

DUNGEON CRAWL CLASSICS

THE STAR WOUND OF ABADDON

#99: A LEVEL 3 ADVENTURE
BY MARZIO MUSCEDERE



William
McGustave
2018
WM

THE STAR WOUND OF ABADDON

A LEVEL 3 ADVENTURE

By Marzio Muscedere • Cover artist: William McAusland • Cartographer: Stefan Poag • Editor: Rev. Dak J. Ultimak
Interior artists: Doug Kovacs, Cliff Kurowski, Bradley McDevitt, Peter Mullen, Stefan Poag • Art direction: Joseph Goodman • Layout: Matt Hildebrand

Playtesters: Marco Carbone, Danielle Dinunzio, Melissa Dukovic, Greg Dunlop, Mike Mascarin, Enzo Muscedere, Tina Muscedere, F, Austin Diaz, Kiara Tegan Diaz, Snamo, Gerald L. Alexander, Michael Benson, James DeYonke, Dave Kesler, Izzy Kesler

Special thanks to Joseph Goodman and Gamehole Con for running the 2017 Rodneys DCC adventure design contest. I would also like to thank the fantastic DCC writers and artists whose kind words filled me with encouragement and absolute dread along the way.

DCC RPG and this adventure are copyright © 2019 Goodman Games.
Dungeon Crawl Classics is a trademark of Goodman Games. DCC RPG is published under the Open Game License. Refer to the OGL in this work for additional information.

www.goodman-games.com



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. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This adventure sees the characters on a mad sojourn through the Star Wound of Abaddon, a blasted landscape of maddening terror and elder desolation. Therein, they must contend with vile creatures, dangerous vegetation, and strange locales, if they are to have any chance of successfully mending a tear in reality and finally putting an end to an ancient evil that has plagued this land for untold millennia.

Comprised of three parts, the adventure opens with a treacherous point-crawl through a nightmare wasteland mortared in ash and human gravel, followed by a dungeon delve into the benighted ruins of a buried cathedral, and culminating in an epic confrontation with an abomination from beyond the void.

This adventure is intended for a party of 3rd-level characters, but is versatile enough that it can easily be scaled to accommodate almost any level of adventuring party. Inspired by the works of Robert E. Howard and Clark Ashton Smith, judges wishing to do so can easily place this adventure in their own setting and campaign world.

During the course of this adventure, many instances will arise that call for the finding of defaced holy symbols and desecrated religious items. Tailoring these items to the PCs' beliefs will go a long way in making the adventure even more memorable for the players. Judges would be best served to know the deities, patrons, and faiths the PCs adhere to before commencing the game.

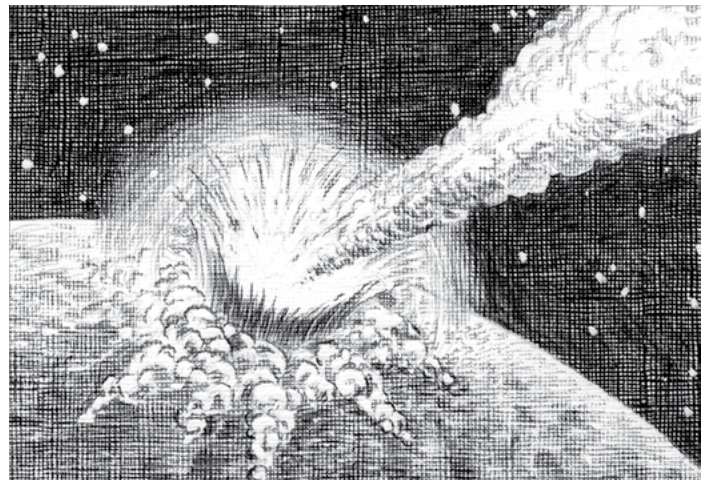
BACKGROUND



Men are ever loath to admit that they truly understand little of the world, and even less of the gods. Namely, that a piece of hell can fall from the sky just as assuredly as a portion of heaven. And for the ancient peoples of far antiquity, the comet that blazed across the horizon was unquestionably a gift from the heavens and a boon for the masses.

