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Goodman Games #86

Dungeon Crawl Classics #86: Hole in the Sky Adventure Module

Official Instruction Manual

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1. INTRODUCTION TO HOLE IN THE SKY

Dungeon Crawl Classics #86: Hole in the Sky is a Level 0 adventure module designed for the Dungeon Crawl Classics Role-Playing Game. This module introduces players to a unique and challenging quest where simple peasants are thrust into an extraordinary journey.

The adventure begins with the mysterious Lady in Blue enlisting a band of ordinary individuals for a peculiar task. They are instructed to follow an invisible bridge to a hole in the sky and then leap through. This perilous journey promises a reward beyond all earthly riches: the chance to alter their destiny. Death is a constant threat, awaiting all but the bravest, strongest, and luckiest participants.

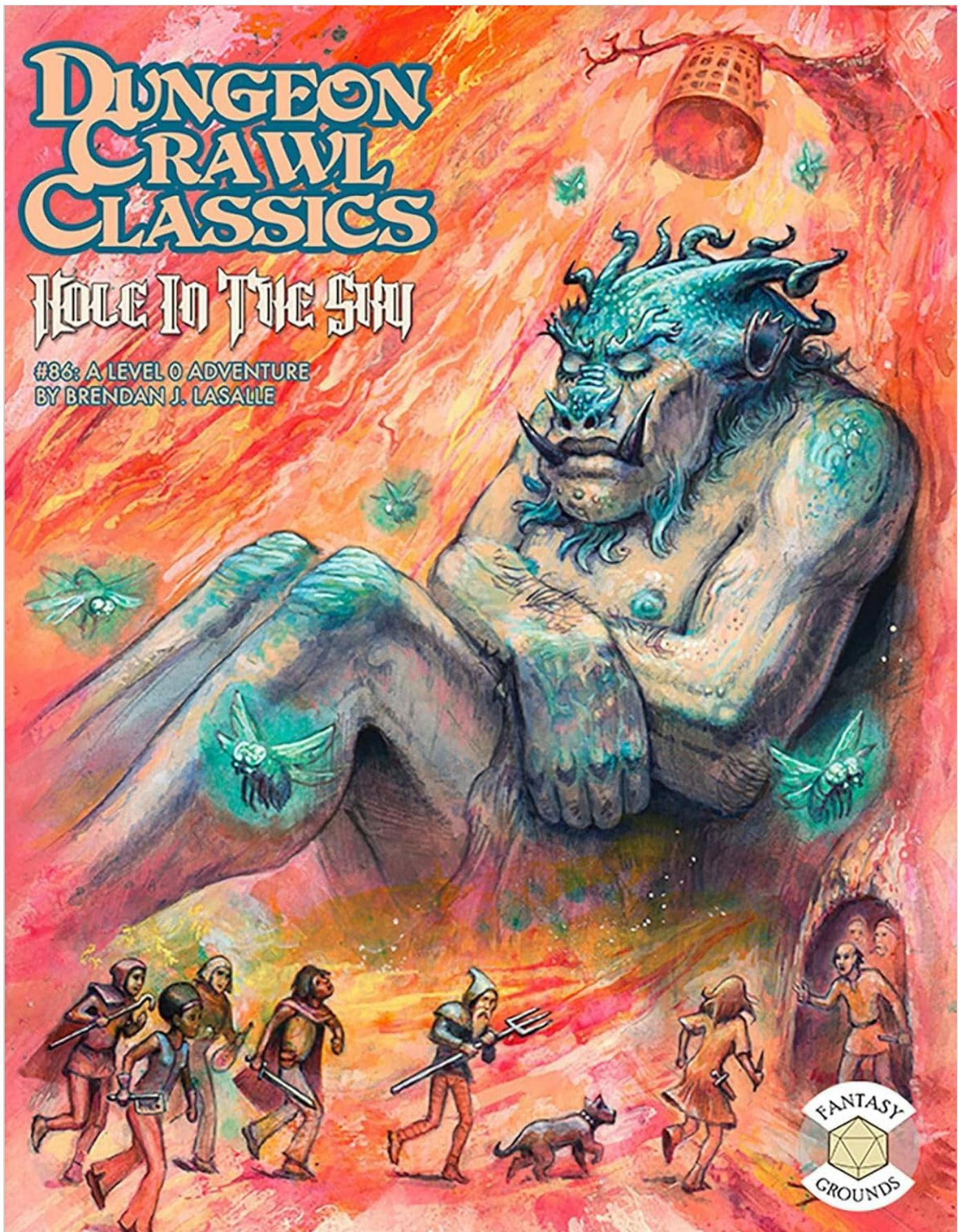


Image 1.1: Front cover of the adventure module, showcasing the primary artwork.

