

The Dream-Vault of the Purple King

The dream-vault can only be opened by the mad sage Hurkenio, who has long been a slave of the Purple King. The vault itself is a construct of his wild imagination, accessible only when Hurkenio wills the door to manifest in the physical world. The door exists for only an hour. Though the vault itself exists within Hurkenio's wild imagination, the treasures contained therein are very real.

LOOT! Each item is unique. Roll d6. On a 6 or looted number, they find a colorless gemstone worth 1d10x100 g.p.

1. **BLACK SWAN HELM.** 1/day, reroll any die. Yours or the DMs.
2. **RED KNIGHT PLATE.** +2 STR. You berserk at 1/2 h.p.
3. **STAFF OF THE SPIDER.** Cast Spider Climb at will.
4. **BUCKET OF RUIN.** Treat as a Fireball spell when thrown at a target; it refills daily at dawn.
5. **CROWN OF PARANOIA.** -2 CHA, +2 WIS, and you can't be put to sleep.



You'll need to jot down save types/DCs for your preferred system, and decide how many monsters make for a good encounter for your particular adventuring party. Things with names have the property of that color (so **YELLOW** spiders cause fear, etc).