

TRIVIA

Game



4

Drungor, a dwarven fighter, has just discovered a ring of invisibility. He puts it on and wills himself to be invisible. Oops! Only his legs disappear. Why did this happen?



Advanced Dungeons & Dragons
2nd Edition

? Aglaran

TRIVIA

Game

CONTENTS

- 600 Question cards
 - 100 Level One
 - 100 Level Two
 - 200 Level Three
 - 100 Level Four
 - 100 Level Five
- 1 Question card box
- 10 Character cards
- 60 Two-sided skull markers
- 1 Plastic bag for storing markers
- 5 Divider cards

For 3 to 10 players or team competition
Ages 10 and up

THE GAME IN BRIEF

You take the "role" of an AD&D® game character and answer questions about the AD&D 2nd Edition game. Each correct answer can wound opposing characters or heal your own. The last survivor wins the game.

All questions are drawn from the AD&D 2nd Edition *Player's Handbook*, *Dungeon Master's Guide*, *Monstrous Compendium Volume One*, and *Monstrous Compendium Volume Two*.

SETUP

■ Choose a character card and place it face up in front of you. Each player does the same. If five or fewer players are present, each should choose a different character class. This game features five classes, including monsters. There are two cards for each class:

- Wizard
- Warrior
- Priest
- Rogue
- Monster

■ Sort the skull markers by character class. There are 12 markers for each class.

■ Each player takes 6 skull markers matching his or her character class and places them in the lid of the question box. When all markers are in place, this is called the **skull pool**. Place any extra markers in the plastic bag and set them aside; they won't be used in the game.

■ To determine who plays first, shake the skull pool to mix the markers. Then draw 1 marker from the pool at random. The character class drawn plays first. If two players represent the same class, and that class is drawn, roll a die or flip a coin to determine who starts. Play proceeds to the left.

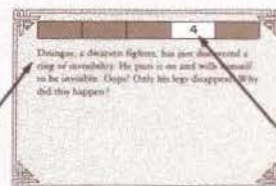
■ Return the starting character's marker to the skull pool, and mix the pool thoroughly.

■ Before your first game, shuffle the question cards—keeping each of the five levels separate. Insert the dividers and place all cards in the question box.

SKULL MARKERS



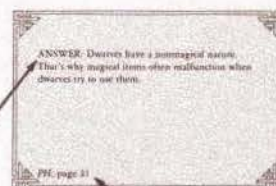
QUESTION CARD FRONT



Question

Question Level

CARD BACK



Answer
(Optional information in parentheses.)

Source
(Page numbers are drawn from the latest printing. Your own books may vary slightly.)

HOW TO PLAY

Players take turns answering questions, starting with the player who won the draw. Here's what happens in a turn:

1 When it's your turn to play, state which level of question you wish to answer—from Level One (the easiest) to Level Five (the toughest). Tip: Most Level One questions are multiple choice.

2 The player to your right acts as the "Question Master," or "QM." The QM draws a card of the chosen level and reads the question aloud.

3 You must answer the question reasonably quickly. There is no formal time limit. (Players may use a stopwatch and establish a limit if they'd like, however.) You may ask the QM to repeat the question once or twice, but the total time to answer remains the same.

4 If you cannot answer, or your answer is wrong, your turn is over. (Go to Step 6.) If your answer is correct, reach into the skull pool *without looking* and draw 1 marker for each level of your question.

Example: If you answer a Level Three question correctly, draw 3 skull markers at random.

5 Look at each marker drawn, one at a time. If a marker shows an opponent's character class, that opponent has been **wounded**; place the marker *skull side up* on the appropriate player's card. (If two opponents have the same character class, you must choose between them.)

If you draw a marker showing your *own* character class, you may use that marker to **heal** a wound. Remove one marker from your character card and return it to the skull pool, along with the marker you drew.

If you draw a marker showing your own character class, and another player also has that class, you may wound the opposing character or heal your own—it's your choice.

At times you may draw a marker that you can't—or don't wish to—use. That may be a

marker for a teammate's character class (see "Tournament Play") or your own class when you haven't any wounds. Return the skull marker to the pool when your turn ends, unused. (Better luck on your next draw!)



DEATH: As soon as a character has six skull markers on his or her card, that character is dead. The owning player turns the character card over, and places the deadly skull markers in the plastic bag (out of play). The player has been eliminated from the game.

6 Return the question card to the box. Place the card at the rear of the correct section, with the back side forward to show that it's already been used.

Your turn is over. You become the new Question Master for the player to your left.

HANDLING DISPUTES

The player who asks the question (QM) determines whether an answer is correct. His or her ruling is final. *Text in parentheses on the back of a question card is NOT part of the required answer.*

THE WINNER

Play continues until all characters but one have died. The survivor's player wins the game.



OPTIONAL RULES

Balancing Play: If players of different experience levels are participating, you may wish to give a less experienced player a higher tolerance for wounds. For example, you may place 8 skull markers for that player's character in the pool, and declare that the character can sustain 8 wounds before dying. Adjustments must be declared before play begins, however.

Stopwatch Play: For a fast-paced game, limit answering time to 10 seconds per level of the question. Use a watch with a second hand or a stopwatch to gauge answering time.

"Cutthroat" Play: You may raise the stakes by penalizing players for wrong answers. A player who answers incorrectly (or not at all) must draw 1 skull marker for a Level One or Two question, 2 markers for a Level Three or Four question, and 3 markers for a Level Five question. Each marker that matches a player's own character class counts as a wound, but other markers are returned to the skull pool.

Thumbs Up or Down: If a player's answer is close or clever, other players may vote for or against it (showing thumbs up or down). Ties go to the answerer.

Basic Team Play: In this version of the basic game, two players share a character card, acting as one player. They confer on all answers and take turns drawing from the skull pool. They also take turns serving as QM for opponents to their left.

TOURNAMENT TEAM PLAY

Tournament play is similar to the basic game with the following changes:

- Only one person is the Question Master. He or she reads ALL questions, and makes final rulings on disputes.
- Remaining participants form teams of equal number. If 10 or fewer players (in all) are participating, each should take a separate character card. Otherwise, each team shares one card.
- Play alternates between teams.
- Each round, one member of each team acts as the team's spokesperson. The next round, the player to the left becomes the spokesperson, and so on.

- The spokesperson selects the question level the team will attempt to answer. The entire team may confer to arrive at the solution, but the spokesperson states the team's answer.

- The spokesperson draws skull markers from the pool if the answer is correct.

- The spokesperson places the markers as desired, with one exception: if each player has a character card, the spokesperson can heal only his or her own character's wounds—not a teammate's.

- Players with "dead" characters cannot confer with teammates.

- Play continues until all characters on one team are dead. The surviving team wins (even if only one player remains).

- In larger tournaments, groups of equal teams may compete separately, each with its own QM. The winning team from each group competition then advances to a final round.

