

The Rusted Tomb

A Highlands Location

A small shrine to the remains of a now obscure godling, tended by an aging priesthood, the Rusted Tomb is little more than a landmark to the locals. To the faithful, the desperate or the curious, the Worldwright offers something powerful.

An adventure for characters level 1-3 or 4-7

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(Inspired by a map by Dyson Logos)

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The Rusted Tomb uses Swords & Wizards in the Highlands rules, a rules variant of Swords & Wizardry, but is fully compatible with Swords & Wizardry and most other Old School Games.

Full descriptions of the creatures encountered herein can be found in the Bestiary of the Rosewood Highlands, published by Rosethrone Publishing and available in PDF at [Drivethrurpg](http://Drivethrurpg.com).

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Legends and Truth

Background and Description

This shrine houses the earthly remains of a godling, the Worldwright: He Who Forged the Heavens and the Hells, He Who Laid the Foundations of Creation.

The roof of this white granite structure is held in place with iron pins which have rusted over the decades, streaking down the sides of the building.

The locals call this the Rusted Tomb.

The priesthood of the Rusted Tomb is a dying breed. all over 50 years of age with no prospects to replace them, the priests of the Worldwright have resigned themselves to the fact that they are the last generation to honor the godlin.

Few people pay reverence to the Worldwright these days and the Church of the Holy Saints actively discourages the pagan practices. Still, craftsmen and blacksmiths especially come to pay at least nominal homage (just in case!) to He Who Forged the Heavens and the Hells on one of the three high holy days or, more commonly, when faced with some difficult or seemingly impossible crafting task.

The High Priest, Taris Demitros, is always on the lookout for artifacts of the Worldwright and may attempt to employ an interested party to retrieve items the Worldwright forged (even nails are highly valued by the sect of the Worldwright).

The Mythology of the Worldwright

- The Worldwright was directed by the High God to craft the foundations of the world, the heavens and the hells.
- He is always depicted as: angry, 4-5 times the height of a human being, red-haired (sometimes with fire for hair), dressed in a black leather apron and wielding an impossibly long hammer.
- The Worldwright demanded to be honored as a god and was cast out of heaven.
- The Worldwright lived as a god among the mortals until a paladin by the name of Guillias the Chaste impaled him, destroying him.
- Smiths and other craftspeople pay homage to the Worldwright on three high holy days, and occasionally when they have some other need.

Rumors

- “There’s this church up north that holds the bones of one of the Old Gods – the Smith of the World or somesuch. They say there’s magic there from before the World was formed. Maybe even the hammer the Gods used to fashion the world itself.”
- “There’s this old guy who comes to town once in a while, Demos or something like that. He leads those blacksmith worshippers up on the North Road on the way to Tiresch Village. They call that the Rusted Tomb. Anyway, he’s an odd lot. Always loads up on vegetables and smoked meats and tobacco and the like... Nothing odd there, but he always asks about old nails. I swear there’s something magic in the nails, but the gods know what it might be. Still, I keep one in my pocket... you know, just in case.”
- “If you go to honor He Who Forged Heaven and Hell, make sure you take a nail so you can hear the Song of the Worldwright. At least, that’s what they say.”
- “I’ve seen the bones of the godling up in the Rusted Tomb. I snuck a peek when the priests weren’t looking. He was enormous, twice the size of a man, I swear, and that hammer he holds. It would take three men to pick it up, I bet!”

Getting the Party Involved

- Any of the rumors above, of course, or the adventure ideas on page 10.
- By accident or design, a PC is in possession of a Weapon of the Worldwright (see Appendix: New Items) which subtly and inexorably draws the wielder toward the Rusted Tomb. Once within the Aura of the Worldwright (1000’ radius of his remains), the “feeling” of being drawn subsides. Any of the priests who see the weapon will know immediately that it was crafted by the Worldwright and will demand that it be turned over to the shrine.
- An ancient text in a church library refers to “the Smith godling who forged the foundations of creation.” The text hints at powerful magics which must be related to this being. Inquiries (additional research, augury, divination, speak with dead, etc.) reveal the location of the godling’s remains: the Rusted Tomb. PCs may be contacted by: an archeologist (looking for “truth”), a collector (looking for treasure), a wizard or hedge mage (looking for magic) or a priest (looking to squash the heresy).
- Just passing through: on a hexcrawl, looking for the Chantry of the Deepflame, going to or from Tiresch Village or the Copper Mine of Amarten.
Stopping to: pay homage, get out of a storm, be polite, to try to get healing, to steal anything not nailed down.
- Caravan Guards!



The Shrine of the Worldwright

1. Entrance

The main doors to the Rusted Tomb are perfectly balanced slabs of **3 inch thick granite**. Carved on the outer side are bas relief images of the mythology of the enormous Worldwright—the founding of the heavens; the forging of the Outer Darkness, the Fires of the Deeps, the Foundations of Creation; the entrance of the Worldwright into the Highest Heavens; the Worldwright's casting out of Heaven; the Worldwright as lord over humanity (towering over his human servants, easily 5-6 times their height).

This door can be locked, though under normal circumstances it remains **unlocked**.

2. The Nail Offering

A **mosaic image of the Worldwright**, angry, hammering at his anvil while flames rage all around, covers the entire east wall of this alcove.

Two stone troughs, one on the north wall, one on the south wall of this alcove, each are piled with **iron nails** (about 180 in each trough).

The faithful take a nail from a trough, face the mosaic and kiss the nail. The nails are faintly magical, with a special blessing conferred to them by having been forged by the Worldwright himself. The faithful believe this to simply be a meaningful ritual, not knowing their true purpose (see area 3 below).

3. Alcoves of the Hammer

The north wall of this hallway has been scrubbed clean recently. **Several hundred war hammers** dangle from iron bars set in each of these alcoves. The hammers have all been used in battle and show evidence of such use and abuse. When the faithful bearing the **nails** (from 2 above) pass the alcoves, the hammers flutter and jingle, as if an unseen wind had blown through the alcove. The clanging is called the “Song of the Worldwright” by the faithful.

