

DUNGEON CRAWL CLASSICS

HOLE IN THE SKIN

#86: A LEVEL 0 ADVENTURE
BY BRENDAN J. LASALLE



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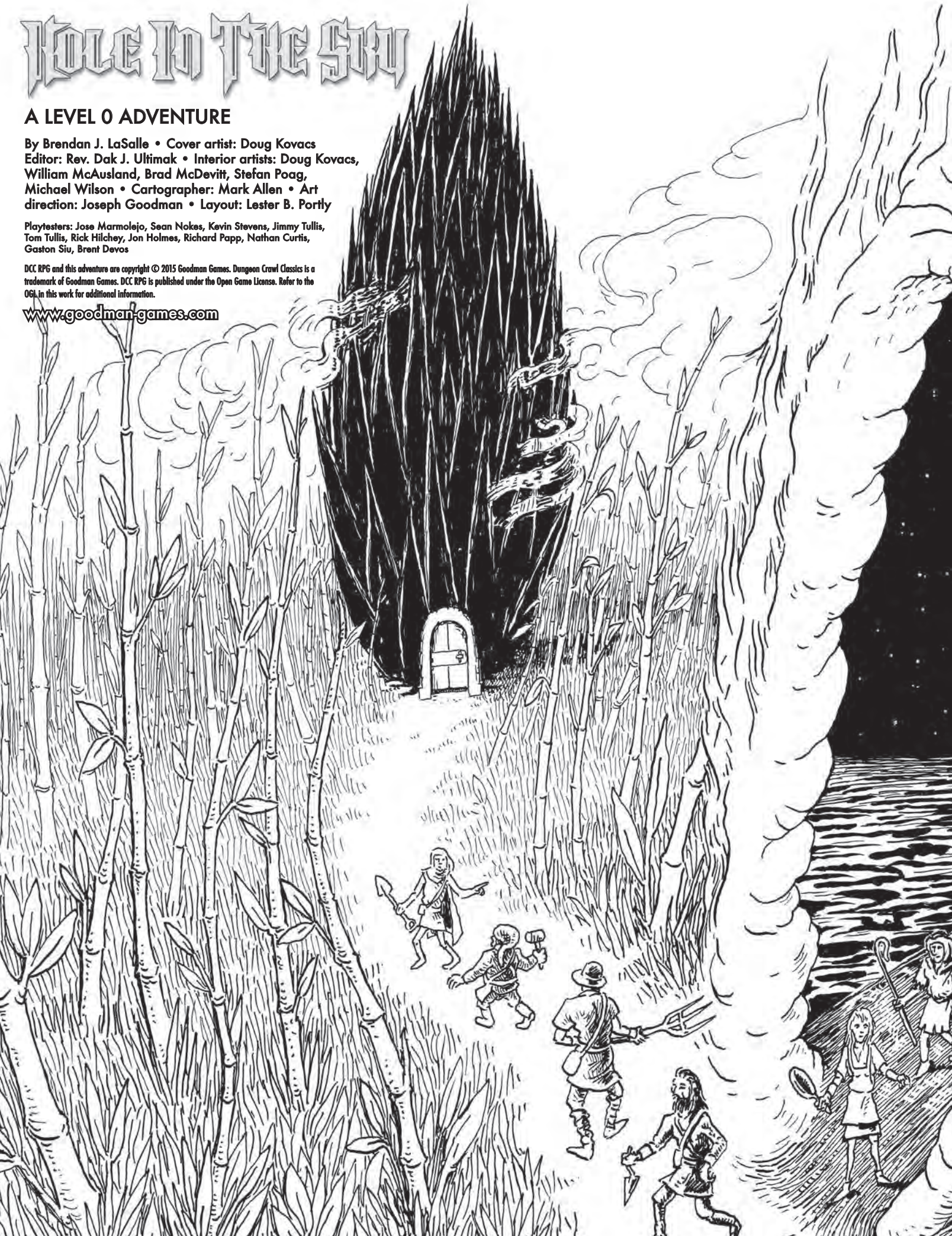
A LEVEL 0 ADVENTURE

By Brendan J. LaSalle • Cover artist: Doug Kovacs
Editor: Rev. Dak J. Ultimak • Interior artists: Doug Kovacs,
William McAusland, Brad McDevitt, Stefan Poag,
Michael Wilson • Cartographer: Mark Allen • Art
direction: Joseph Goodman • Layout: Lester B. Portly

Playtesters: Jose Marmolejo, Sean Nokes, Kevin Stevens, Jimmy Tullis,
Tom Tullis, Rick Hickey, Jon Holmes, Richard Papp, Nathan Curtis,
Gaston Siu, Brent Devos

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INTRODUCTION



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back!