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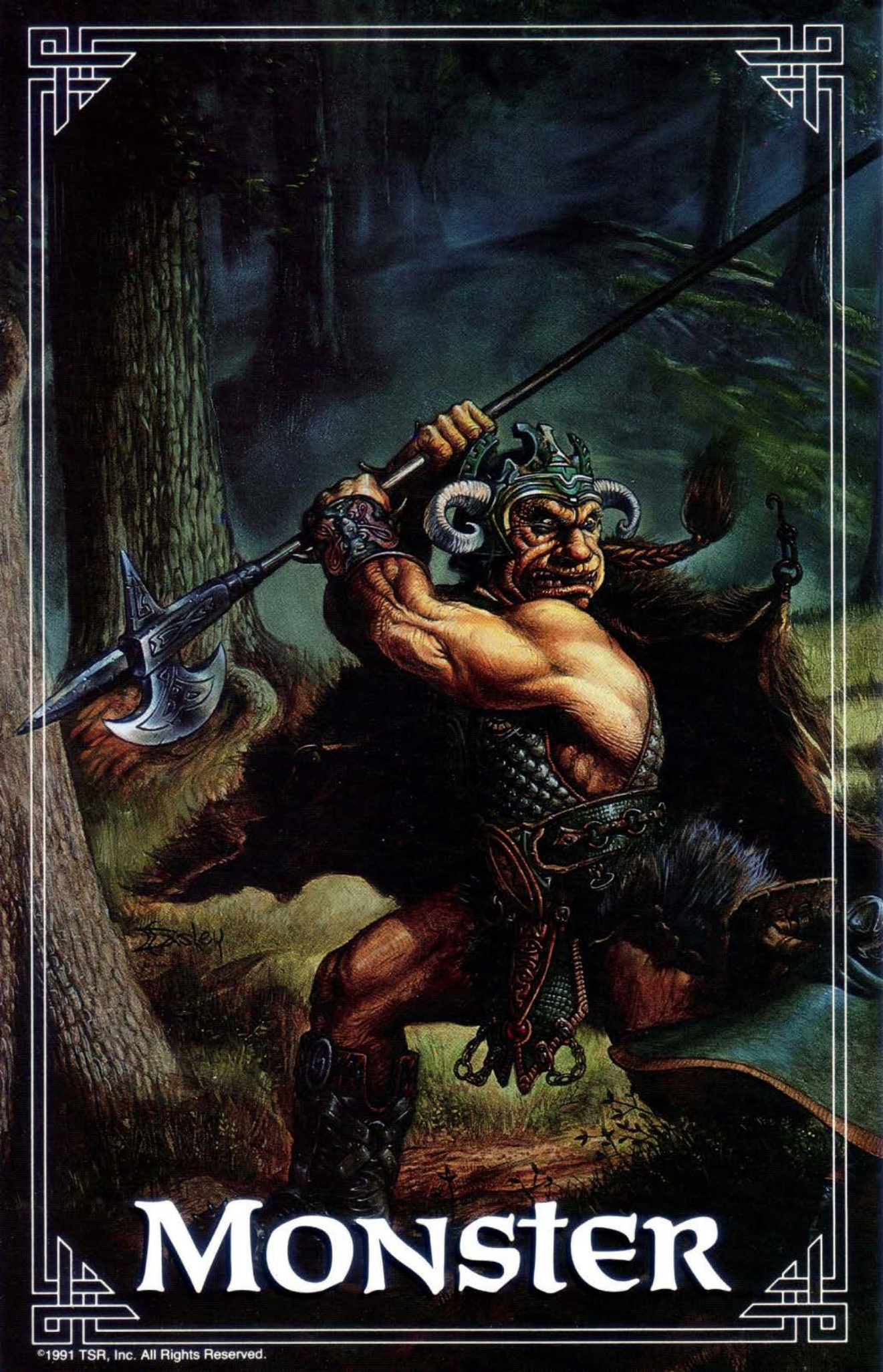
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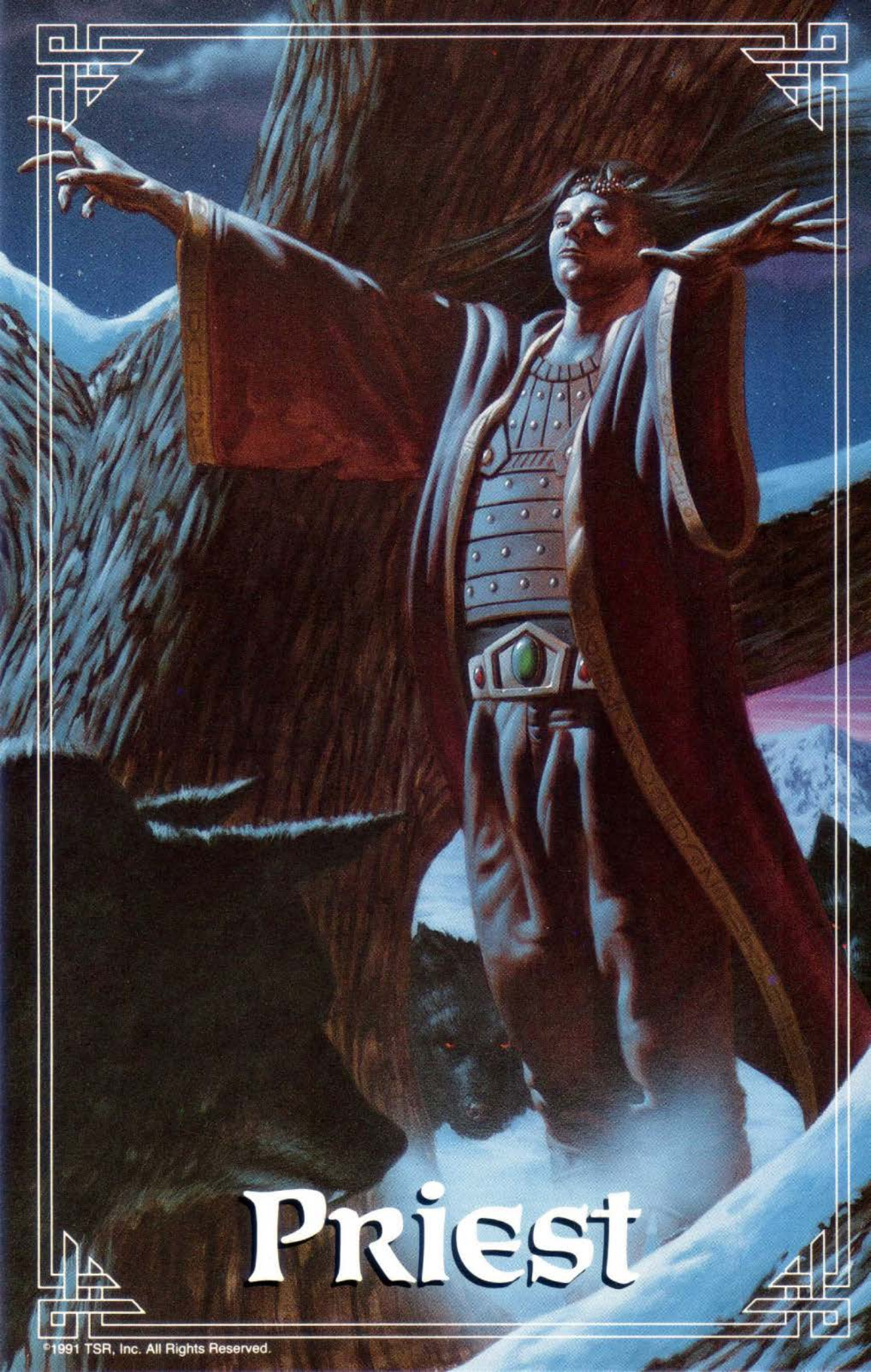




