

# THEY ALL BURN DOWN HERE



## THEY ALL BURN DOWN HERE A LEVEL 0 ONE-SHEET CRAWL

Author, Cartography, Art: KJ O'Brien  
Proofreaders: Sam Dester, Sara Easton and Tamás Illés  
Playtesters: Sam Dester, Sean Looney and James Walls

The Cinder Hag and Fenghors are inspired by creatures created by Steven Marella of the OSR blog "The Lair".

## SETUP

This fan-made DCC RPG **One-Sheet Crawl** is designed for smaller groups of 2 to 4 players controlling a total of 8 to 12 0-level characters. The Judge should feel free to add, remove, or modify anything to fit their personal tastes, player group size, or campaign setting.

## PLAYER START

*Malevolent things have started happening around the small hamlet of Hogsfoot. A fortnight ago multiple children started reporting identical nightmares about an ash-covered figure hovering over their sleeping bodies. Last night an entire herd of sheep and a prized wooly ram were found mangled and set ablaze in the Clark family's pasture. You join the local posse of concerned villagers in tracking the still-smoldering trail into the northern bogs.*

## THE CINDER HAG'S LAIR

**Area 1 - Outside:** *The singed trail leads your party right to the most feared local landmark - the troll's hallow. Last winter a band of traveling adventurers burned the troll witch to death in her own lair. The group's cleric sealed off the mound with a holy emblem of Ulesh, but the sealed door has been torn away from its iron hinges.*

The entrance to the lair is set in a rocky mound at the foot of a warped and petrified tree. The scents of ash and bog rot permeates this area. Swarms of insects bite and torment the PCs incessantly.

Charred fragments of the wooden door are scattered all around. If searched for, the holy emblem of Ulesh is nowhere to be found.

**Area 2 - Mossy Chamber:** *The ground here is overgrown with intensely bright-green moss and throbbing yellow pustules. Some parts of the oval-shaped chamber are submerged under dark fermenting pools of water. The ceiling is decorated with ash-covered skulls and bones of local fauna, strung together with dried entrails.*

A giant turtle shell hanging from the ceiling stands out as it's wrapped in bands of bright-red cloth. If opened, there is a **healing potion** inside. Drinking the potion instantly heals 1d5 hit points.

Lurking below one of the pools is a 10' tall, humanoid, purple-skinned, undead alligator-like creature. The **fenghor** will spring from the pool and ambush the closest PC. The undead creature's fully exposed ribcage houses three starving **giant bog mosquitoes**. There's a 75% chance for each melee hit against the fenghor to shatter the ribcage, thus releasing the giant bog mosquitoes.

**Fenghor:** Init +3; Atk bite +2 melee (1d5+1); AC 12; HD 3d6+2 (12); MV 30'; Act 1d20; SP undead; SV Fort +4, Ref +0, Will +2; AL C.

**Three Giant Bog Mosquitoes:** Init +1; Atk sting +1 melee (1d3 + blood drain); AC 11; HD 1d3; MV fly 40'; Act 1d20; SP blood drain (starting the following round, automatic 1d3 damage per round until removed or killed); SV Fort +0, Ref +2, Will +0; AL N.

Closer inspection of the hanging bones will reveal a moose skull with an **onyx gem** (worth 5 gp) in its left eye socket. There are large finger smears all over the ash-covered skull. If the skull is pulled, a section of the floor sinks away, revealing a roughly 5' in diameter tunnel formed from mud, singed moss, and rotting tree roots.





Once released, the moose skull will start to slide back into place, slowly closing the floor portal. This reset takes about 30 seconds.

**Area 3a - Root Tunnels:** *Gnarled tree roots wrap around and form these narrow tunnels. The knotted ground is slathered in bog water and ash. An intense odor of burnt flesh clings to the wet air.*

**Area 3b - Gas Pocket:** A pocket of methane has built up here. DC 12 Int check to notice the wavy fumes and/or spiking of torch flames. If a fire source is brought any closer to the pocket, the fumes ignite and cause 1d4+1 damage to anyone within 20' of the gas pocket. DC 12 Reflex check to dive away and take half damage.

**Area 3c - Totem Wall (Handout):** *Here lies a wall of shoddy shelves constructed from bog muck and drift wood. The shelves are littered with animal bones, twisted totems, and vile trinkets.*

Amongst the items on the shelves are four totems with markings shown in the table below (and in the optional linked handout). Each totem has a magical result tied to a specific physical action.

Marking	Result
	Any PC that <b>views</b> this doll's marking suffers the <b>Curse of Iron Bane</b> . All metal possessions start to rust away. Any non-magical metal weapon suffers a permanent -2d to its damage. This totem is initially faced away from the PCs, so it must be turned to be viewed.
	This totemic relic can be <b>held</b> by a Chaotic caster PC as a focus item, granting a +1 boon to all spell checks.
	If a PC <b>touches</b> this urn totem, they are struck by the level 3 wizard spell "Turn to Stone" with a 1d7+15 as the spell check. The PC can make a Fort save.
	This drum totem is marked with an ancient elvish rune for the word "Ice". If a PC <b>reads the word aloud</b> , an icy skeleton (with the Chilling Touch trait per the DCC RPG book) forms up from the ground and defends the reader for 1d3+2 hours or until destroyed.

**Area 4 - Ash Mound:** *The root-filled tunnels open up into a vast earthen chamber. Rivers of volatile crude oil surround a large saturated mound of ash. Unholy faces form out of the viscous mound, crying out in an unknown tongue, then melting away.*

After a few moments the **Cinder Hag** rises from the ashy mound with a shrill scream. Parts of her gaunt, charred body glow with hellish embers. Her eyes burst into flame, as do the surrounding oil reserves. Upon defeat, the Cinder Hag crumples into herself while screaming in agony and spewing funnels of ash and embers. The burning oil pits will extinguish once the Cinder Hag is defeated.

**The Cinder Hag:** Init +5; Atk claw +3 melee (1d4 + burning touch) or throw; AC 13; HD 5d6+2 (18); MV 30'; Act 2d20; SP burning touch (sets the target on fire for 1d3 dmg per round), throw (DC 14 Reflex check or the PC is flung into the burning oil, suffering 1d5 dmg per round), immune to fire, immune to critical hits, immune to mind-affecting spells, vulnerable to ice-based attacks and holy water (causes double damage); SV Fort +3, Ref +2, Will +3; AL C.

After the PCs leave the ash mound, a shadowy humanoid figure is spotted ducking into the root tunnels. This is **Dester Hymes**, a rival wool farmer of the Clark family. As the PCs near the tunnel's exit to the mossy chamber, the floor portal slams closed. The portal can be lifted open with a DC 10 Strength check, but Dester gets a free attack with his short bow on anyone attempting to lift it open.

**Dester Hymes:** Init +1; Atk short bow +1 missile fire (1d6) or dagger +1 melee (1d4); AC 10; HD 2d4 (5); MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +1; N.

Dester is wearing the **holy emblem of Ulesh** on a rope around his neck. The emblem can be used by a Lawful or Neutral PC to reseal the mound or it can be sold for 50 gp to a willing buyer.