Whenever any being that passes the alcoves without bearing a **blessed nail** from area 2, hammers fly off the bars toward the unprotected beings at a rate of one hammer per being per round until the being is dead, the being leaves the hallway or no more hammers remain on the bars (there are **172 hammers in each alcove**). The hammers attack as a 4th level cleric, are able to hit any being that can be hit by +1 weapons, and do 1d6-1 hp damage if a hit is scored.



4. The Tapestry of Judgment

This huge **tapestry** depicts the Worldwright in chains, standing before the Hall of Judgment. Anyone who studies the tapestry for more than 3 rounds must make a **save vs. spells** (or a Wisdom check). If the save succeeds, the observer feels a sense of discomfort come over him or her for 2d6 rounds. If the save fails, the observer will feel compelled to confess his or her greatest sins if the observer enters area 9 (the Cleansing).

5. Common Room

This is the priests' kitchen, dining hall and gathering chamber. Guests of lesser importance are met here. The room contains mostly mundane items: a large oak table, 9 chairs, a cupboard, a small hearth with iron cooking pots and hooks, and a small well in the southeast corner.

The **tapestries** on the north and south walls are frayed and tattered. They depict the fall from the heavens of the Worldwright (north wall) and his judgment in the Hall of Judgment (south wall), the latter similar to the tapestry in area 4, but being the worse for wear. In the southeastern corner is a small furnace, anvil, tongs, and a hammer. There is no fuel for the furnace, which is cold and spotlessly clean.

6. The Underpriests' Chamber

Hanging on the North wall are a dozen **worn and tattered leather aprons**. Seven double bunks are arranged around this room, each with two small chests under the lower bunk. The **doors are normally locked**, each underpriest and the High Priest having a key (the same key opens both doors).

Only four of the beds are used, all lower bunks. The chest under each of the occupied bunks has numerous mundane items (such as extra clothes, small pouches, traveling cloaks, etc.), a cloth edged with gold thread, chainmail, a war hammer, 1d6 gp, 2d8 sp, as well as **1d4 “Unusual Items”** in each (see table on next page).

The **gold edged cloths** are about 6” by 18”. They are very wrinkled on the ends. The cloths will radiate faint magic if detected. The Underpriests wear these for their special rituals. The **cloths magically purify air** that passes through them (giving the wearer a +3 on saves vs. airborne poison, smoke and the like).

7. The Audience Chamber

This midsize room is lavishly appointed: padded chairs, a large oak table, paintings and tapestries on the walls (depicting the mythology of the Worldwright) as well as three gilded candelabras (worth 100 gp each, but heavy, 40 pounds each) and pewter tableware (setting for 12, worth 120 gp total). A large, throne-like chair is centered on the north wall. The High Priest receives important visitors in this chamber.



8. The High Priest’s Chamber

The **door** to this room is always **locked**. Only the High Priest has a key for this door. This is a fairly Spartan bed chamber, containing two beds, two chests, an armoire and a large mirror centered on the north wall. Flanking the mirror are **two hammers**, hanging from iron brackets at approximately eye level.

The mirror is magical. If the correct command words are spoken, the mirror will show a view from any room in the Rusted Tomb as if the mirror were a window connecting the north wall of the High Priest’s chamber and the south wall of the observed room. Thus, the perspective is somewhat limited. Note, areas 4 & 5 would be covered by the tapestries therein, effectively blocking the view of the mirror.

The armoire has vestments hanging in it including a black robe emblazoned with the hammer of the Worldwright on the chest, seven albs in different colors, three leather aprons (two worn and tattered, one clean, white and appearing unworn) and a white hood edged in gold. The hood radiates faint magic if detected. **The hood magically purifies air** that passes through it (giving the wearer a +3 on saves vs. airborne poison, smoke and the like). The High Priest wears the hood and hammer emblazoned robe for every ceremony and a different color alb for different worship seasons.

Also hanging here is chainmail (+2) and a war hammer (+1, a Weapon of the Worldwright, thus +2 in the Worldwright’s Aura – See Appendix: New Items). In addition, among the mundane items in the room (like a comb, a small wooden box, some towels) are **three** items from the “**Unusual Items**” table (to the right). In a locked chest (High Priest has the key) next to the bed is the Rusted Tomb’s treasury: 1872 gp, 2256 sp, 9987 cp and a dozen diamonds (worth 1000 gp each).

The secret door in the north wall is found normally, being a part of the wall behind the hanging hammer and is operated by grasping the hilt of the hammer and twisting it in the bracket clockwise. Using force or any other means, including twisting the hammer counter-clockwise, will open the door but also spring a trap (sleep gas, everyone in the room must save vs. poison or fall asleep for 1d8 turns).

In the secret room is a weapon rack containing an axe, three swords, eight spears, a morning star and a war hammer. **Weapons of the Worldwright** – see Appendix: New Items.

Hanging on the north wall is a shelf containing a **large iron key** as well as a variety of minor artifacts of the church (the first item crafted by the Worldwright, a steel chalice; a massive leather apron, worn and burned; a gigantic, well-worn hammer head, and so on...) and **two burnt out, but well-handled torches**. The key in turn unlocks the secret door hidden beneath the anvil in the main chamber (see 11a).