Monster



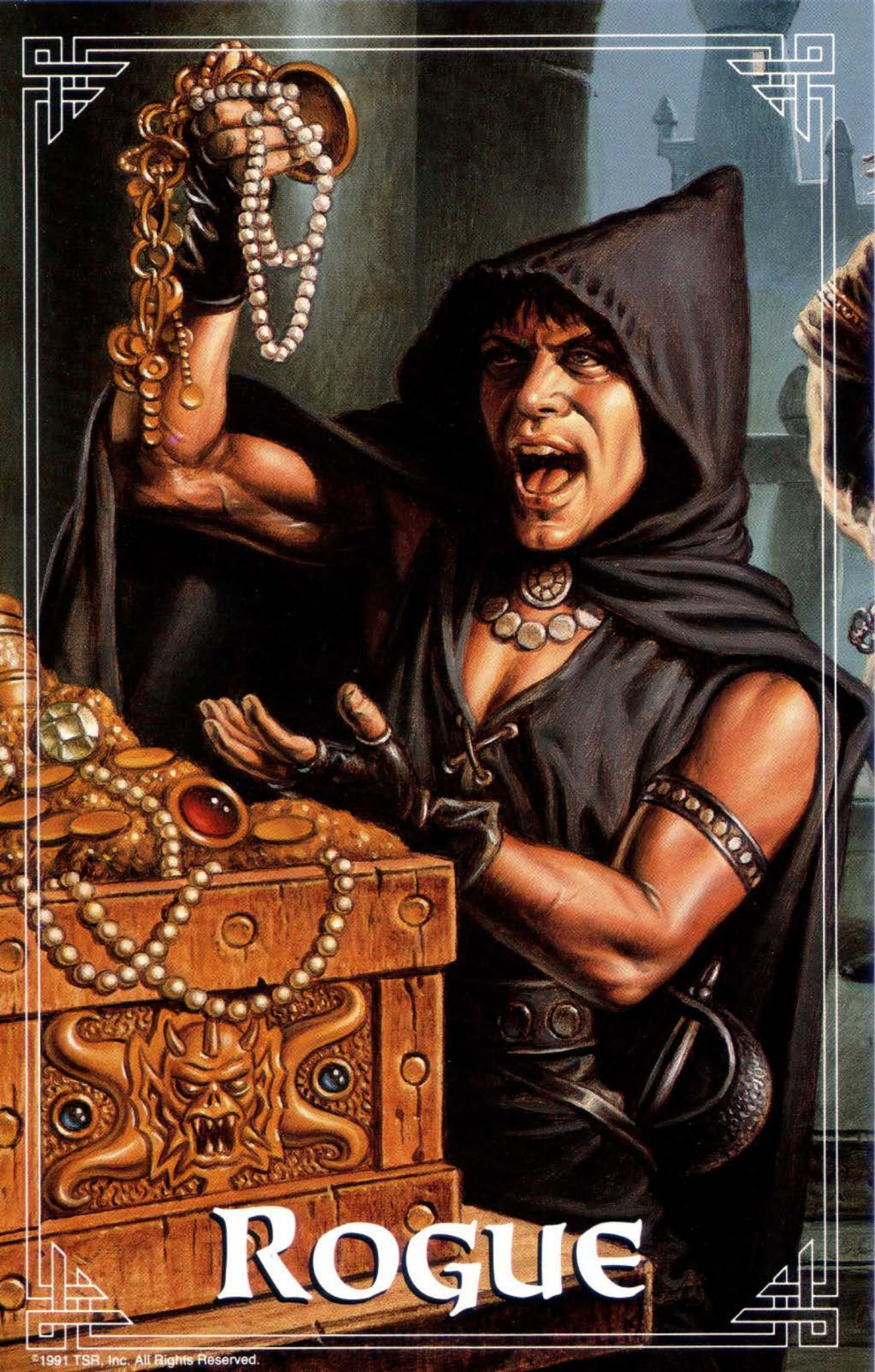
MONSTER



Priest



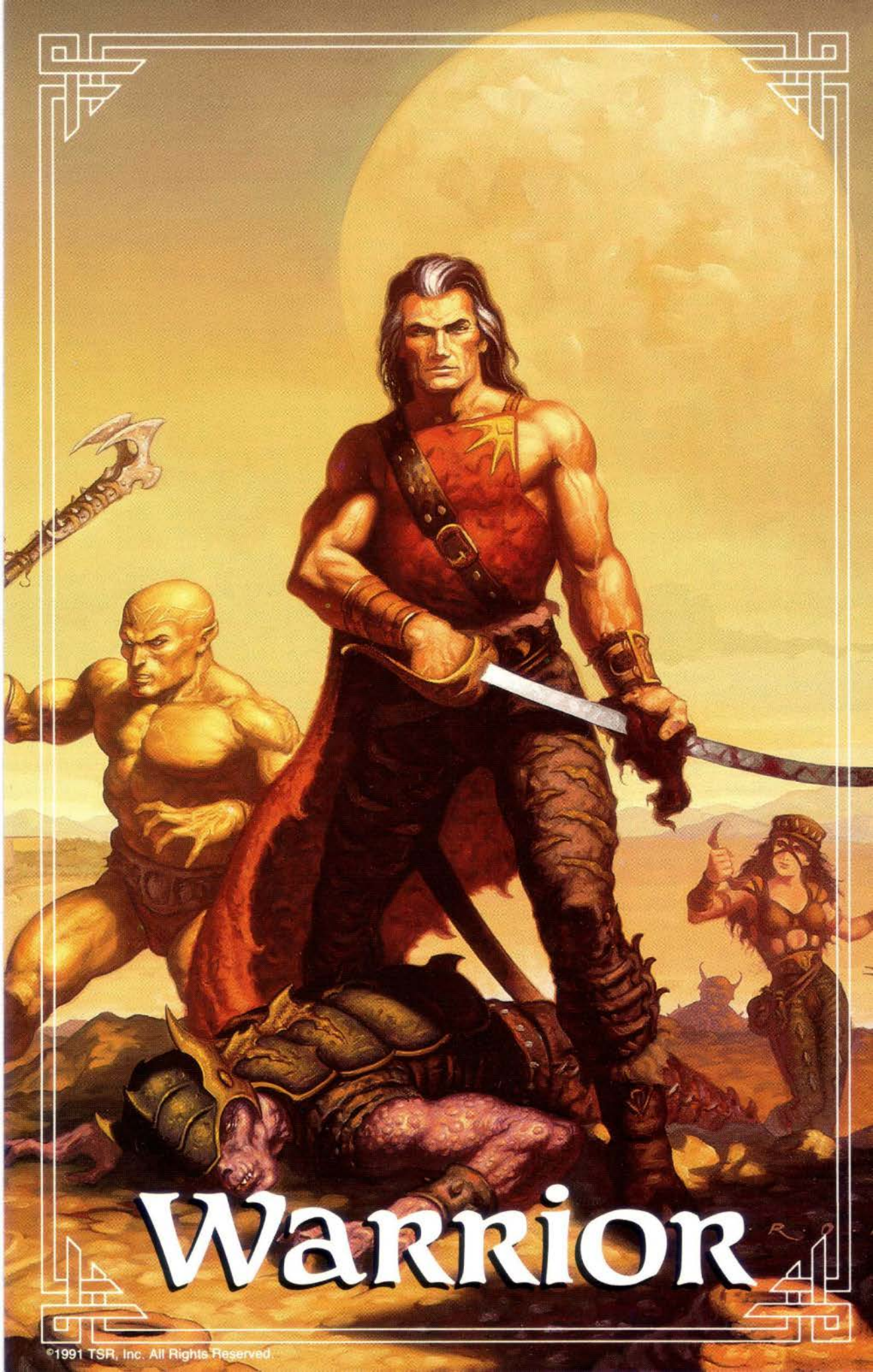
Priest



ROGUE



Rogue



Warrior



Warrior



F. Fields '91

Wizard



Wizard

TRIVIA

Game

Question Cards

Level One

1

What are the four "standard" character classes (not groups) in the AD&D® 2nd Edition game?

1

Which PC race has only one special ability?

- a. Halfling
- b. Human
- c. Gnome
- d. Elf

1

What character class has the ability to influence the reactions of others through music, poetry, and stories?

1

Of the following character classes, which does NOT belong to the wizard group?

- a. Mage
- b. Invoker
- c. Canon
- d. Illusionist

1

Which PC race has the fewest class restrictions?

- a. Dwarf
- b. Elf
- c. Half-elf
- d. Human

1

Which of the following PC classes can boast exceptional Strength?

- a. Bard and paladin
- b. Druid and thief
- c. Cleric and ranger
- d. Fighter and paladin

1

Name four of the six standard character races.

1

What are the six basic abilities?

1

"Chance of Spell Failure" is a function of which basic ability?

- a. Intelligence
- b. Wisdom
- c. Charisma
- d. Dexterity

ANSWER: Fighter, mage, cleric, and thief

PH, page 25

ANSWER: b

PH, page 23

ANSWER: Bard

PH, page 42

ANSWER: c

PH, page 31

ANSWER: d (no restrictions)

PH, page 23

ANSWER: d

PH, page 13

ANSWER: Human, dwarf, elf, gnome, half-elf,
and halfling

PH, page 20

ANSWER: Strength, Dexterity, Constitution,
Intelligence, Wisdom, and Charisma

PH, page 13

ANSWER: b

PH, page 17

1

Which PC class is immune to disease?

