

# Welcome to the Tin Ear

For low to mid level players  
by Ro Annis

**Rest easy** in the cozy atmosphere AND pay no mind to the whisperings of the locals. Oh here's Leo, (the owner of this fine establishment) serving up free beetle cakes and Nargrog! There.. nothing to be concerned about.....wait is that organ music?

**Backstory:** Leo is the grandson of Theo de Leo, Mage, Tinkerer and MADMAN. Mostly the latter, a mob razed the tower sending him to his doom. Death was not the end, but just a new beginning. His soul lives on within his greatest creation, the *Infernal Organ of Madness*.

**The Timeline:** Role play some eating and drinking with the locals. They have no clue as to what's going on. They believe the big blank spots in their memories, bruises and sore limbs are a result of the local brew, Nargrog. Leo will sneak off to crumple in a heap leaving his attractive daughter, Cleo (or son if we are being PC) to pour the Nargrog. *Leo has in fact slunk down to play his Grandad's organ\**. The defunct wizard in the machine can mentally summon Leo to play (the organ can't play itself). Once this artifact gets cranked up every sentient being in a 1 mile radius is automatically **CHARMED**. The only being not affected is the player who everyone agrees has the poorest musical taste. Everyone else becomes unwitting slaves and slowly shambles around gathering up things of value to schlep it all down to area J. The only way to break the charm is by slapping the thrall in the face, *repeatedly*. Every strike has a cumulative 1% to free the victim. Every ten slaps inflicts 1 point of damage. Theo can only look through the eyes of any one slave at a time, so it is up to the Crypt Lord to decide if he notices. If so, he will act appropriately.

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\* No "organ" jokes, allowed

**A)** The inn is built on the ruins of the wrecked tower. The 3 story cottage is unremarkable. A rotating bookcase in the inn master's office hides the entrance to the caves below. There are scuffs on the floor. **B)** Earthen torch lit tunnel slants 120 feet gently downward. **C)** When entering this natural cave the swishing of the pool from E can be heard. The walls are very irregular (*this is GM speak for "hides the opening to area D"*). There is a noticeable traffic in the dirt leading onward. **D)** Just behind the bottleneck is a hidden opening that is the lair of a Huge Albino Centicrawler. It will only attack a lone person loitering in the cavern or if someone is (foolish) enough to intrude its lair. It was born deaf and immune to the IOoFM charm effect.

**E)** Cave, water spills from an opening on the far side into a pool. The easy way across is by hopping on 3 large stones. The largest stone is unbalanced, A player who stands on the edge will cause it to tumble into the pool. 1d6 Blood Leaches will attach to exposed flesh for every minute submerged. **F)** Chute, with rough hewn steps. Note also water from the pool above rushing downward. Halfway down is very obvious hand hold...this is a trap that causes an axe blade to swing from the wall (save or suffer 1d10 damage). **G)** A vast cavern, the stream has etched a channel across the floor to cascade over the edge into a water filled abyss. Leo sits playing the Infernal Organ and the notes are deafening. Prowling around Leo are 3 "watchdog" Centicrawlers that insure nothing will interrupt the music. (Note: Theo built the machine originally to keep the Centicrawlers at bay. Not only is his soul trapped in the artifact it also allows him absolute control over all sentient beings in a 1 mile radius when some one plays the keys). When the players arrive there will also be 1d6 townsfolk carrying various treasures (rugs, grain, pickles, etcetera) into the area J. If Theo needs to dispatch the players, he can summon an additional 1d3 Centicrawlers from area H each minute. **H)** The cliff drops 80 feet to a vast underground lake. The chewing of bones and skittering of tiny insect feet can be heard if you listen closely. Any player here will encounter 10% per minute 1d3 Centicrawlers or worse. **I)** Hallway carved in the living rock. There is a stout timber laying in the floor, otherwise featureless. There is a trap door pit that is a chute to the lake (area H). To enter the swag vault players must get past a locked portcullis, which may or may not be open, depending.

**J)** Swag Vault. 20 x 50 chamber with an arched ceiling and open (with bars) to the underground lake. The townsfolk have been bringing their tapestries, ornate furniture, pocket watches, snuff boxes and other bric a brac into this hoarder's paradise for generations. OMG, the smell. Careful searching will yield 8,984 Gp in coins and gems, 2 random Magic items and a Deck of Many Things.