2d12 Unusual Items

2	A small stone idol of a Ravenous Demon
3	3 jade chips, each magically inscribed with a name in script too small to see with the naked eye (intrinsic value, 10 gp each). The names are Truenames of demonic beings.
4	A seven-inch-tall hollow goblin totem, containing magically preserved blood of the Worldwright.
5	Seven copper plates (worth 25gp each) etched with obscene images.
6	A book of recipes for preparing goblin, hobgoblin and bugbear meat.
7	A scroll with a ribald poem about a cuckolded baker and his shrewish wife.
8	Thirteen giant ant antennae.
9	A love letter from the Count of Aramais to someone named Claudius.
10	A silver comb (worth 35 gp) engraved with the name Tashia.
11	A bag of dog’s teeth.
12	A small riverstone with a dog’s face etched on it. The bearer of the stone can call forth a phantom dog (which has no real substance – thus no AC, HD, etc.) once a day. Dog obeys commands and remains in translucent existence for 4d4 turns. The dog makes no sound.
13	A bundle of 100 sheets of pristine parchment, bound with scarlet twine. The paper is normal (worth 1 cp per sheet) but the twine is magical. Anything bound with the 24” length of twine is preserved.
14	A small, ornately carved jade box filled with dust. The box is worth 125 gp. The dust is the remains of the Great Monk of D’Shan mixed with powdered dragon’s tooth.
15	Seven dried chicken hearts.
16	Three fine bottles of wine (worth 30 gp each).
17	A silver ring inscribed with the word “forever.” The ring is faintly magical, but donning the ring, or uttering the word forever, does nothing.
18	A magical hourglass with blue sand. The sand runs for exactly 47 seconds and any sentient being in a 20’ radius of the hourglass must save vs. spells or be suggestible (as per suggestion spell) for 47 seconds.
19	A small (6”square) stone grave marker with the name Darian Atharia engraved on the face.
20	A ceremonial dagger from the Perithian Demon Cult (silver edged, engraved with unknown runes, unknown value).
21	A silver locket with a small portrait of a beautiful woman within.
22	A book of the Scriptures of the Worldwright with handwritten heretical notes.
23	A small brass military insignia from the Duchy of Shalinwood.
24	A map: landmarks include “the greatoak”, “the stone of the Hundred Lashes” and “the Firedrop.” The “x” marked on the map indicates where a body is buried.



9. The Cleansing

These twin chambers contain two cold furnaces (one on each of the inner walls of the northern alcoves), small tool racks and seven barrels of powdered iron. The floor has been carefully swept clean, but nevertheless traces of iron dust remain here and there. The faithful will take a handful of the iron powder and sprinkle it over his or her head as a cleansing ritual.

On the east and west walls are enormous tapestries:

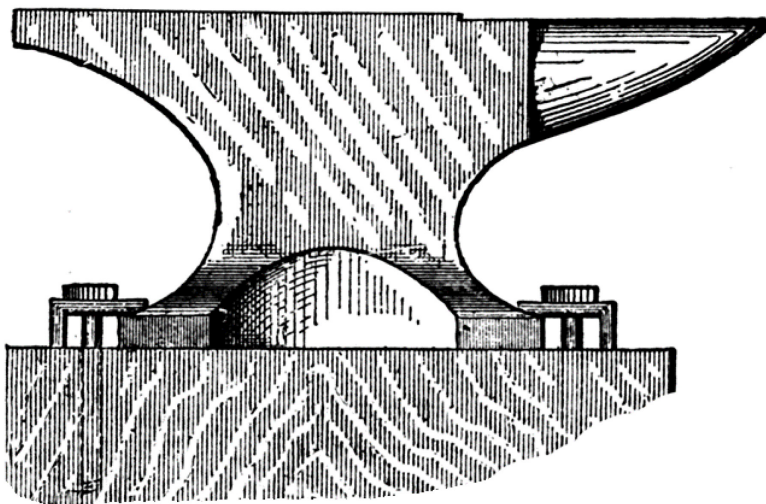
- the west tapestry depicts the Worldwright emerging from a volcano, wreathed in fire
- the east tapestry depicts the Worldwright bestowing a blessing on the faithful, towering over his subjects.

10. The Sacristy

This chamber concealed behind the great tapestry of the Worldwright blessing the faithful in the Cleansing Chamber (area 9). Racks along the east wall contain a variety of vestments, a table in the southern part of this room has a dozen steel ewers, nineteen steel goblets, four steel candleholders and six steel rings on it. A chest to the north contains 121 gp, three diamonds (worth 250 gp each) and four steel sacred hammers. Seven altar cloths hang on the west wall, south of the door, each depicting a crossed hammer.

Centered on the east wall is a small forge with superheated coals within. An anvil and tools, obviously well used, are scattered about.

A handful of half-finished projects are hanging from a rack including a decorative hammer, a small shield (bearing the crossed hammer symbol) and several wrought-iron pieces.



11. The Anvil of the Worldwright

The large central chamber houses the massive **Anvil of the Worldwright**, a 20 ton, 12' tall anvil (**a**) bolted to a massive obsidian block.

In the back alcove is a large furnace (**b**) with a few burning embers.

To the left and right are racks (**c**) with oversized tools and weapons, most incomplete (the Worldwright's unfinished projects).

Against the north wall, between the two doors to area 12, is a (**d**) raised dais and an altar.

Beneath the anvil is a secret door which leads to the true tomb of the Worldwright. The key to the secret door is in the secret chamber in room 8.

How to unbolt and move the 20-ton anvil is left up to the party's ingenuity and the GM's willingness to play along: but the High Priest has some means, mundane or magical, to accomplish the task.

12. Veneration of the Worldwright

This hallway is dusted with iron powder. Behind the central chamber is the resting place of the Worldwright. The faithful call this chamber The Veneration of the Worldwright or the Tomb of the Godling. A great stone sarcophagus lies on a raised dais to the north. The sarcophagus is sealed with four great iron bands. Two huge torches hang on the southern wall, constantly burning (tended by the underpriests).

This is a false tomb, set here to dissuade grave robbers. Within the sarcophagus is the body of a stone giant, mummified and preserved. The stone giant corpse wears a great leather apron and is grasping a massive iron hammer.

13. The Endless Stairs

To the left and the right of the entrance are empty torch brackets. The torch brackets control the **stair trap**.

If a torch (or something of similar size and shape) is placed in both brackets at the same time, the trap will disarm with an audible "click." If not disarmed, when the first person reaches the third turn, the stairs turn into a slide.

