

Hargrave's Demise.

Introduction: The players have heard of a local legend, named Hargrave. A person of great wealth and power, but also mystery. His most prized possession, however, remains buried along with him.

Entrance: A door seemingly bars the way. It is actually a steel wall. Players can find their way around it, or try and dispose of the door entirely.

First Room - The Gravorites: They enter a dark room. Once all players are inside, a magical/technological barrier surrounds the dungeon, making escape impossible. They find themselves in a square room with two alcoves on either side. In these alcoves are switches.

The first one pulled will trigger a combat encounter (regardless of which one) From the four pillars in the corners of the main room, four knightly guardians appear and the pillars turn on their axis. They are considered constructs and a tough encounter.

The second lever pulled disables a forcefield and projection covering the center part of the floor of the room. Players standing there will fall instantly into a deep pit.

The levers can be pulled simultaneously to trigger both effects. The guardians will follow the players down into the pit.

The pit is a 50 foot drop into an underground shallow pool. At a tiny beach, players will see the true entrance, but it is blocked.

Second Room - The True Tomb: After the Gravorites and been defeated, the party will encounter the ghost/VI of Hargrave. He tells them no one may have what is buried inside, for it was his Magnum Opus. And it is too dangerous.

Players can try to persuade him to open the way. Convince Hargrave that they will destroy it for the good of all. Hargraves died an old man and is very wise. Once this is done, the barrier releases and the party can venture forth.

Lore: Hargrave was a master builder and engineer. His designs were kept secret to this very day and sought after by other engineers. In his later years, Hargrave grew remorseful of the potential destruction his creations could theoretically cause.

Third Room - Silent Grave: In this room, all is silent. The party must deactivate all the devices that create this silence, There are four of these in total. These are runic symbols, or anti-sound technology. All communication is somatic.

Once these devices have been dealt with a boss encounter will start. A singular, massive Gravorite will rise from the ground near the door to the actual burial site.

For all intents and purposes, this is a deadly encounter! Once it is defeated the golem will explode after a short audible warning.

Final Room - Hargrave's Grave: A beautiful room covered in nature. Daylight creeps in from an unknown source. Plants, trees, vines and small animals surround a heavy sarcophagus. Inside it is the treasure.

The item has long been destroyed by time and its own power. It is indistinguishable from any other piece of broken machinery.