- a. Druid
- b. Ranger
- c. Paladin
- d. Cleric

1

On average, which of the following groups enjoys the greatest booty of initial funds when play begins?

- a. Warrior
- b. Wizard
- c. Priest
- d. Rogue

1

Which three are the fundamental spell component groups?

- a. Verbal, written, and somatic
- b. Animal, common, and arcane
- c. Verbal, somatic, and material
- d. Written, verbal, and material

1

"Good and Evil" count as one set of attitudes that determine alignment. What is the other set?

- a. Law and Order
- b. Law and Chaos
- c. Law and Neutrality
- d. Chaos and Evil

1

If a fighter wants the best Armor Class rating, which of the following should he wear?

- a. Plate mail and shield
- b. Full plate armor
- c. Bronze plate mail and shield
- d. Banded mail and shield

1

True or False? All spells can be reversed.

1

What is the definition of "prime requisite"?

- a. The exact center of the Prime Material Plane
- b. The length of time a character must train before advancing a level
- c. The optimum firing range for a missile weapon
- d. The most important basic ability score for a given class

1

True or False? Magical armor has weight, but it still does not cause encumbrance.

1

Which of the following does *not* determine whether a wizard can learn a new spell?

- a. His or her Intelligence
- b. His or her experience level
- c. His or her spheres of influence
- d. Availability of the spell

ANSWER: c

PH, page 27

ANSWER: a

PH, page 66

ANSWER: c

PH, page 85

ANSWER: b

PH, page 46

ANSWER: b

PH, page 75

ANSWER: False

PH, page 86

ANSWER: d

PH, page 26

ANSWER: True

PH, page 79

ANSWER: c

PH, pages 80-81

1

True or False? Disbelieving an illusion depends (among other things) on a successful saving throw versus spells.

1

Which of the following Armor Class values represents the best protection?

- a. 10
- b. 0
- c. 7
- d. -2

1

True or False? Experience points are awarded only for defeating a foe or gaining treasure.

1

What does "THAC0" stand for?

1

How is base initiative determined?

- a. Each side rolls 1d10; low roll goes first.
- b. Each side rolls 1d6; high roll goes first.
- c. Each side rolls 1d10; high roll goes first.
- d. The opponent with the highest Dexterity goes first.

1

What is a melee?

- a. A type of pole weapon
- b. A thief's ability to talk his way out of trouble
- c. Hand-to-hand combat
- d. A druid's familiar

1

What does "AC" stand for?

- a. Alignment Chaotic
- b. Armor Capacity
- c. Armor Class
- d. Almost Cute

1

What does "XP" mean?

- a. Experience Potential
- b. Xanthine Piece
- c. Experience Point
- d. Exceptional Proficiency

1

Who can be multi-class characters?

- a. Only nonhuman races
- b. Only humans
- c. Any race
- d. Only NPCs

ANSWER: True

PH, page 84

ANSWER: d

PH, page 75

ANSWER: False

PH, page 88

ANSWER: To Hit Armor Class 0

PH, page 89

ANSWER: a

PH, page 94

ANSWER: c

PH, page 89

ANSWER: c

PH, page 75

ANSWER: c

PH, page 88

ANSWER: a

PH, page 44

1

What is infravision?

- a. The ability to see in the dark
- b. The ability to see things far away
- c. The ability to see with your eyes closed
- d. A modified form of clairvoyance

1

True or False? All spellcasters must maintain spellbooks.

1

What level spell is *magic missile*?

- a. 5th
- b. 7th
- c. 1st
- d. 2nd

1

Which of the following character classes *cannot* cast spells?

- a. Paladin
- b. Ranger
- c. Bard
- d. Thief

1

True or False? All spells permit a saving throw.

1

Which character class has Intelligence as its prime requisite?

- a. Wizard
- b. Warrior
- c. Priest
- d. Rogue

1

What is a school of magic?

- a. A formal academy that trains wizards
- b. A group of related wizard spells
- c. A group of related priest spells
- d. A mage's guild

1

What is a *cantrip*?

- a. A spell that triggers a trap
- b. A hidden wire or string used to trigger a trap
- c. A spell used as a practice method for apprentice wizards
- d. A small, thrown weapon with protruding metal spikes

1

How many points of damage are healed by a *cure light wounds* spell?

- a. 1d4 points per level of caster
- b. 1d8 points
- c. 2d6 points
- d. 1d10 points

ANSWER: a

PH, page 118 (DMG, page 119)

ANSWER: False. (Priest spells are gained by prayer and meditation.)

PH, page 84

ANSWER: c

PH, page 136

ANSWER: d

PH, page 80

ANSWER: False

PH, page 87

ANSWER: a

PH, page 15

ANSWER: b

PH, 81

ANSWER: c

PH, page 131

ANSWER: b

PH, page 199

1

Which of the following spells causes a comatose slumber to come upon its victims?

- a. *Feeblemind*
- b. *Hypnotism*
- c. *Dream*
- d. *Sleep*

1

The vast majority of common folk who populate a campaign world are referred to as . . . ?

- a. Dweebs
- b. Low lifes
- c. 0 level characters
- d. 1st level characters

1

Which of the following phrases describes non-weapon proficiencies?

- a. A detailed method for handling secondary character skills
- b. A method for handling weaponless combat
- c. A shortcut for creating characters
- d. Skills determined randomly with die rolls

1

True or False? A spellcaster can kill a creature under the influence of his *command* spell by giving the command "Die."

1

Which of the following basic abilities represents a character's general hardiness, physique, and state of health?

- a. Strength
- b. Constitution
- c. Damage adjustment
- d. Hit point adjustment

1

What is a saving throw?

- a. An incredibly lucky attack roll in a desperate situation
- b. A die roll that gives a character a chance to save himself from destruction or ill effects
- c. A die-roll made during character generation
- d. A method for determining initiative

1

Which of the following would NOT be affected by a *hold person* spell?

- a. A skeleton
- b. A 3rd level elven thief
- c. A 12th level human fighter
- d. A hobgoblin

1

Which of the following is NOT true of alignment?

- a. It is a short-hand description of a complex moral code.
- b. It offers a brief sketch of basic attitudes.
- c. It is always absolute and never varies.
- d. It is a tool for the DM.

1

True or False? Equipment carried by a character is entitled to a separate saving throw even if the character fails his own.

ANSWER: d

PH, page 138

ANSWER: c

DMG, page 17

ANSWER: a

PH, page 54

ANSWER: False

PH, page 199

ANSWER: b

PH, page 11

ANSWER: b

PH, page 100 (*DMG*, page 64)

ANSWER: a

PH, page 205

ANSWER: c

DMG, page 24

ANSWER: True

DMG, page 38

1

Which of the following describes a successful saving throw?

- a. A result less than the character's saving throw number
- b. A result equal to or less than the saving throw number
- c. A result greater than the saving throw number plus the character's level
- d. A result equal to or greater than the saving throw number

1

A melee round represents how much elapsed game time?

- a. 20 seconds
- b. Approximately 1 minute
- c. 5 minutes
- d. Depends on the setting

1

Which missile is known as grenade-like?

- a. An arrow with an exploding tip
- b. A thrown item that has an area effect
- c. A 3rd level magic spell
- d. An ICBM with a very small warhead

1

Complete this sentence: "The number that a character must equal or exceed to make a successful saving throw against spells..."

- a. Varies by character class and level.
- b. Is the same for all classes but varies by level.
- c. Is the same for all levels but varies by class.
- d. Is the same for all classes and levels.

1

True or False? There is no limit to the number of characters who can attack a single opponent.

1

How does a character obtain the power to turn undead?

1

What are the two most common sources of new spells for a wizard?

- a. Spellbooks and magical gems
- b. Prayers and meditation
- c. Scrolls and artifacts
- d. Scrolls and spellbooks

1

Which is used to make a saving throw?

- a. A 20-sided die
- b. A 10-sided die
- c. An arm
- d. Two 8-sided dice

1

Which character classes can turn undead?