Sliding PCs take 5d6/2 falling damage (half for the slide). At the base of the stairs, whether the trap is triggered or not, are **4 thin steel wires** spaced 2' apart and running floor to ceiling. Sliding or running PCs can avoid the wires on a successful save (vs. dragon breath) or Dexterity check. Those who fail their save hit d6-2 wires (0-4 wires) for 1d8 hp damage per wire.

The True Tomb of the Worldwright

The air in these caves is foul-smelling and poisonous. Every other round spent here, creatures who must breathe air must save vs. poison or lose 1 hp. Three successive failed saves indicates the loss of 1 Constitution point as well. When Constitution reaches 3, the creature falls unconscious, failing all successive saves thereafter. If a creature's Constitution reaches 0, the creature dies. Note that unconscious creatures automatically fail saves. Constitution points thus lost are regained at the rate of one per hour once the creature has left the poisonous air. Constitution points thus lost are regained at a rate of one per hour.

14. The Antechamber

Noxious fumes bubble and ripple through the thick, brown water in the southern part of this chamber. The floor at the base of the stairs (leading up to area 12, above) is covered in **chalk sigils and mystic symbols**. Many of the symbols near the pool have been washed away or are otherwise marred. The symbols have no importance or power, simply part of the worship of the Worldwright.

The steps on the east side of the room lead up to a shelf above the pool, and the bridge (area 15). The steps are slippery, though normal movement in the area is not affected, running or fighting on the steps requires a save (vs. dragon breath) or a successful Dexterity check.

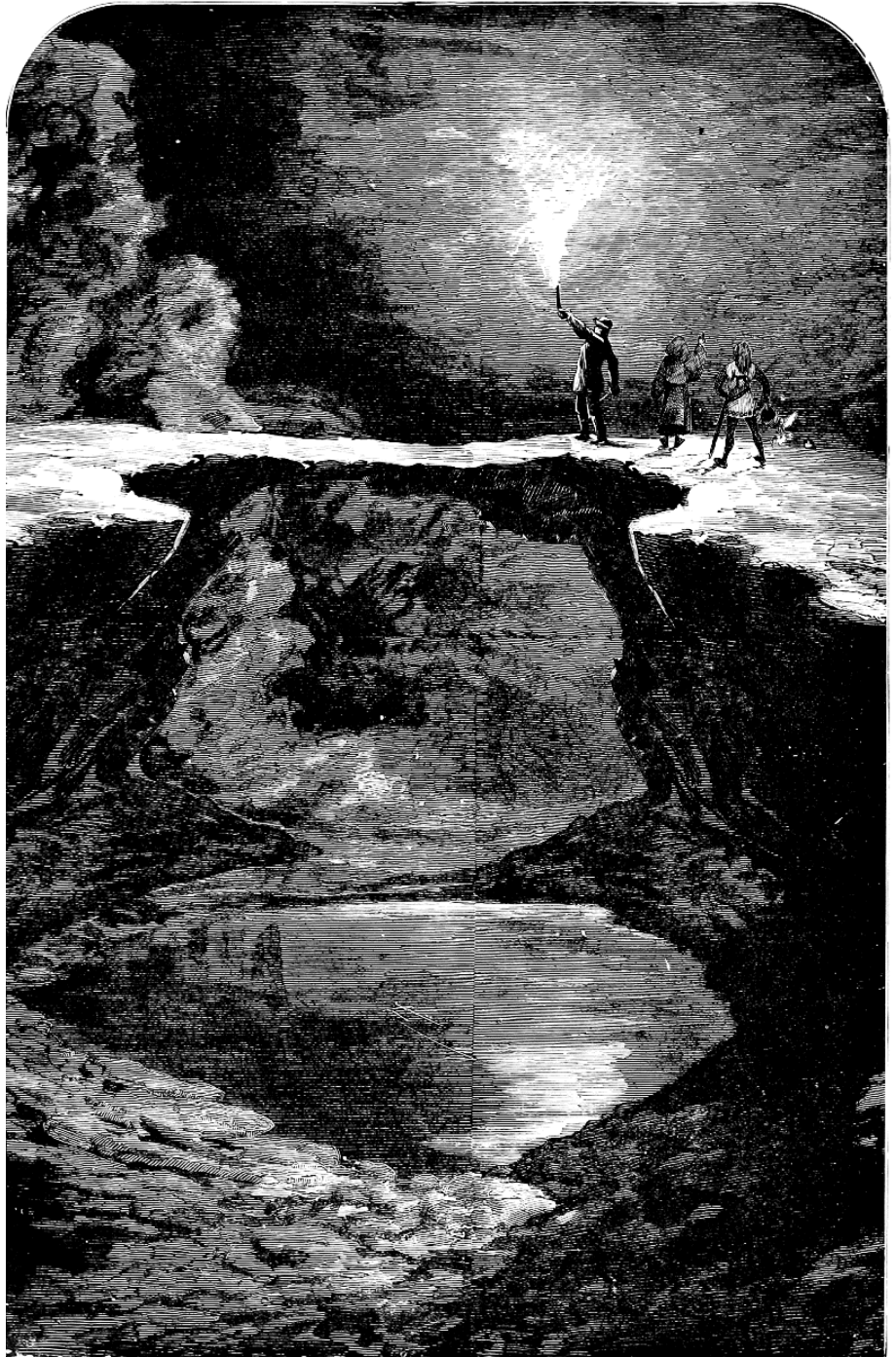
In the pool are **13 Muckrakers**.

If the pool is undisturbed and creatures who enter the Antechamber are relatively quiet, the Muckrakers will remain deep in the pool.

If the water is disturbed or if intruders make a great deal of noise, 1d4 Muckrakers will investigate, attacking if bothered. Yelling or talking loudly in the Antechamber has a 50% chance of attracting the Muckrakers' attention. Disturbing the water in anyway (especially by battling encountered Muckrakers) has a 100% chance of attracting all of the Muckrakers' attention.

If anyone drinks the water, they must make a save vs. poison (at -2) or begin vomiting violently for 4d6 rounds. For each round vomiting, the PC temporarily loses 1 Constitution point.

