any remains, he feeds them to the crocs.

## Statue Notes

All artwork statues are people turned to stone and then carved by Capra into a more pleasing person. Any statues that are turned to flesh will kill the victim instantly, as Capra has carved the flesh and body immensely. Some will "wake" without skin, or other gruesome details. Feel free to let players attempt it, but emphasize the horrible results.

Only the prisoner in room 9 and the actress in room 11 can be changed safely back into people.