

# THE VILE KEY

## WONDEROUS ITEM, RARE

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This single key is sculpted from a single pale bone, with a beady green eye chained into the handle. The key has some gold adornment near the handle, and a small leather chord attached to the handle.

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This key can open any lock. When the user unlocks anything with it, they make a CON saving throw with DC equal to the DC of the lock. The user takes true damage equal to the DC of the lock on a successful save, half as much on a failed save. This damage can be doubled or tripped if the lock is magical, at the discretion of the DM.

If the user falls unconscious or dies from using this key, the lock in question does not unlock, and the key explodes into a wave of green slime. The slime hits every target that is not obstructed by another object (such as players or walls) within 20 feet. The slime is extremely noxious and sticky, any creature hit must make a DC 20 CON saving throw or begin vomiting uncontrollably if possible.

The slime can only be removed by washing the clothing in boiling water for 2 hours, after which the scent and slime will be gone, but the clothing will be permanently dyed lime green on whichever surface was touched by the slime.