2. SETUP AND PREPARATION

Before embarking on the adventure, Game Masters (GMs) and players should prepare as follows:

2.1 For the Game Master (GM)

- **Read the Module:** Thoroughly read through the entire adventure module to understand the plot, encounters, and potential outcomes.
- **Character Generation:** Familiarize yourself with the Dungeon Crawl Classics Level 0 character generation rules. This adventure is designed for zero-level characters, meaning players start as ordinary individuals with minimal skills and equipment.
- **Maps and Handouts:** Review the provided maps and prepare any necessary handouts for your players. The module includes detailed maps of key locations.
- **Monster Statistics:** Have the statistics for all creatures and NPCs ready for quick reference during gameplay.

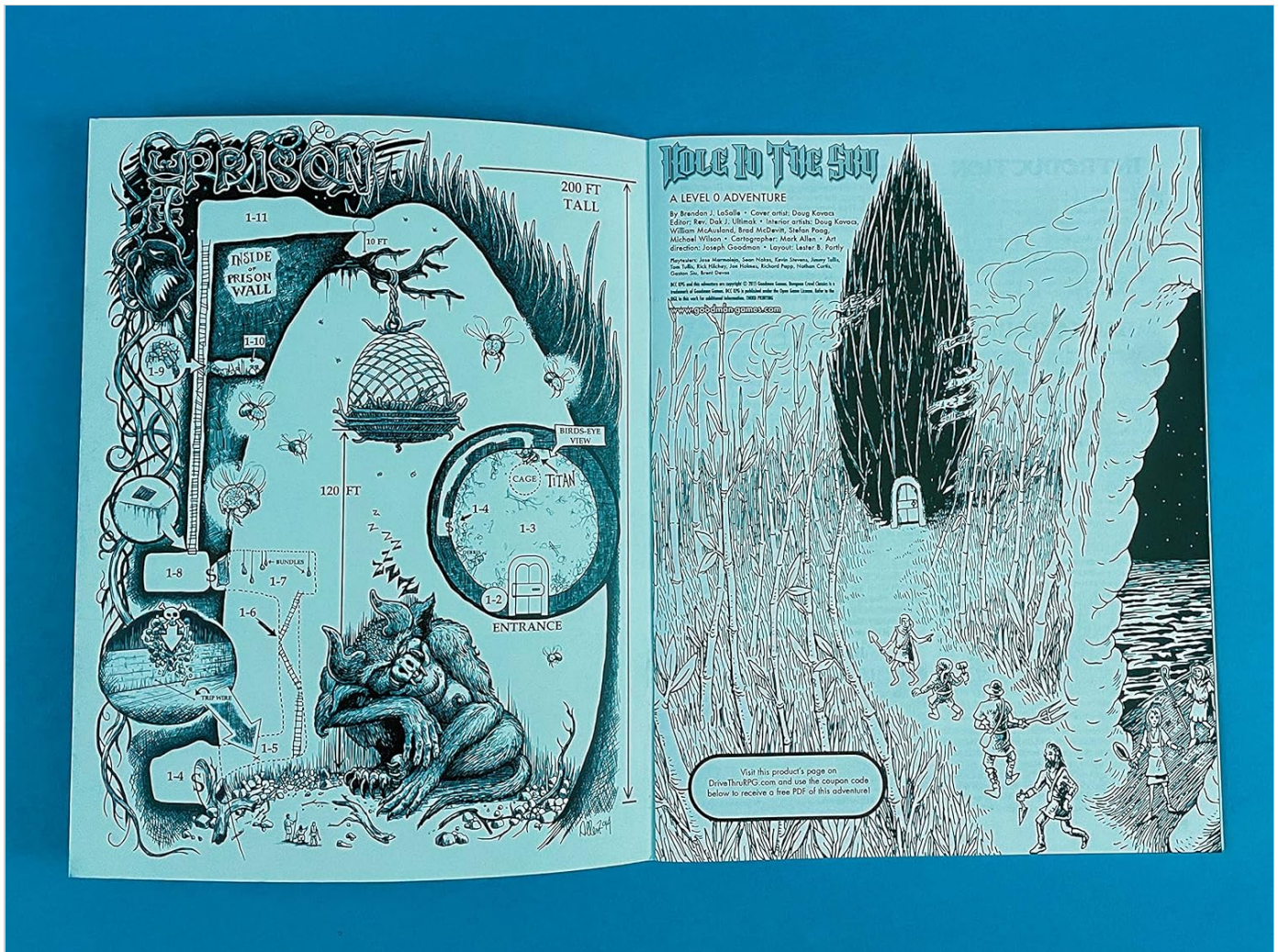


Image 2.1: An interior spread displaying a map and an illustration of the adventure's setting.

2.2 For Players

- **Create Zero-Level Characters:** Players will create multiple zero-level characters (usually 3-4 per player) to represent the common folk embarking on this dangerous quest. These characters are often referred to as "funnel" characters, as many may not survive the initial stages of the adventure.
- **Understand the Premise:** Be aware that this is a challenging adventure where survival is not guaranteed. Embrace the spirit of exploration and the high stakes involved.

3. GAMEPLAY OVERVIEW

"Hole in the Sky" is a Level 0 adventure, meaning it serves as an introductory module where players guide a group of ordinary villagers through their first perilous journey. The goal is to see which, if any, of these characters survive to

become first-level adventurers.

3.1 The Lady in Blue's Summons

The adventure begins with the characters being summoned by the enigmatic Lady in Blue. Her motives are mysterious, and her task is unusual: traverse an invisible bridge to a "hole in the sky."

3.2 The Invisible Bridge and the Hole

The journey across the invisible bridge is fraught with danger. Characters must navigate unseen pathways, facing potential falls and other hazards. Upon reaching the titular "Hole in the Sky," they must make the ultimate leap of faith, entering an unknown realm.

