

# Magnifico's Cursed Vault- 443SuMaCuVa

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*There comes a time where the use of magic does not just create a vast leap in warfare, defence, agriculture or learning but it creates an opportunity. The opportunity for greed, or for profit or for both good and evil. The creations that Magnifico spun out of his workshop are such a cautionary tale and the people who searched for his vault are just as bad.*

*But searching whether or not the vault has been opened, the creations of the wizard are loose and soon they will be used for great good, or great evil. A band of adventurers stands in the way of opposing forces who only have their greed and desires front of mind.*

**DM:** *(The High mage Magnifico created hundreds of small golems that helped him with his experiments as well as to guard his vault. When he realised that they were too dangerous to be under any singular person's control he locked them within the vault they were to protect. The current king of Dalken wishes to seize the golems so that he can wage war on his neighbours. Since the golems are immune to non-magical weapons it would make him the most powerful kingdom overnight. He has a large reward to anyone who can find the golems and bring them to him and the harpers have a vested interest in making sure no one controls the golems..)*



The party had recently explored a series of ruins that led them to a cave where two pristine silver statues had been located. Despite their best attempts they could not work out the purpose of the three foot tall statues only that they were masterworks, made of silver and extremely valuable. Not wanting to leave empty handed they took them to the nearby City of Dalken where the attempted sale of the statues created a bidding war which saw the party leave with a great deal of money.

They managed to catch the name "Magnifico" mentioned more than once as people enquired about where the statue was. It wasn't long until the city guard appeared. 'Sorry about that, word on the street is that the statue you found was an original Magnifico.' the guard said with a smile that he knew more than he was letting on. 'To verify these reports, you'll have to come with us and for your safety of course as people go crazy for anything from Magnifico.'

**DM:** *(Refer to 443MoMaMaAr, The guard captain, Claud Flay, is employed by the king to report any information about Magnifico as he searches for the golems. The guards take the party back and ask a series of questions about where it was, who else knew about their travels and if they could take the guard there - as the king is offering a large reward for any information that results in the discovery of the Mages Vault. If the party agrees, then the guard warns them that they may be followed by a cult of dark mages who are after the power that is locked in the vault. However, regardless of taking the guards offer or not the Captain will signal his man to barge in while Jessica Fridea rushed ahead to secure the vault before the king could, refer to 443TuCiCu.)*



The party travels back the way they came from Dalken with a few guards and Captain Claud Flay, a two day journey in total but in relatively good company. The captain seems sensitive and anxious and after a few hours

on the path they can't blame the captain. Frequently as they retrace their journey from the cave to the city they notice a set of hoof prints and the occasional single boot print. An occasional extinguished camp fire, a bit of red fabric caught on a bush or branch all of which the Captain claims must be the cult they were warned about.

**DM:** *(The prints are accidentally left by Jessica as she hurries to get to the vault before the captain. The captain doesn't know whether it's her or the harpers but assumes it's a competing faction to the king and he doesn't like failure.)*

Their rests are short and barely adequate as they attempt to make it to the cave as quickly as possible. However, soon the party gazed at the familiar wall in the cave where they found the statues and there was something new, a gaping hole in the wall. Something had eaten away at the craggy stone wall that lay behind where the silver statues had been when they were last here. Movement could be heard beyond and the sound of steel leaving scabbard came from Captain Claud.

"We are not alone it seems and it's as I fear. Someone else bet us here." he said as he moved to stand next to the party. "Be prepared for traps, guardians, large bears. Magnifico was known for many things but one of them was not kindness for those who snooped amongst his belongings." Almost on queue the sound of something walking towards them from the opening in the wall. Heavy footstep and a deep menacing scraping. Slowly the figure of a three foot statue stumbled forward, the stone features on its face an expression of joy as it moved with animated life. "Gods, it's one of his golems." Claud murmured as he stepped backwards. "Don't provoke..." he began a moment before the creature's eyeless face looked at him and skittered with unnatural speed at the party. Blade like stone appendages extended from the clublike fists of the creation as it rushed forward to attack.

**DM:** *(Refer to 443WeSwLi, The Encounter is nearly impossible, refer to 443FrMaStGo, with the golems attacking in seemingly endless waves, the members of the party may recall Captain Flay saying that the creatures were controlled by an amulet that Magnifico had locked away. After five rounds Claud Flay betrays them and traps them with the golems with a wall of fire which results in a cave in cave in. Refer to the map on the next page and 443ThMaVa)*

The party faced an overwhelming number of relentless golems, suspecting someone had a failsafe to control them. Inside a room with a melted hole in the roof, they saw golems creating a ladder of bodies. Captain Claud trapped the party with alchemist fire and a series of explosions that caused the ceiling to cave in, intending to bury them with the golems. As he left, a rope was lowered from the hole, and a woman urged them to climb quickly before others arrived, offering an escape from their predicament.

The party managed to push their way through the golems as they were crushed and knocked over by the falling rubble from the cave in. Scrambling over the rocks and debris they ran for the lifeline, a rope swinging from the ceiling. The owner of the shadow they had seen earlier turned out to be a woman. She introduced herself as Jessica and that she worked with Harper to ensure that weapons, like Magnifico's golems, would never be found or used. So when the party had happened upon the vaults entrance the harpers had entered the Vault and taken the amulet that controls the golems so that they would not be used.

As she led them off the side of the mountain she mentioned that captain Claud Flay had been trying to get the golems for the king for years now, a sure way to get appointed a noble.

It was at this point that the sounds of distress and pain could be heard. Racing down the mountain they found Claud half-crushed in the rocks of the cave-in he had created to bury the party. He promised the party riches if they could help him be free, once he was a noble he would see to it that they be treated as equals by the king.



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