ANSWER: d

PH, page 100

ANSWER: b

PH, page 11 (*DMG*, page 53)

ANSWER: b

DMG, page 62

ANSWER: a

PH, page 101 (*DMG*, page 65)

ANSWER: False

DMG, page 57

ANSWER: It is granted by his deity.

PH, page 103 (*DMG*, page 67)

ANSWER: d

DMG, page 41

ANSWER: a

PH, page 100

ANSWER: Priests and paladins

PH, page 103 (*DMG*, page 67)

1

Lenore makes a successful attempt to turn a group of undead. What determines *how many* undead are turned?

- a. Lenore's level and the type of undead
- b. Lenore's Constitution
- c. The amount of time Lenore spent in prayer and meditation earlier that day
- d. The number rolled on two 6-sided dice

1

What are the two general types of encounters?

- a. Planned and random
- b. Random and significant
- c. Magical and ordinary
- d. Combat and role-playing

1

What is a hireling?

- a. A type of pole weapon
- b. A small, scaly creature found in caves
- c. An NPC who can be employed by a player character
- d. A tool used to scale walls

1

True or False? Player characters do *not* need to check for Morale.

1

What do the following statements describe? "It must involve a thing, an event, or a DM-controlled character or monster. It must represent a meaningful change for the player character. And it must involve a choice to be made by the player character."

- a. A campaign world
- b. An encounter
- c. A published TSR game accessory
- d. A soap opera

1

I am any person or intelligent creature with whom the player characters must interact. I must be role-played by the DM. Who or what am I?

- a. A monster
- b. The essence of a role-playing game
- c. An encounter
- d. An NPC

1

Weapon Specialization is a form of ... ?

- a. Nonweapon proficiency
- b. Special ability
- c. Granted power
- d. Weapon proficiency

1

What determines the number of times that some magical items (such as wands) can be used?

- a. The number of spells they have
- b. The number of charges they have
- c. The character using the items
- d. Your mother

1

What does "NPC" stand for?

ANSWER: d

PH, page 103 (*DMG*, page 67)

ANSWER: a

DMG, page 94

ANSWER: c

PH, page 11 (*DMG*, page 104)

ANSWER: True

DMG, page 69

ANSWER: b

DMG, page 94

ANSWER: d

DMG, page 104

ANSWER: d

PH, page 52

ANSWER: b

DMG, page 156

ANSWER: Nonplayer character

PH, page 12

1

What is a manticore's missile weapon?

1

What happens if a *bag of holding* is overloaded?

1

Generally speaking, how many doses of a potion does a vial or flask contain?

1

Besides its +3 bonus, what special feature does a *vorpal sword* have?

1

Which of the following is NOT a property of a *rope of climbing*?

- a. Upon command, it will lash out and entangle up to six creatures.
- b. It can support up to 3,000 pounds.
- c. It can move to a desired spot and attach itself.
- d. It can tie knots in itself at 1-foot intervals.

1

What character class or classes can use a *scroll of protection*?

- a. Paladins
- b. Paladins and clerics
- c. All classes
- d. All classes except fighters

1

What do all intelligent weapons have?

- a. A special purpose for existing
- b. A small identifying mark on the handle or shaft
- c. The ability to communicate in some form
- d. An overwhelming personality

1

True or False? All wands may be recharged.

1

When will a *ring of protection* NOT improve the wearer's Armor Class?

- a. When more than one *ring of protection* is worn, because they cancel each other's effects
- b. When magical armor is also worn
- c. When a dwarf is wearing the ring
- d. When the moon is full

ANSWER: Shooting tail spikes

MC

ANSWER: It ruptures and the contents are lost forever.

DMG, pages 159-160

ANSWER: One

DMG, page 141

ANSWER: On a high attack roll, the sword can decapitate an opponent.

DMG, page 186

ANSWER: a

DMG, page 178

ANSWER: c

DMG, page 145

ANSWER: c

DMG, page 186

ANSWER: False

DMG, page 156

ANSWER: b

DMG, page 148

1

True or False? All true dragons have breath weapons.

1

In the *Monstrous Compendium*, what does the size category "T" indicate?

1

Which is NOT a "standard" magical item?

- a. Hat of stupidity
- b. Robe of the Sea Prince
- c. Wand of fire
- d. Rod of lordly might

1

What limits a dragon's powers and abilities?

- a. Alignment
- b. Color
- c. Intelligence
- d. Age

1

In a monster description, what does "HD" stand for?

1

Which monster is sometimes known as an "eye tyrant" or "sphere of many eyes"?

1

What is the THAC0 for all first-level characters?

1

A monster's "Hit Dice" rating determines how many dice to roll for hit points. What kind of dice do you roll?

1

What looks like a gigantic centipede or green cutworm with tentacles around its mouth?

- a. Sandworm
- b. Remorhaz
- c. Carrion crawler
- d. Rust monster

ANSWER: True

MC

ANSWER: Tiny (2 feet tall/long or shorter)

MC

ANSWER: b

DMG, page 137

ANSWER: d

MC

ANSWER: Hit Dice

MC

ANSWER: Beholder

MC

ANSWER: 20

PH, page 91

ANSWER: 8-sided dice

MC

ANSWER: c

MC

1

Who is primarily responsible for the organization of a campaign?

- a. The local public library
- b. A general
- c. The Dungeon Master
- d. The most experienced player present

1

It's green, wet, and sticky. It grows on walls and ceilings, from which it can drop onto victims. It is immune to all weapons and most spells. What is it?

- a. Green slime
- b. A game show host
- c. Killer mold
- d. Ochre jelly

1

What is the breath weapon of a red dragon?

1

What two things will kill a troll?

1

Besides 1 to 6 points of damage, what does a wraith's touch do?

- a. It causes paralysis.
- b. It causes rotting disease.
- c. It drains one experience level.
- d. It ages a character one year.

1

What kind of monster looks like a particularly unpleasant hill giant with two heads?

- a. Firbolg
- b. Verbeeg
- c. Siamese giant
- d. Ettin

1

True or False? Slashing or piercing weapons only inflict half their usual damage against a skeleton.

1

What particularly hideous aspect of a medusa's head also serves as a weapon?

1

A griffon is a cross between a lion and another creature. What is the other creature?

- a. Giant eagle
- b. Stag
- c. Hippogriff
- d. Roc

ANSWER: c

DMG, page 7

ANSWER: a

MC

ANSWER: Fire

MC

ANSWER: Fire and acid

MC

ANSWER: c

MC

ANSWER: d

MC

ANSWER: True

MC

ANSWER: The poisonous snakes which take the
place of hair

MC

ANSWER: a

MC

1

Which of the following is a true statement concerning treasures?

- a. All monsters have treasures.
- b. Unintelligent creatures never have treasure.
- c. Too much treasure in a campaign is as bad as too little.
- d. All treasure troves should include at least one magical item.

1

I'm a character who believes in the virtues of kindness and "doing the right thing," but I have little or no use for laws and rules. What is my alignment?

- a. Neutral good
- b. Chaotic good
- c. Chaotic neutral
- d. Lawful good

1

What are hit points?

- a. Injuries incurred in a stake-filled pit
- b. A measure of how much injury a body can take
- c. Vulnerable parts of a character's body
- d. The measure of a weapon's durability

1

One of the best ways to avoid injury during a missile attack is to hide behind something. In the lingo of heroic adventurers, what is this called?

- a. Hiding behind something
- b. Taking cover
- c. Digging in
- d. Strategic posturing to confuse the enemy

1

What does "4d6" mean?

- a. 4 dice rolled 6 times
- b. 4 six-sided dice
- c. 6 four-sided dice
- d. 6 dice rolled 4 times

1

What is a character record?

- a. His favorite album
- b. A list of arrests and convictions
- c. His best fight
- d. A history of specific information and recorded details about the character

1

How long can a wizard retain a spell that he or she has memorized?

- a. 24 hours
- b. One week
- c. Until it is cast or removed by magic
- d. Until it is replaced by another

1

Which of the following is a nonhuman race?

- a. Teenagers
- b. In-laws
- c. Gnomes
- d. Shamans

1

Who makes the final call on game rules?