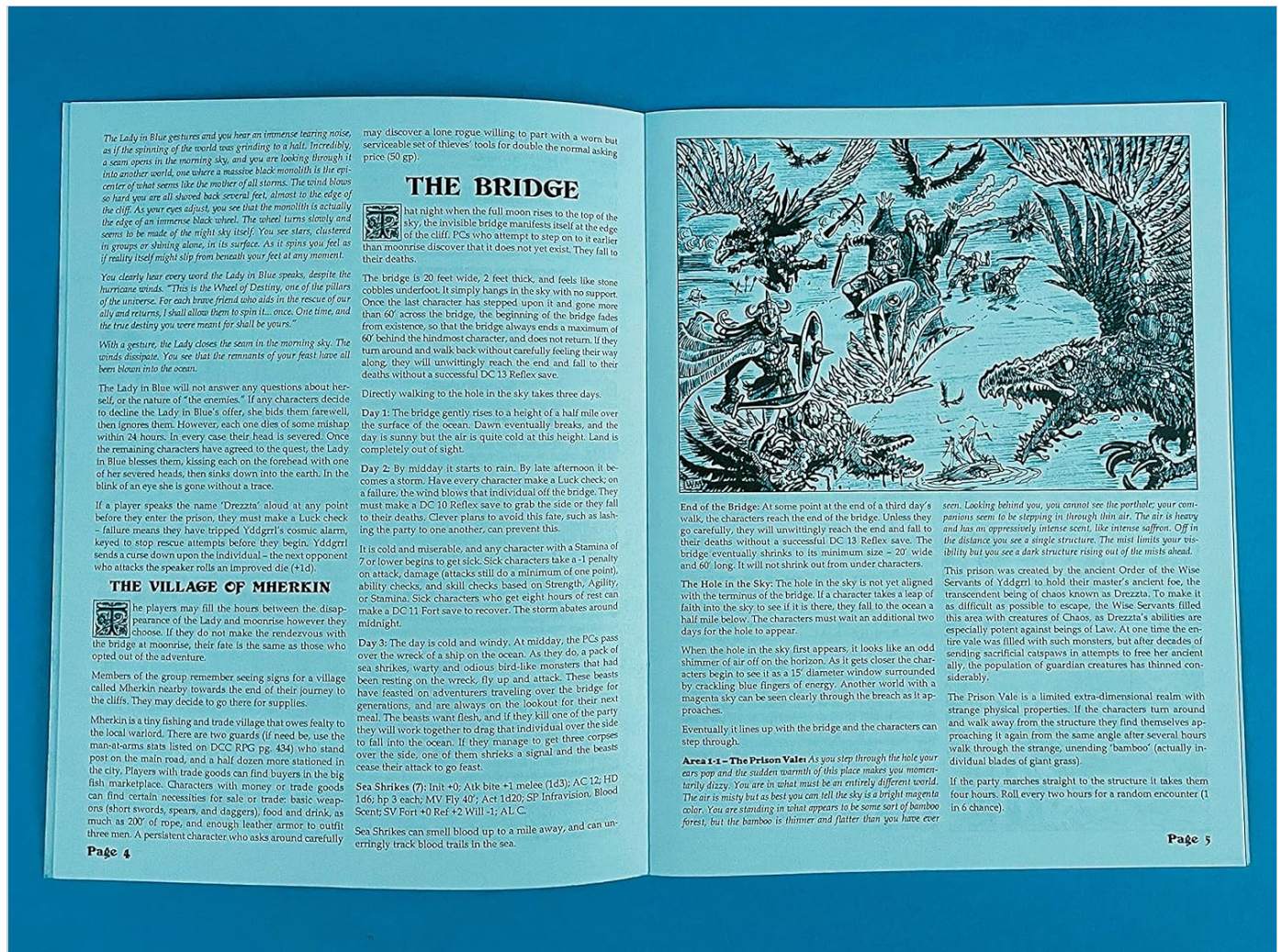


Image 3.1: An interior page detailing the bridge encounter and featuring a dynamic battle illustration.

3.3 Challenges Within

Inside the Hole in the Sky, characters will encounter a variety of bizarre creatures, environmental puzzles, and moral dilemmas. Survival depends on cleverness, teamwork, and a good measure of luck. The module provides detailed descriptions of these encounters, including unique monsters and traps.



Image 3.2: An illustration depicting a monstrous pumpkin creature, one of the many challenges within the adventure.