Thus, a fervor spread amongst the people. The old gods were repudiated, their idols defaced, their great temples razed. A new religion sprang from the mania; the *Cult of the Comet* was born. Led by astromancer-priests, the people worshiped the fiery orb as the one true God. Decadent rituals and obscene rites were performed under the open sky in reverence to the approaching star, for surely the tumbling orb was a gift from the heavens.

They couldn't have been more wrong.



For time uncounted the comet hurled through space, lost and rudderless, forgotten in the eternal emptiness of the void. Lurking deep in the dark and silent reaches of the universe it hungered, an engine of otherworldly destruction, ready to slake its thirst for mortal souls. Until, by chance, it heard a call from the most unlikely of sources — mankind.

Drawn by those believing it to be a god, it fell in fire from the void, scorching the horizon, throwing up a ring of mountains with the violence of its descent, and in doing so tearing the very fabric of reality. And out of the devastation crawled a thing not of this world, but a loathsome creature from the outer dark — *the Devourer of Souls*.

There, beyond a ring of jagged peaks, beneath the baleful gleam of cadaverous moons it took root in the blasted plain and sea of slaughter that had once been a prosperous people — and gorged upon their mortal souls.

Over time, men have come to name the ruin the *Star Wound of Abaddon*. A nightmare realm that exists within the colossal bowl of the fallen comet, whose mystic heavens and strange horizons wither and die in cosmic darkness. Born of atrocity and annihilation it sits as a gruesome scar upon the land, a grim testament to things terrible and best left forgotten. And for generations uncounted it lay forgotten and dreaming in a dark corner of the world, shunned by both man and creature alike.

But now something calls from its insufferable emptiness, promising paradise to all who enter. At first it began as only a whisper, rumors of mysterious disappearances and madmen claiming strange visions of paradise from beyond the void. Soon it became a roar, temples left abandoned, chapels defiled, men and women from across the realm renouncing their gods and making great pilgrimages into its ashen wastes — despite that all who enter never return.

The *Devourer* stirs once again!

Compelled by a ravenous hunger, it calls out to the weak and impressionable. Luring the credulous into its cadaverous wastes where it may sow its ruinous fields with the bodies of the deceived and slake its gluttonous appetite for mortal souls anew.



MARZIO WINS THE RODNEYS!

This adventure came to Goodman Games for publication as part of the Rodneys Design Award at Gamehole Con. Gamehole Con is held every November in Madison, WI (visit Gameholecon.com). For the 2017 con, Goodman Games sponsored the DCC Track for the 2017 Rodneys Design Award. After reviewing a slew of submissions, we were very happy to select The Star Wound of Abaddon as the clear winner! Marzio attended and was awarded the trophy as well as a contract to have his adventure published. And now that has finally happened! Congrats to Marzio for his terrific adventure concept, and for following it all the way through to publication. Here are some photos of his award ceremony at the con!



The trophy itself! Although having this module in print is the real prize, right Marzio?



Alex Kammer of Gamehole Con (left) awards the Rodneys trophy to Marzio Muscedere.



Who won the Rodneys? That guy! Left to right: Brendan LaSalle, Dieter Zimmerman, Brett Brooks, Marzio Muscedere, Allyson Brooks (back row), Michael Curtis

This printing of DCC#99 The Star Wound of Abaddon is done under version 1.0 of the Open Gaming License, and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1 (e) of the Open Game License, version 1.0: Dungeon Crawl Classics, DCC RPG, Mighty Deed of Arms, spell check, Luck check, spellburn, mercurial magic, corruption, disapproval, all spell names, all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, such sections of Chapter One: Characters and Chapter Four: Combat as derive from the SRD are designated as Open Gaming Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "DCC#99 THE STAR WOUND OF ABADDON, copyright © 2019 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com"

DCC#99 The Star Wound of Abaddon is copyright © 2019 Goodman Games. Open game content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos,

symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the

rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DCC#99 The Star Wound of Abaddon, copyright © 2019 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com FIRST PRINTING