When the Constitution reaches 3 from these temporary losses, the PC falls unconscious for one hour per Constitution point temporarily lost and fails all saves in the cavern. Such Con points lost are regained at the same rate they are lost, that is, one per hour. See above for effect of falling unconscious.



15. The Bridge of the Godhammer

This stone bridge rises 18' over the poisonous water below. Like the steps leading up to this area, the bridge is slippery which doesn't affect normal movement, but running or combat on the bridge requires a successful save (vs. dragon breath) or Dexterity check.

Walking across the bridge has a 10% per person per round cumulative chance of attracting the attention of **1d6 Muckrakers** below which will immediately attack. Running or fighting on the bridge has a 100% chance of attracting the attention of 1d6 Muckrakers which will immediately attack.

16. Pillars of the Guardians

Two great pillars of natural stone support the roof here, each somewhat shaped to be vaguely humanoid in appearance, with arms raised to the ceiling. Indeed, these are natural columns which have been magically shaped and imbued with a type of life: they are **Guardian Columns**.

Due to the enormous weight of the Anvil built above this cave complex, at least one Guardian Column must support the ceiling at any given time or this whole chamber will collapse (destroying much of area 9 and 10 above as these areas slide into the sinkhole created by the collapse of this cavern). One at a time, the Guardian Columns will attack intruders (those not wearing the gold trimmed veils of the Underpriests or the hood of the High Priest).

The **southern Column will attack first**. When reduced to 10 or fewer hit points, the Column will cease its attack and attempt to resume its position holding up the ceiling (and regenerating hit points).

If the southern Column is able to return to its place, the northern Column will attack intruders.

The Columns will take turns attempting to destroy or drive off intruders until one of them is destroyed, in which case the other Guardian Column will take up its position and remain, eternally unmoving.

Destroying the Columns:

If both Guardian Columns are destroyed, the cavern ceiling rumbles and shakes for 1d4 rounds, sending down showers of dust and small stones. Then the ceiling begins to collapse: for 1d6 rounds huge stones fall (attacking those in the cave as a 10th level fighter, doing (1d6)d6 damage per successful hit. Finally, the entire ceiling collapses, destroying 80+1d20% of room 9 above and the western half of room 10. There is also a 25% chance that the rest of the temple will partially collapse (any given area will then collapse 1d8x10%). Beings caught in area 16 or 17 when the ceiling collapses completely are crushed under the weight of thousands of tons of stone.

The Stairs:

When a living being comes within 2' of the steps between area 16 and 17, an **apparition of the first high priest of the Worldwright** (Dagmon Undrath). The apparition, wearing a spiked helmet and speaking with a thick accent, offers a warning to any who would approach the final resting place of the Worldwright:

"Take heed all who would disturb the rest of the godling. His spirit roams the Outer Darkness, his body rests in eternal slumber. Disturb his rest and doom will befall you and your kin to eight generations. Take heed!"

The apparition will remain, arms folded across its chest, staring silently at anyone in the chamber. If attacked, weapons pass through it – after which it screams an obscenity and disappears.



17. The Sleep of the Worldwright

This is the actual resting place of the Worldwright. A **massive stone sarcophagus** (more than 50' long, 30' wide, 25' or more tall) rests on obsidian blocks, raised up above the lower chamber. The lid of the sarcophagus is emblazoned with a great hammer. The sarcophagus will radiate magic if detected.

Anyone or anything **not covered in iron powder** will find that the surfaces of the sarcophagus are nearly insubstantial, able to reach a hand or other appendage, or poke a sword or dagger or staff or other item, completely through the stone as if it were water. Reaching *into* the stone sarcophagus is effortless. However, those not dusted with iron powder, will find that as they try to withdraw their hand or other appendage or object, the sarcophagus immediately becomes solid stone, suffering the effect of a flesh to stone spell and merging with the stone of the sarcophagus itself. A stone to flesh spell will restore the trapped appendage, but unless a save vs. spells is successful, the entrapped appendage will be mangled until a restore spell or similar magic can be applied. Generally speaking, items will be permanently stuck into the stone unless some creative (and likely magical) means of withdrawing the item are devised.

For those **dusted with iron powder**, the sarcophagus is solid stone. If the lid of the sarcophagus is lifted, all the iron powder from those within a 10' radius of the sarcophagus, including anyone lifting the lid, will be magically (or magnetically) sucked from them, leaving them undusted and subject to the penalties listed above.

If the sarcophagus can be opened, inside is the Worldwright (a 40' tall man with a grotesquely disfigured face, massive hands, arms longer and legs shorter than a human's would be) with a **Short Iron Shaft** buried in his chest. In addition, the Worldwright is grasping the haft of a great hammer and is dressed in a leather apron, leather shirt and pants (comparable to leather armor). The Worldwright is not dead – he is still breathing. Nothing short of removing the shaft will wake him from his eternal sleep.

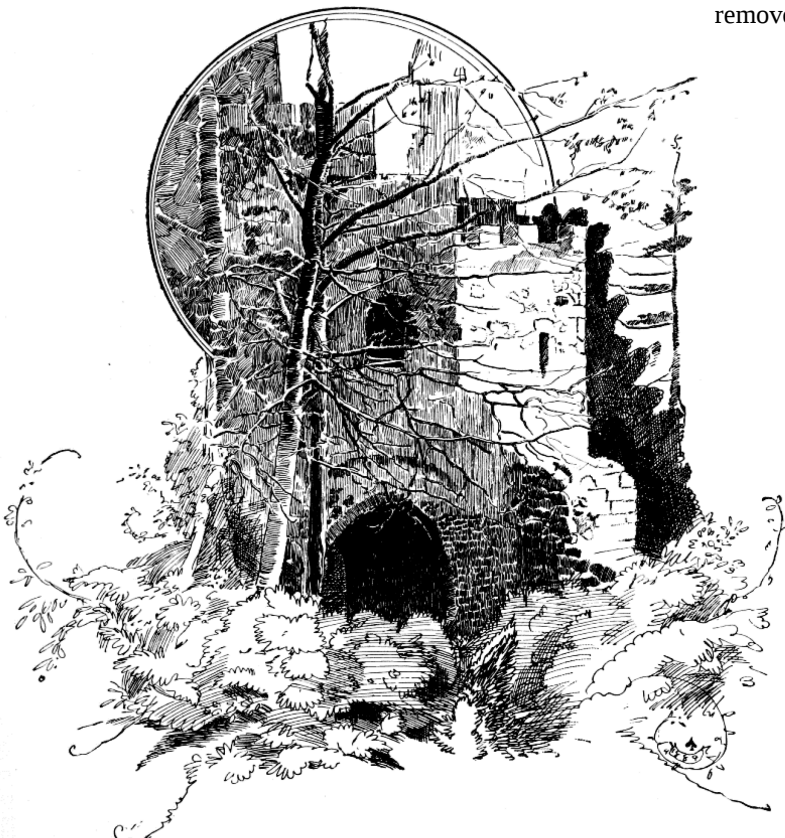
The Iron Shaft is a minor artifact: a **Godspear** (see Appendix: New Items).