Hole in the Sky is designed for 16-24 zero-level DCC RPG characters who should “funnel” down to a small group of PCs that will rise to 1st-level and go on to fabulous adventures. The adventure is cosmic in scope but the adventurers will have to muck through the trenches to accomplish their objective. Only the tenacious, resourceful, and lucky can survive.

BACKGROUND



To embody chaos means to embody perpetual war. The Lords of Chaos are in continual struggle with one another for the sake of struggle. It is in the nature of Chaos to destroy the forces of Chaos.

The Lady in Blue was a powerful lord of Chaos with designs towards the disruption of all Lawful society in the universe. Full of jealousy and lust for power, the Lady's lieutenants destroyed her and squandered her treasures and influence. Now the extra-dimensional fiend known Raxahrrah, thought dispelled and destroyed by heroes of a forgotten age, is wearing the identity of the Lady in Blue like a mask in order to work its mischief on our plane of existence without attracting the attention of its ancient enemies.

Raxahrrah's goal is to gather all of its old allies together in order to destroy the civilized nations of the world. It means to first free Drezsta, a powerful but unpredictable transcendent being whose own plans of domination and blood have dovetailed with its own in the past.

To this end, the creature summoned groups of ambitious dupes to act as catspaws. From its home dimension, Raxahrrah disguised itself as the Lady in Blue, and appeared to the adventurers through dreams and signs. The extra-dimensional horror tasked the adventurers, a group with little in common, to rescue Drezsta from his extra-dimensional prison. This prison, guarded by a loathsome titan, is accessible only through a hole in the sky. The extra-dimensional prison is fashioned by Order of the Wise Servants of Yddgrll. Raxahrrah created the hole to allow agents to sneak in to the prison dimension that confines Drezsta. It also began to use what power it dared display to start working against the prison's defenses. The ancient lord of Chaos began to send beguiling dream visions to the titan, visions that became more real to the creature than reality itself.

All of the heroes chosen by Raxahrrah shared common feelings of alienation, despondency, and disaffection. This made it easy to manipulate them as the extra-dimensional beast has a powerful reward he offers to share in return for Drezsta's freedom: one spin on the Wheel of Destiny, an artifact so powerful that it can change the very stars a man

is born under, and thus change his destiny. The Wheel can grant wealth and power. It can also destroy a man utterly.

The beast sent his agents to the hole in the sky, but they failed. All were killed or scattered in the prison dimension, crushed by the loathsome guards of that place. So Raxahrrah sent another group, the beast's second choices, considerably less powerful. That group failed as well. So the beast sent another. And another. And another. Each made some progress, but none succeeded in freeing Drezsta.

And now, terrible Raxahrrah means to send one more group of ambitious adventurers to their destiny: victory or death in the prison world beyond the hole in the sky. This group is the least prepared of all, just ambitious and dissatisfied peasants.

ADVENTURE HOOK



There is really only one hook for this adventure. The characters all individually feel like they are living the wrong lives, and have since as long as they can remember. Each one believes they were destined for something much greater, yet can't find a way to escape their mundane existence.

Then the dreams begin. Each character individually begins to have dreams of an alluring woman dressed in blue finery, face shrouded in shadows, who confirms what they have believed their whole lives – their true destiny has been snatched away by sinister forces.

“Become my ally,” she intones in a ghostly tapestry of indistinct voices, “and your enemies shall become my enemies, and together we shall take back the life that was promised to you by the stars. Come and find me at the cliff.”

As the dreams continue, each character becomes more and more detached from their lives. They start to ignore their work, they have an increasingly difficult time engaging with their old family and friends, seeing each as a jailer in the prison of their life. Finally the dreams become a mandate, and the characters leave home and follow the visions of their dreams, hoping to discover the mysterious cliff they saw the woman standing before. They all travel dazedly, as if in a fever dream, their path dictated by strange omens and portents. In some instances, bandits stop the characters to rob them, but seeing the looks on their faces chooses to let the “madman/ madwoman” continue their journey unmolested. Eventually, these now waking visions lead the characters to arrive at the same time at a cliff overlooking the ocean.

JUDGE'S NOTES



It is very important to understand the workings of the Wheel of Destiny artifact (p 14) before the adventure begins. Make sure to keep notes on player actions that affect their spin on the wheel, and don't let anybody throw out the character sheets of anyone who dies – best to take the character sheets of the fallen up, in case they are returned to life later on.

THE HOLE IN THE SKY