- a. The Dungeon Master
- b. TSR employees
- c. The biggest person at the table
- d. The person who owns the dice

ANSWER: c

DMG, page 82

ANSWER: b

PH, page 47

ANSWER: b

PH, page 11

ANSWER: b

DMG, page 62

ANSWER: b

PH, page 11

ANSWER: d

PH, page 9

ANSWER: c

PH, page 81

ANSWER: c

PH, page 22

ANSWER: a

DMG, page 7

Level Two

2

Weapons are divided into three main categories — slashing, bludgeoning, and what else?

2

When a short sword meets the flesh of a large opponent, how much damage does the “big guy” normally suffer?

- a. 1d6 points
- b. 1d10 points
- c. 2d4 points
- d. 1d8 points

2

Which has a longer range, a light crossbow or a longbow?

2

How many points of damage does a *potion of healing* cure?

2

The bardiche, ranseur, and spetum are all examples of what?

- a. Foul creatures from the Outer Planes
- b. Polearms
- c. Orc spittle
- d. Druid spell components

2

What is the maximum natural Strength a PC can have?

2

True or False? If a character successfully makes his saving throw, he doesn't have to make saving throws for the items he carries.

2

What special ability does a doppelganger possess?

2

Which of the following is NOT improved by a high Dexterity score?

- a. Reaction (surprise)
- b. Missile attack
- c. Chance of spell failure
- d. Some kinds of saving throws

ANSWER: Longbow

PH, page 69

ANSWER: d

PH, page 69

ANSWER: Piercing

PH, page 69

ANSWER: 18/00

PH, page 14

ANSWER: b

PH, page 68

ANSWER: $2d4+2$

DMG, page 143

ANSWER: c

PH, page 14

ANSWER: It can assume the shape of any humanoid between 4 feet and 8 feet high.

MC

ANSWER: True

DMG, page 38

2

What special reward does a player character receive for having a high score in his or her prime requisite?

2

Which of the following is NOT a special ability common to all rangers?

- a. Tracking skill
- b. Use of clerical spells upon reaching 8th level
- c. When wearing light armor, can fight two-handed with no penalty
- d. Can accurately identify plants and animals

2

What is the most significant effect of a successful backstabbing attack by a thief?

2

What class or classes are restricted to humans only?

- a. Paladin and bard
- b. Paladin only
- c. Bard and druid
- d. Druid only

2

"Schools of magic" allow wizards to specialize in a particular type of magical study. What is the corresponding concept for clerics?

2

Which of the following game effects is a function of Strength?

- a. Hit point adjustment
- b. Defensive adjustment
- c. Damage adjustment
- d. Reaction adjustment

2

Who can be dual-class characters?

- a. Only nonhuman races
- b. Only humans
- c. Members of any race
- d. Only NPCs

2

What are "Find/Remove Traps, Move Silently, Detect Noise," and "Climb Walls"?

2

How many electrum pieces equal one platinum piece?

- a. Two
- b. Five
- c. Ten
- d. Twenty

ANSWER: The damage caused is greatly increased.

PH, page 40

ANSWER: d

PH, page 29

ANSWER: A 10% bonus to experience points earned

PH, page 26

ANSWER: c

PH, page 14

ANSWER: Spheres of influence

PH, page 34

ANSWER: b

PH, pages 27, 41

ANSWER: c

PH, page 66

ANSWER: Thieving skills

PH, page 39

ANSWER: b

PH, page 45

2

Which character class group begins play with the most weapon proficiencies?

2

Can an elven fighter/thief specialize in the short sword?

2

What do *gauntlets of ogre power* do?

2

Which character class group has the highest penalty for using a weapon with which they are not proficient?

2

Mara has the nonweapon proficiency called "Blind-fighting." Does her proficiency have any effect on the attack roll penalty for fighting under starlight?

2

When can the attack bonus due to high Strength be applied to an attack with a longbow?

2

What is the only class that can specialize in a particular weapon?

2

Of the following, which type of armor is most expensive, offers best protection, is extremely hard to find, and probably won't fit a character when he does find it?

- a. Bronze plate mail
- b. Elven chain mail
- c. Field plate armor
- d. Full plate armor

2

What is a heavy crossbow's usual rate of fire?

- a. Twice per round
- b. Every third round
- c. Every other round
- d. Once per round

ANSWER: Give the wearer an 18/00 Strength

DMG, page 169

ANSWER: No, only single-class fighters can specialize.

PH, page 52

ANSWER: Warrior

PH, page 50

ANSWER: Only if the bow is specially made

PH, page 90

ANSWER: Yes. (It's reduced to -1.)

PH, page 57

ANSWER: Wizard

PH, page 50

ANSWER: c

PH, page 69

ANSWER: d

PH, page 75

ANSWER: Fighter

PH, page 52

2

Against which of the following can a character with a high Wisdom score gain a saving throw bonus?

- a. Petrification
- b. A wand used by a cleric
- c. Polymorphing into an evil creature
- d. Illusions, charms, and other mental attacks

2

How quickly do characters heal hit points naturally?

- a. One per hour of rest
- b. Four per day
- c. One per day of rest, three per day of complete bed rest
- d. Two per hour if the patient is completely immobile

2

What is the base movement rate of an unencumbered human PC moving through a dungeon?

- a. 120 feet per round
- b. 120 feet per turn
- c. 60 feet per turn
- d. 60 yards per round

2

Can a paladin be "turned" by an evil cleric?

2

What determines the success of a *resurrection* spell cast on a dead player character?

2

What is the highest level of wizard spells?

2

Can an evil priest turn undead?

2

Typically, what is the range of a character's *infravision*?

2

What is an *audible glamor*?

- a. A garish decoration on metal armor
- b. A spell that creates illusionary noise
- c. A spell that allows the caster to hear colors
- d. A noisy Hollywood party

ANSWER: a

PH, page 119

ANSWER: c

PH, page 105

ANSWER: d

PH, page 101

ANSWER: 9th level

PH, page 127

ANSWER: The character must make a successful
"resurrection survival" roll based on his current
Constitution.

PH, page 106

ANSWER: Yes

PH, page 103

ANSWER: b

PH, page 131

ANSWER: Almost 60 feet

PH, page 118

ANSWER: No. (The creatures become his or her
servants instead.)

PH, page 103

2

Must the caster of a *dancing lights* spell maintain concentration in order to control the movement of the lights?

2

If a character is holding a lantern when an *invisibility* spell is cast upon him, will the light from the lantern disappear?

2

Which of the following cannot bypass a *wizard lock* spell?

- a. A *dispel magic* spell
- b. A wizard 4 levels higher than the caster
- c. An extraplanar creature with 4 or more Hit Dice
- d. A *knock* spell

2

True or False? Because of their empathic link, a wizard can see through the eyes of his or her familiar.

2

What type of bow is required to fire the arrow created by a *Melf's acid arrow* spell?

2

What determines the success of a *dispel magic* spell?

- a. The saving throw of the magic effect being dispelled
- b. A result of 11 or more on a d20 roll, modified by the difference in level between the caster and the target
- c. A percentage roll of 50% or better
- d. The intelligence of the caster, modified by distance

2

How many individual targets can be struck by a single *magic missile* spell?

2

Can a *web* spell be cast in the air (without supports) so that it drops like a net?

2

What level spell is *fireball*?

ANSWER: c

PH, page 147

ANSWER: No, but the lantern will.

PH, page 142

ANSWER: No

PH, page 133

ANSWER: b

PH, page 148

ANSWER: No bow is required.

PH, page 144

ANSWER: False

PH, page 134

ANSWER: 3rd level

PH, page 149

ANSWER: No

PH, page 146

ANSWER: One target for each missile the caster
can create (the number depends on his or
experience level)

PH, page 136

2

How many "persons" can be immobilized by a *hold person* spell?

2

What is the maximum length of a command that can be given to a creature under the influence of a *command* spell?

2

How is a *prayer* spell different from a *chant* spell?

2

What happens to an unobstructed *lightning bolt* after it hits its primary target?