The hammer is 11' long, weighs 900 pounds and is magical (**The Hammer of the Worldwright**, see Appendix: New Items). The Worldwright has the hammer locked in his powerful grip (equivalent of a 26 Strength)

This **Godspear is trapped and cursed**. Those who touch it are struck by a powerful lightning bolt from within the shaft itself, doing 6d6 hp damage (save vs. spells for half damage). Grasping the shaft causes damage every round.

To pull the shaft from the Worldwright's body requires a combined 38 Strength and requires all participants to make a successful Strength check (STR or less on 4d6) to withdraw the shaft.

However, the shaft is also **cursed**: those who touch it will feel compelled to leave the shaft in place or to return it to the chest cavity of the Worldwright if removed (save vs. spells to negate curse effect every time touched). The curse can be removed normally (remove curse spell).



Awakening the Worldwright

If the Worldwright is allowed to rise, he will ignore any mortals in the chamber (even if they attack), he will point at the brown noxious water in the pool to the east, igniting it – effectively a fireball which completely engulfs the area of the pool, from the surface of the water to the cavern ceiling, causing 12d6 damage per round to any living creature caught in the conflagration.

Then the Worldwright will grab each of the Guardian Columns and pull them down, collapsing the ceiling (as above) on himself and anyone remaining in the chamber. It will take the Worldwright 27 rounds to dig himself out of the rubble of the cavern, after which the Worldwright will trudge off to whatever universe shaking events he designs to inflict on the world.



Appendix: New Items

Godspear

These minor artifacts are spears always shaped from the purest black iron. The shafts are 4' long and 4" in diameter, the heads are broad and razor sharp. In the hands of most creatures and against most opponents, the Godspear is a mid-powered magical spear (+2, +3 vs. giant creatures, +4 vs. other-planar creatures, confers protection from evil upon the wielder).

In the hands of a paladin, the Godspear is more powerful (+3, +4 vs. giant creatures, +5 vs. other-planar creatures, confers protection from evil 10' radius upon the wielder, bless 2x/day). In the hands of a paladin against an immortal (demigod, etc.), the Godspear is a "heart seeker": on a successful hit, the wielder rolls a second attack and if the second score is also a hit, the Godspear has pierced the immortal being's heart, causing the immortal creature to immediately collapse into a state of death-like sleep. As long as the Godspear remains in the creature's heart, the immortal being remains in this death-sleep.

The weakness of these weapons is their relative fragility: on an attack roll that fails by more than 10, the shaft of the Godspear shatters unless the weapon saves vs. crushing blow. Shattered Godspears can be magically repaired to regain their basic magical properties, but repaired Godspears are no different in the hands of a paladin than they are in the hands of any other being.

Hammer of the Worldwright

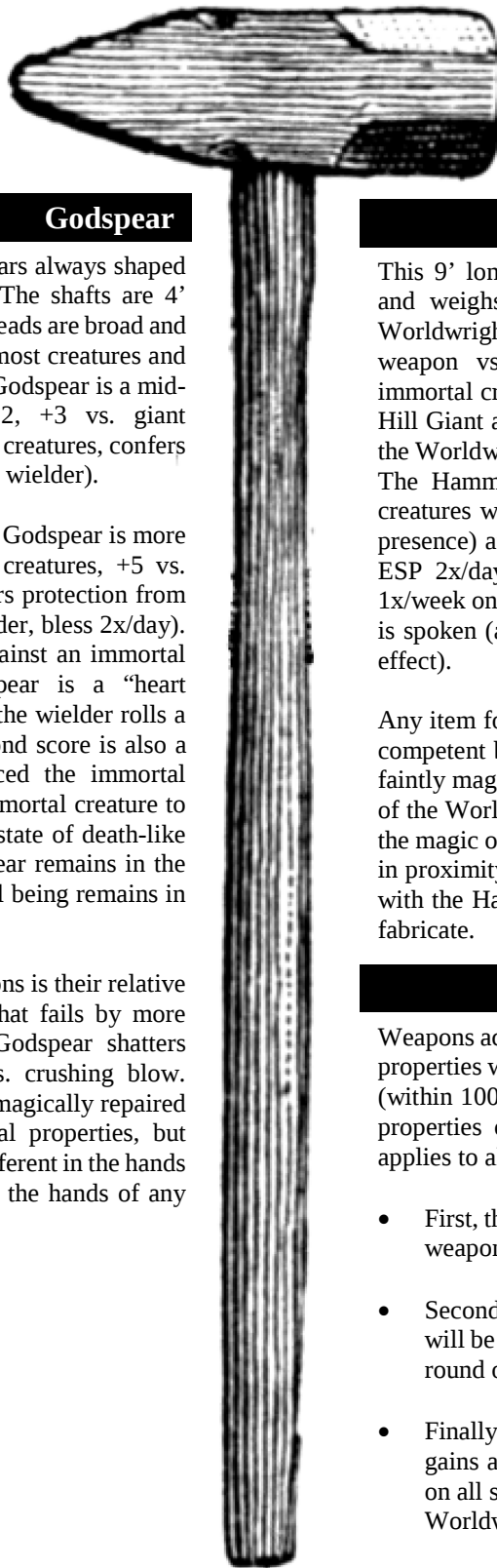
This 9' long Worldwright's hammer is perfectly balanced and weighs just over 900 pounds. In the hands of the Worldwright or a suitably giant-sized creature, this is a +3 weapon vs. mortal creatures, +5 vs. other-planar and immortal creatures, dealing 10-60 points of damage (10d6). Hill Giant and Ogres are too small to wield the Hammer of the Worldwright but larger giants could manage the weapon. The Hammer is continuously able to detect other-planar creatures within a 60' radius (it glows bright white in their presence) and is able to confer the benefits of bless 3x/day, ESP 2x/day and can deliver the effect of a power word 1x/week on a successful hit when the proper command word is spoken (a different command word for each power word effect).