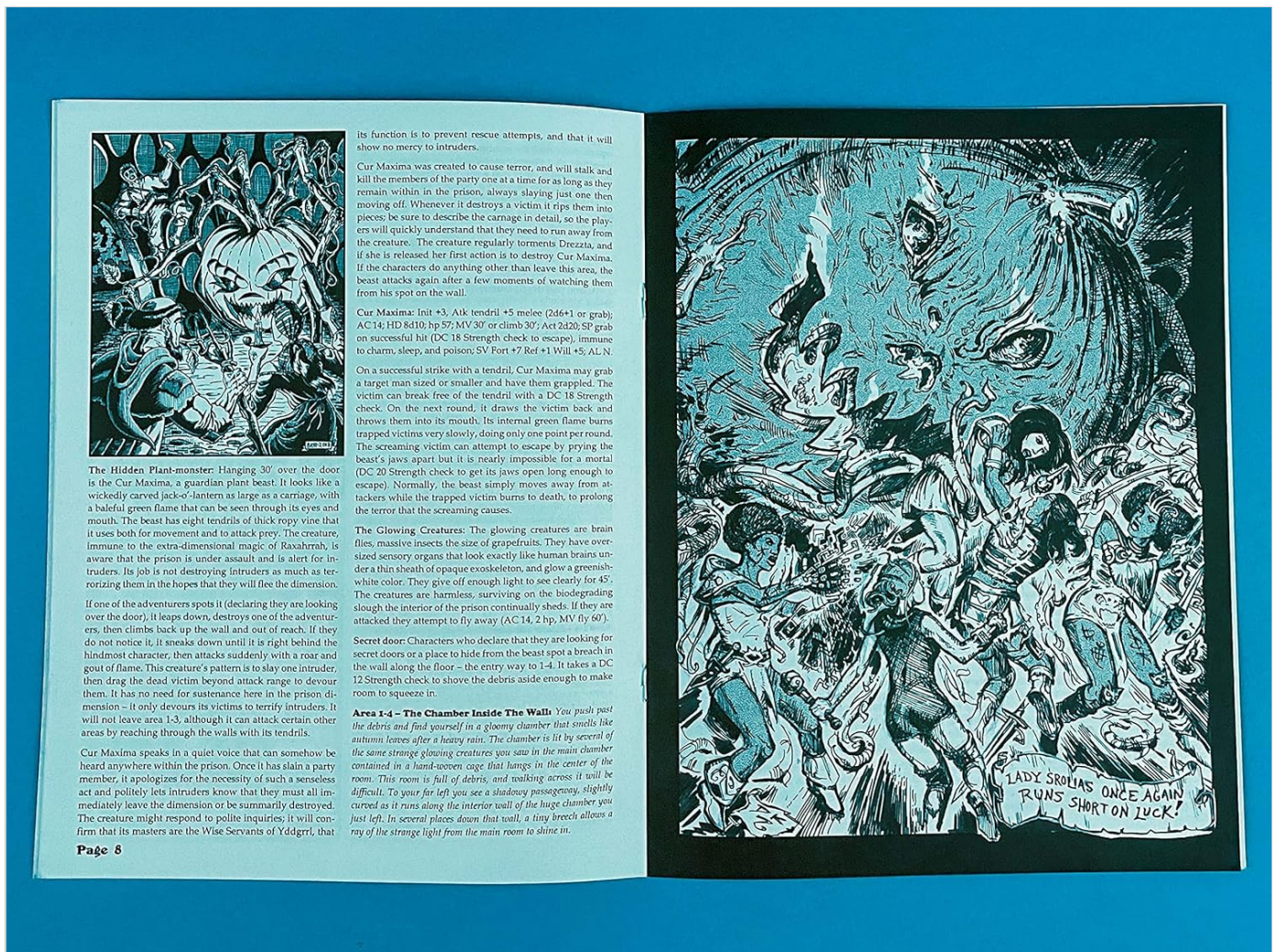


Image 3.3: An interior page featuring detailed artwork of an encounter, with text describing the creatures and environment.

3.4 Concluding the Adventure

Upon completing the primary task, the surviving characters will once again confront the Lady in Blue. The GM can choose to have her become an ongoing antagonist or a patron for the group, influencing future campaigns. The adventure can be run as a standalone one-shot or as the beginning of a larger campaign.

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Video 3.1: An overview of *Dungeon Crawl Classics #86: Hole in the Sky*, showcasing its features and gameplay elements.

4. CARE AND STORAGE

To ensure the longevity of your Dungeon Crawl Classics #86: Hole in the Sky adventure module, please follow these guidelines:

- **Storage:** Store the module in a cool, dry place away from direct sunlight to prevent fading and warping.
- **Handling:** Handle with clean, dry hands to avoid smudges and damage to the pages.
- **Protection:** Consider storing the module in a protective sleeve or box to guard against dust and physical wear.

5. GAME MASTER TIPS AND TROUBLESHOOTING

This section offers advice for Game Masters to enhance the adventure and address common challenges.