- a. It inflicts full damage, then disappears.
- b. It forms a crackling aura around the target, continuing to cause damage for 1d4 rounds.
- c. It rebounds back to the caster.
- d. It continues to travel up to its maximum range, affecting everyone in its path.

2

If a *light* spell is cast on a living creature and the creature makes its saving throw, what happens to the spell?

2

What does a *restoration* spell do?

- a. Restores a polymorphed creature to its original form
- b. Restores any old, nonliving item to the form and condition it had when new
- c. Restores lost life energy levels
- d. Restores full hit points to a character who is near death

2

What does a *bless* spell do?

2

What are the effects of a *chant* spell?

2

What are Alteration, Conjunction, Invocation, and Charm?

- a. Part of the verbal component for *dispel magic*
- b. Spheres of influence
- c. Schools of magic
- d. Four of the magic tomes in the "Library of the Ancients"

ANSWER: *Prayer* does not require the caster to continue praying to keep the spell in effect.

PH, page 212

ANSWER: A single word

PH, page 199

ANSWER: Up to four (1d4)

PH, page 150

ANSWER: c

PH, page 235

ANSWER: It is centered immediately behind the creature.

PH, page 201

ANSWER: d

PH, page 151

ANSWER: c

PH, page 31

ANSWER: All those friendly to the caster receive a +1 bonus to all attack and damage rolls and saving throws. All enemies of the caster receive a -1 penalty.

PH, page 203

ANSWER: It raises Morale of friendly creatures and gives them a +1 bonus to attack rolls.

PH, page 198

2

Can a *wish* spell be used to raise basic ability scores?

2

What are the two categories of experience point awards?

- a. Role-playing and combat
- b. Standard and bonus
- c. Victory over foes and completing the adventure
- d. Group and individual

2

Which of the following situations would improve the results of Sidney the Slow's initiative roll?

- a. Sid is casting a spell.
- b. Sid is standing in a pool of water.
- c. Sid is on higher ground.
- d. Sid is waiting to see what his opponent is going to do.

2

If your character wants to have a spell that is not listed in the *Player's Handbook* or the *Dungeon Master's Guide*, what can he or she do about it?

- a. Nothing (tough luck)
- b. Petition, bribe, or beg the DM to add it to the spell lists
- c. Pay a very high-level wizard to invent a new spell
- d. Spend hours in spell research and develop the new spell

2

Must a PC always undergo training before advancing to the next level?

2

When determining how many attackers can surround a single target, the two most significant factors to consider are 1) physical obstructions in the battle area, 2) length of weapons, and 3) what else?

- a. The type of armor the defender has
- b. The opponent's Morale
- c. Relative size of the opponent
- d. Which attacker has initiative

2

PCs earn experience points for attaining goals during play. Goals may vary with each adventure, but three goals remain constant for every gaming session. These are: 1) the survival of your character, 2) improving your play, and 3) what else?

- a. Having fun
- b. Challenging the DM
- c. Maintaining alignment
- d. Killing critters

2

Your character, Hubert, has plans to strike an opponent. To determine the attack roll Hubert needs to succeed, from what number must you subtract the opponent's Armor Class?

2

Aside from being exceptionally ugly, what special attack does a cockatrice have?

ANSWER: c

DMG, page 55

ANSWER: d

DMG, page 46

ANSWER: Yes

DMG, page 11

ANSWER: c

DMG, page 57

ANSWER: No, training is an optional rule.

DMG, page 49

ANSWER: d

DMG, page 43

ANSWER: Its touch can turn flesh to stone.

MC

ANSWER: Hubert's THAC0

PH, page 89

ANSWER: a

DMG, page 45

2

Is an attack roll necessary when a dragon attacks with its breath weapon?

2

In the "Turning Undead" table, what do the letters "T" and "D" signify?

2

All characters have a base chance to hear noise when the noise is somewhat distant. In any given situation, what makes this chance different between characters?

2

True or False? All monsters use the warrior group's numbers to determine their saving throws.

2

If a creature or NPC fails its Morale check, what is the first item on its agenda?

2

Generally speaking, how long does it take to search a 20-foot section of wall for a secret door?

2

If your character is using his own abilities and skills to avoid danger, what may he be able to do in lieu of a saving throw?

2

What is the attack roll penalty for a character fighting in total darkness?

2

If a character guzzles two potions in quick succession, is it possible for both to work normally?

ANSWER: Race

DMG, page 129

ANSWER: "T" means the creature is automatically turned. "D" means it is automatically dispelled and destroyed. No roll is necessary.

PH, page 103 (DMG, page 67)

ANSWER: No

DMG, page 64

ANSWER: One turn (10 minutes)

DMG, page 130

ANSWER: Get out! (Escape!)

DMG, page 71

ANSWER: False

DMG, page 65

ANSWER: Yes

DMG, page 141

ANSWER: -4

DMG, page 119

ANSWER: Make an ability check

DMG, page 66

2

What effect will a *potion of fire giant strength* have on a halfling thief?

2

What must be done to activate a *ring of feather falling*?

2

What benefits do *boots of elvenkind* bestow on the character who wears them?

2

What is the duration of most potions?

- a. Two hours
- b. 4 + d4 turns
- c. 5 + d20 rounds
- d. 1 + d6 hours

2

What is the bonus to damage for a successful hit with a *staff of striking*?

- a. +3
- b. +1 per charge used
- c. +6
- d. +3 per charge used

2

Against which of the following does a *brooch of shielding* offer protection?

- a. Any nonmagical missile attack
- b. Any missile attack
- c. *Magic missiles*
- d. Any attack other than a missile attack

2

Wally the Wizard has acquired a scroll. The scroll contains a spell of a higher level than he can normally cast. Can Wally still use the spell from the scroll?

2

The four functions of a *wand of fire* are *fireball*, *burning hands*, *pyrotechnics*, and what else?

2

They look like ordinary leather gloves, they increase a character's Dexterity, and they give some thieving abilities to characters who aren't thieves. What are they?

ANSWER: They allow him to move silently, even in the worst of conditions.

DMG, page 161

ANSWER: Nothing, except fall 5 feet.

DMG, page 148

ANSWER: None. It only works on warriors.

DMG, page 142

ANSWER: c

DMG, page 163

ANSWER: d

DMG, page, 155

ANSWER: b

DMG, page 141

ANSWER: *Gauntlets of dexterity*

DMG, page 169

ANSWER: *Wall of fire*

DMG, page 156

ANSWER: Yes (but there is a chance of failure)

DMG, page 145

2

Can *gauntlets of ogre power* be combined with a *girdle of fire giant strength* to give a +7 bonus to attack rolls and a +16 bonus to damage?

2

Name four of the seven attack forms — other than spells — that a dragon can use.

2

What special attack ability is shared and used by all giants except a storm giant?

- a. Spell use
- b. Throwing rocks
- c. Use of oversized swords
- d. Kick

2

What special attack does the basilisk possess?

2

How many attack forms will all dragons eventually attain with age (not counting spell use)?

- a. Three
- b. Five
- c. Seven
- d. Ten

2

Will a *detect invisibility* spell reveal a character who has been sprinkled with *dust of disappearance*?

2

Which of the giant beetles is the largest?

- a. Bombardier
- b. Stag
- c. Fire
- d. Rhinoceros

2

How many Hit Dice does a bugbear have?

2

I look like a large bull with a thick scaly hide. My breath is so foul that it turns flesh to stone. What am I?

ANSWER: b

MC

ANSWER: Claw, bite, breath, snatch, kick, wing
buffet, tail slap

MC

ANSWER: Yes

DMG, page 170

ANSWER: No

DMG, page 167

ANSWER: c

MC

ANSWER: Its gaze turns flesh to stone.

MC

ANSWER: Gorgon

MC

ANSWER: 3 + 1

MC

ANSWER: d

MC

2

Which character race is *not* harmed by a ghoul's paralyzing attack?

2

What special attacks do hobgoblins have?

2

I am tall, green, and rubbery. My limbs, if severed, can fight on their own, then rejoin the rest of my body! I hate fire. What am I?