Any item forged with the Hammer of the Worldwright by a competent blackWorldwright will be of highest quality and faintly magical. Magical weapons forged using the Hammer of the Worldwright gain an additional plus to hit imbued by the magic of the hammer (plus gain additional abilities when in proximity of the Worldwright – see below). Items forged with the Hammer of the Worldwright take 1/3rd the time to fabricate.

Weapons of the Worldwright

Weapons actually forged by the Worldwright gain additional properties when within range of the Aura of the Worldwright (within 1000' radius of the godling). Regardless of magical properties of any godling forged weapons, the following applies to all Weapons of the Worldwright:

- First, the Worldwright is immediately aware of any such weapons within his Aura.
- Second, such weapons within the Worldwright's aura will be subtly drawn toward godling (save vs spells each round or move toward Worldwright).
- Finally, within the Worldwright's Aura, the weapon gains an additional +1 and gives the bearer a +2 bonus on all saves, except against any magic directed from the Worldwright, which are made at a penalty of -2.



Appendix: Adventures Related to the Rusted Tomb

These adventure ideas are presented as inspiration. At some point people, locations and situations mentioned herein might be more fully developed in future releases from Rosethrone Publishing. However, the GM is encouraged to develop these adventure ideas and the details suggested as appropriate for his or her own campaign.

Get the Nails (levels 1-3):

Abdos Mikland, a somewhat well-known traveling merchant, visited the Rusted Tomb a month ago. He took one of the nails from the stone troughs at the Nail Offering (area 2) and has subsequently discovered it is magical, some kind of protection, though very weak. He wants to hire some ruffians to steal as many of the nails as they can.

He is willing to split the haul, and pay successful parties up to 100 gp each for their trouble (though he will start small, at maybe 10 gp each). Perhaps Abdos is a wizard – or a hedge mage – or perhaps he is an agent of the Holy Church, tasked with eradicating these pagan shrines that seem to persist throughout the highlands. Or, maybe he's just a greedy (and shady) merchant.

Marked by the Worldwright (levels 4-7):

A magic item that one of the PCs has gained is, in reality, a Worldwright Forged Weapon (see Appendix: New Items). Somehow, the High Priest of the Rusted Tomb becomes aware of the weapon's discovery and, since it is a holy relic of the Worldwright, he expects the weapon to be returned to the Anvil.

To this end, a shadowy figure (one of the Underpriests) visits the PC at an opportune moment offering to buy the item. He will negotiate, starting fairly low, but can offer up to the (12) 1,000 gp diamonds and 1,200 gp and 2,000 sp from the church treasury (see area 8, the High Priest's Chamber).

If negotiations fail (e.g. the Underpriest doesn't have enough money, the PC is unwilling to part with the item, the PC kills and robs the Underpriest, or whatever reason), the High Priest will hire a series of thieves, beginning with a level 3 Thief. If this thief fails, then he will hire a level 6 Thief, then 8, then 10.

If these attempts are unsuccessful, the High Priest will contact an assassin's guild and indenture himself to them. The assassin's guild will send a group of 4th level assassins. This rivalry can continue for some time, ramping up the assassination attempts.

If, after all this has failed, the cost to the High Priest is far more than he bargained (the high cost of being indentured to assassins could bring some very unpleasant requests, for example...). At some point, the High Priest will send an Underpriest to the PC with "information about the troubles which have befallen you." The Underpriest will reveal that the Assassins Guild has been tormenting the PC in search of the item, which is a holy relic from the Rusted Tomb. The assassins have been trying to gain the item because with it they can perform some ritual which will gain them enormous power. Thus the High Priest hopes to set the PC against the assassins in order to free himself from his own folly.

NOTE: This could easily be a follow-up to "Get the Nails" above. If the PCs have raided the Tomb and stolen the nails, the High Priest will do everything in his power to retrieve them, including hiring mercenaries to track down the nail thieves (similar to the next entry, below).

Find the Worldwright's Hammer (levels 8-10):

The party is contacted by some powerful peers (rulers, leaders of a shadow organization, etc.) who have confirmed rumors that the true tomb of the Worldwright has been hidden beneath the false tomb all along. The Hammer could make a huge difference in some important event (a war, a trade agreement, maybe somebody just really wants it).

