

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.

A trapped **WHITE** chest.

YELLOW ooze pit.
5' deep

YELLOW spiders
the size of dogs
drop down on
the unwary.

PURPLE ooze pit, 50' deep.
If you fail your save,
you try swimming to
the bottom.

RED ooze pit.
10' deep

5' deep
Pit of **GREEN** ooze
and a pack of
skeletons.

The skeletons
drag the first person
to walk across the
ledge into the pit.

Well...They try,
anyway.

This is a 20' deep pit of **WHITE** ooze.

A gargantuan
WHITE spider,
the size of an
elephant, will
start tracking the
heroes once they
pass by.

WHITE room,
wherein a
beastly **RED**
squid-thing
dwells.

GREEN room.

The squid-thing
can totally get
in here, but
it looks like it
shouldn't be
able to squeeze
that much.

RED room
full of **WHITE**
spiders.

PURPLE room
full of cool
swords and
daggers.

If you are feeling
generous, maybe
there's a **PURPLE**
sword in here?

1. **GREEN**
Save or vomit blood for
1d4 turns. Lose 1d4 h.p.
each turn you puke.

2. **RED**
Save or berserk, attacking
your friends, for 1d4 rounds.

3. **BLACK**
Save or poop your pants.
How embarrassing.

4. **PURPLE**
Save or start cutting your
wrists. Weapon damage
to yourself each round for
1d4 rounds or until you
kill yourself.

5. **YELLOW**
Save or become afraid,
fleeing for 1d4 turns.

6. **WHITE**
Save or become sleepy,
falling asleep for 1 hour,
or until something deals
1 h.p. of damage to you.

A trapped **BLACK** door. Beyond it,
a colorless hallway, with colorful doors
that lead to danger and loot.

Roll randomly for each door's
color. A typical trap does only
minor damage, but triggers
saving throws against its effect.

BLACK
OOZE

Heroes enter here.