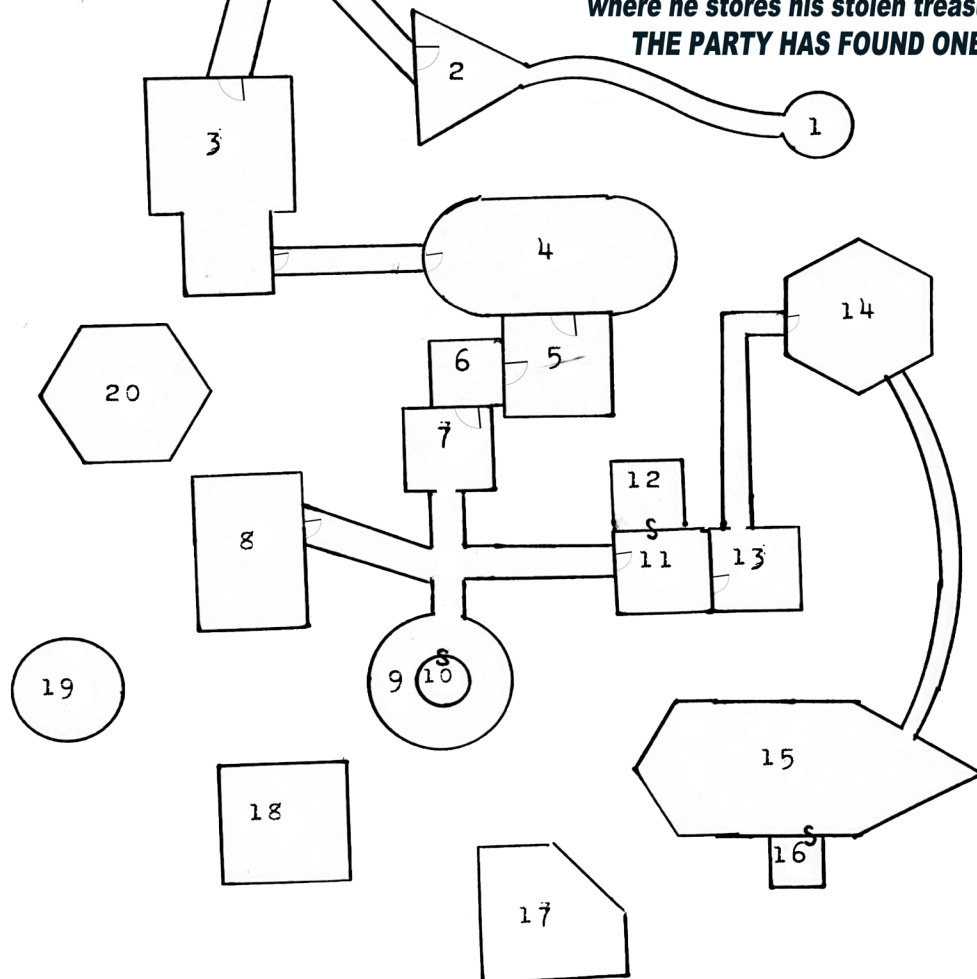




THE DUNGEONS OF NERAZ LEVEL ONE

created by the DICEBRO!

The Oddball Wizard "Neraz" has constructed many underground dungeons where he stores his stolen treasures.
THE PARTY HAS FOUND ONE.



RIDDLE SUGGESTIONS

- 1) I am rarely touched but often held, and if you are smart you will use me well. A. A tongue.
- 2) what must take a bow before it can speak? A. a violin.
- 3) What is it that no man ever saw, which never was, but always will be? A. Tomorrow.
- 4) What do you see once in a year, twice in a week, but only twice in forever? A. the letter "e".
- 5) A shimmering field that reaches far, yet it has no tracks, and is crossed without paths...what am I? A. an ocean.
- 6) I can only live where there is light, but I die if the light shines on me... What am I? A. a shadow.
- 7) An elf rode out of town on Saturday, he stayed at an Inn and rode back to town the next day on Saturday...How is this possible? A. the horse is named "Saturday".
- 8) You have me today, tomorrow you'll have more. A. Memories.
- 9) I can be cracked, I can be told, I can be made, I can be played. What am I? A. A joke
- 10) What is so fragile that even saying its name can break it? A. silence

ROOM CONTENTS

- 1.-2. Empty
3. 3 ghouls eating a fallen explorer. 90 gold coins. Amethyst stones worth 100 gold coins.
4. unlocked chest with 1100 silver coins and 30 gold coins.
5. 8 extremely evil kobolds (daggers and spears) torturing puppies. 50 gold coins. An arm bracelet worth 700 gold coins. Magic mail armor and shield (human sized) (plus 5% bonus each) shoved against the corner.
6. 300 silver coins and 50 gold coins scattered on the cracked stone floor.
- 7.-8. Empty
9. 6 smelly human bandits (light armor and swords). No treasure.
- 10.-11. Empty.
12. 2 two-headed dire wolves chasing their tails. if party is loud, they will bust through secret door and attack. No treasure.
13. Ghost asks riddles. Solve and be fully healed!
14. Trap: phantasm of a silver wand with a sapphire tip on a golden table. Anyone walking in the room has a 2 in 6 (one time only) chance of falling into a real spiked pit. Touching makes the phantasm of the wand and table vanish with a pop.
15. Empty. "Not so secret" door (left open by a conjurer in 17) located in south wall.
16. Trap: 5 tiny fake doors in this room. 4 (marked E,R,Z,A) electrocute the opener. One door (marked "N") will teleport the party to room 17.
17. 2 human conjurers (daggers and spells) attempting to summon a demon (and failing miserably). Scroll teleporting to 18.
18. A statue of a gnome peeing into pool. Trap: anyone who touches statue must save vs death or wither away into a pile of dust. Jump into pool and teleport to 19.
19. The Walls have 20 mirrors. One of them does not reflect living things. Step in to Teleport to 20.
20. 2 more human conjurers (daggers and spells) doing calisthenics. Treasure: 700 silver coins, 40 gold coins, sapphire jewel worth 8000 gold coins, Magic Sword (plus 10% fighting bonus). Ring with 2 wishes. (no exits in this room: must use a wish to escape).