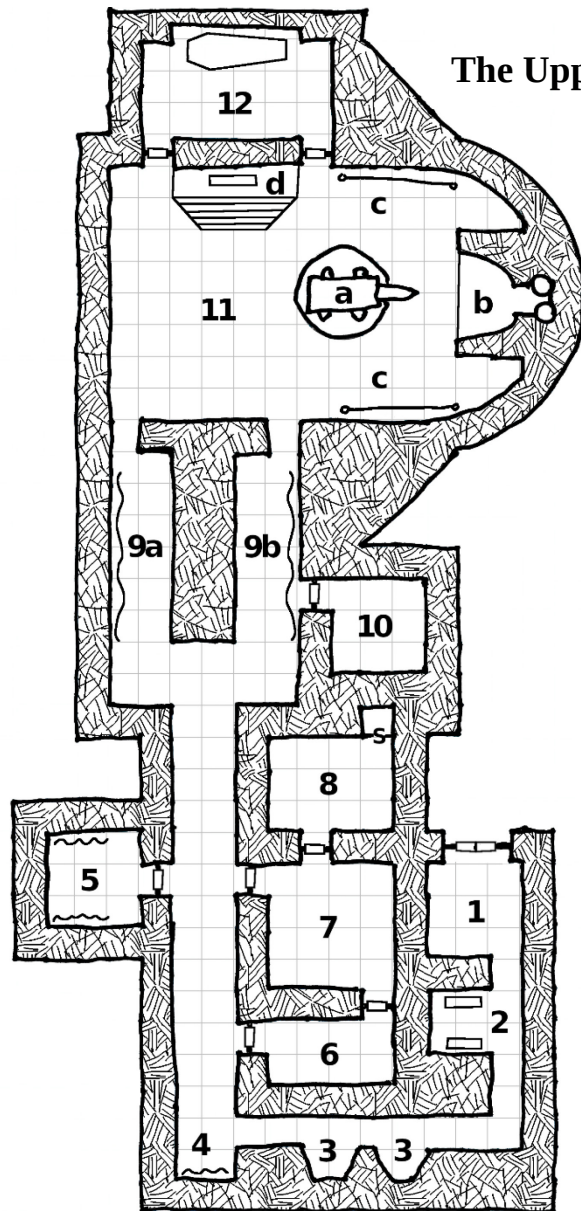
The party can try to negotiate with the High Priest, offer to buy it or try to sneak in and steal it, or some other method the PCs will devise. If the High Priest catches wind of someone's interest in obtaining the Hammer, he will fortify the Rusted Tomb, locking what doors he can, hiring mercenaries – (24)F1, (3)F3, (1)F8 – and possibly an assassin.

Destroy the Worldwright (high levels):

The Worldwright has been stirring, somehow his consciousness is awakening and beginning to cause strange and problematic occurrences in the land. While the Worldwright's true tomb is protected from scrying, the Rusted Tomb is pinpointed by powerful magic as being at the epicenter of the difficulties in the land. The PCs need to truly kill the Worldwright.

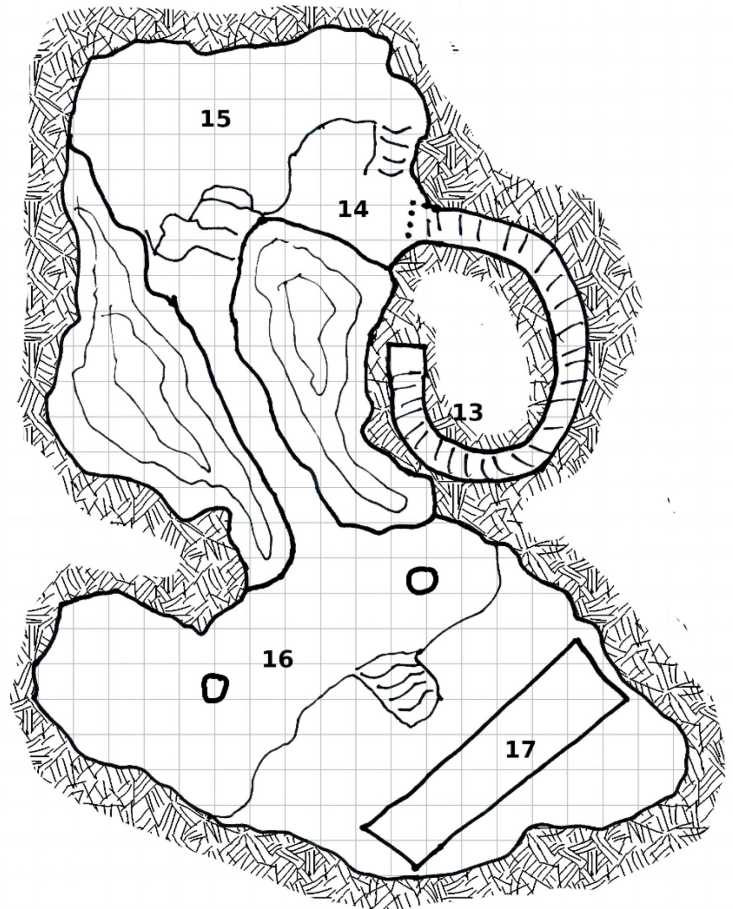
The High Priest will, of course, oppose any such plan and he will release the Worldwright if he is able, rather than see his godling destroyed by the hands of the unfaithful.





The Upper Level

The Rusted Tomb



The Dungeon Level

STAT BLOCKS

Guardian Column: AC -2; MV 90'; HD 7+7; hp 7d8+7; #AT 2/rd; D 2-16/2-16; SA nil; SD limit damage edged weapons, spell immunity; SZ L; Int Average; AL N; XP 1,000+10/hp

Muckrakers: AC 9; MV 60'; HD 2; hp 2d8; #AT 2/rd + special; D 1-4/1-4; SA mud throwing; SD +1 or better weapons to hit, spell immunity; SZ S; Int Non; AL N; XP 28+2/hp

Underpriests (Daran, Garith, Myros, Dutin): AC 8(5); MV 120'; Level 1,1,2,2; hp 3,5,8,11; #AT 1; D1-6; SA spells; SD Nil; SZ M; Int Average; AL LN, LG, LG, LN

Spells:

Daran: Bless

Garith: Sanctuary

Myros: Create Water, Purify Food & Drink

Dutin: Bless, Light

High Priest (Taris Demitros): AC 8(5); MV 120'; Level 6; hp 24; #AT 1 (at +5); D 1-6 (+5); SA spells; SD Nil; SZ M; Int Superior; AL LN

Suggested Spells for the High Priest: 1: Cure Light Wounds, Light, Sanctuary 2: Augury, Chant, Spiritual Hammer

3: Create Food & Water, Cure Disease



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