- **Embrace the Funnel:** Do not be afraid to let characters die. The Level 0 funnel is designed to be brutal, and player ingenuity in the face of overwhelming odds is a core part of the DCC experience.
- **Encourage Creativity:** Reward players for creative solutions to problems, especially when their characters lack traditional combat prowess.
- **Pacing:** Adjust the pacing of encounters to suit your group. Some groups prefer fast-paced action, while others enjoy more detailed exploration and role-playing.
- **Lady in Blue's Role:** Decide early on how you want the Lady in Blue to interact with the party after the adventure. Her role can significantly impact future campaigns.

6. PRODUCT SPECIFICATIONS

Title	Dungeon Crawl Classics #86: Hole in the Sky
Brand	Goodman Games
Model Number	#86
Authors	Brendan LaSalle
Artists	Doug Kovacs (Cover), Goodman Games Stable of Artists (Interior)
ISBN	9781950783984
Edition/Printing	Third Printing
Product Type	Tabletop Role-Playing Game Adventure Module

7. SUPPORT AND ADDITIONAL RESOURCES

For further information, errata, or to explore other Dungeon Crawl Classics products, please visit the official Goodman Games website:

[Goodman Games Official Website](#)



Image 7.1: The official logo for *Dungeon Crawl Classics* by Goodman Games.



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