2

What special ability makes harpies so dangerous?

2

They are big, nasty, ugly, stupid, and they smell bad, too. But how many Hit Dice do ogres have?

2

Why is a rust monster dangerous?

2

What is the hell hound's special attack?

2

Can a character complete more than one action in a single combat round?

2

How is a character's initiative determined when he's casting a spell?

ANSWER: A troll

MC

ANSWER: None. They are just mean, ugly, and violent.

MC

ANSWER: Elves

MC

ANSWER: Everything metal that it touches, including swords and armor, will corrode immediately and fall apart.

MC

ANSWER: $4 + 1$

MC

ANSWER: Their song can charm their victims.

MC

ANSWER: Add the spell's "casting time" to the character's initiative roll.

DMG, page 57

ANSWER: Yes

PH, page 93 (DMG, page 54)

ANSWER: It breathes fire.

MC

Level Three

3

Rogul enjoys a +1 bonus to the damage he inflicts. What is the lowest Strength score he could have?

3

In which school of magic does a Transmuter specialize?

- a. Conjunction/summoning
- b. Enchantment/charm
- c. Abjuration
- d. Alteration

3

What are the armor restrictions for a bard?

3

Due to their hardy Constitution, two races gain saving throw bonuses against poison and some kinds of magic. What are those two races?

3

A thief can wear only one type of metal armor. What is it?

3

In addition to their own unique abilities, bards also enjoy some of the abilities of two other classes. What are those classes?

3

Roland, a paladin, can make more than one attack in a round. What is the lowest level he could be?

3

Which character class does this expression most aptly describe: "Jack-of-All-Trades, Master of None"?

3

When a multi-class character gains an experience level in only one class, how do you calculate his or her hit points?

ANSWER: No shield, no armor better than chain mail

PH, page 41

ANSWER: d

PH, page 31

ANSWER: 16

PH, page 14

ANSWER: Thief (climb walls, etc.) and mage (spell use)

PH, page 42

ANSWER: Elven chain

PH, page 38

ANSWER: Dwarves and halflings

PH, pages 21 and 23

ANSWER: Roll the appropriate Hit Die for that class. Then divide the result by the total number of classes to which the character belongs, rounding down.

PH, page 44

ANSWER: Bard

PH, page 41

ANSWER: 7th level

PH, page 26

3

This polearm is between 8 and 10 feet long with a single-edged blade. The blade turns outward to increase the cutting area, resembling a cleaver or axe. What is this weapon's name?

3

True or false? Characters without the swimming proficiency cannot even dog paddle.

3

Although Mordick's spiffy new plate mail offers great protection in a sword fight, it's cumbersome in a wrestling match. What is Mordick's attack penalty while wrestling in plate mail?

3

This armor is made from small metal plates which are sewn or riveted to a layer of canvas or leather. An outer layer of cloth protects the plates. Name this armor.

3

What is the initiative modifier for a "large" sized creature when it attacks with natural weapons?

3

How much can a riding horse carry before it is encumbered?

3

Myra the Mage has been struck by a kobold's arrow. If Roland the Ranger wants to heal her, how soon must he reach Myra and use his healing proficiency?

3

A warrior is busy battling some goblins hand-to-hand. What must Farij the Priest do to cast a *cure light wounds* spell on his warrior friend?

3

Parlan is one of the royal huntmasters for King Azoun IV of Cormyr. He wants to buy a trained falcon to aid him in his duties to the king. How much can Parlan expect to pay for such an animal on the open market?

ANSWER: -5

PH, page 97

ANSWER: True

PH, page 64

ANSWER: Glaive

PH, page 74

ANSWER: 180 pounds

PH, page 78

ANSWER: +6 penalty

PH, page 94

ANSWER: Brigandine

PH, page 75

ANSWER: 1,000 gold pieces (player's answer must be within + or - 100 gp)

PH, page 68

ANSWER: Make a successful attack roll versus Armor Class 10

PH, page 98

ANSWER: Within one round of the wound

PH, page 59

3

What are the multi-class combinations allowed for a halfling?

3

It's midday, and skies are clear. How far away can a character spot movement?

3

Mahrlana the Priest touches her companion and restores $2d8 + 1$ hit points of damage. Which enchantment did Mahrlana just use?

3

Five priest spells are available to all priests regardless of their individual spheres of influence. Name three of these spells.

3

This number, based on a character's Charisma, is a bonus or a penalty which modifies the probability that henchmen are going to stay around when the going gets tough. What is this number?

3

How long will a typical torch burn?

3

Toldo the Wizard wants to disguise his spell book. To make the pages of the tome appear to be "1,001 Recipes for Cabbage," which enchantment can he use?

3

Mhoram, mage extraordinaire, found a magical pool that raised his Constitution to 20 when he drank from it. How many hit points will Mhoram now regenerate due to his high Constitution score?

3

Which powerful illusion spell allows a wizard to change his surroundings to anything he desires, and to change the appearance of himself and his friends to match those surroundings?

ANSWER: *Cure serious wounds*

PH, page 217

ANSWER: 1,500 yards (answer must be + or - 100 yards)

PH, page 117

ANSWER: Fighter / thief only

PH, page 44

ANSWER: 30 minutes

PH, page 118

ANSWER: Loyalty base

PH, page 11

ANSWER: *Bless, combine, detect evil, purify food & drink, and atonement*

PH, page 240

ANSWER: *Veil*

PH, page 182

ANSWER: 1 hit point per six turns

PH, page 15

ANSWER: *Secret page*

PH, page 152

3

How many feet can an unencumbered human walk in one minute?

3

Sergio believes that laws and governments are the tools of weaklings who cannot fend for themselves. What alignment is he?

3

Maurice is a thief with the appraising proficiency. He's trying to estimate the value of a statue. What will happen if he rolls a 20 on his proficiency check?

3

Julio the Swordsman is forcing his opponent down a hill. What is the modifier to Julio's attack roll?

3

Which character group or groups have spellcraft as a proficiency?

3

Gramen the Warrior is belly-high in water, fighting orcs. What is the modifier to his initiative?

3

What is the basic effect of the spell *Mordenkainen's lucubration*?

3

Which results on a d10 indicate that a group has been surprised?

3

Mhoram is a 16th-level mage. How many times can he memorize his *death* spell?

ANSWER: He will wildly misread the value of the item, to his detriment.

PH, page 57

ANSWER: Chaotic evil

PH, page 47

ANSWER: 360

PH, page 119

ANSWER: +4 penalty (wading in deep water)

PH, page 94

ANSWER: Priests and wizards

PH, page 54

ANSWER: +1 (attacker on higher ground)

PH, page 90

ANSWER: Three times

PH, page 30

ANSWER: 1, 2, or 3

PH, page 111

ANSWER: The caster can instantly recall any 1st through 5th level spell that he has used during the past 24 hours.

PH, page 179

3

Which abjuration spell allows a priest to seal off a consecrated area, securing it against even teleportation, plane shifting, and ethereal penetration?

3

According to the weapon charts, an arquebus inflicts 1 to 10 points of damage. There is, however, a time when this is not true. When is it false?

3

Which giant-kin most resembles one of the Three Stooges? (Hint: They're sometimes called "human behemoths.")

3

Harry, a mage, wants to cast *feather fall* on himself, but he doesn't want the spell to activate unless he falls farther than 5 feet. Which additional spell must he use?

3

By casting this spell, a wizard can make a creature or object undetectable by divination. What is this spell?

3

What percent of a paladin's income must he tithe to his church?

3

What is the only case in which a specialist wizard can be multi-classed? *

3

What is the maximum number of missiles permitted by a *magic missile* spell?

3

This huge Viking longship, built for war, requires 60 to 80 rowers and can carry up to 160 warriors. What is the name of this vessel?

ANSWER: Verbeeg

MC

ANSWER: If a 10 is rolled, an additional d10 is rolled and then added to the original amount. Every time a 10 is rolled, an additional d10 is added. Theoretically, there is no limit to the damage an arquebus can inflict.

PH, page 73

ANSWER: *Forbiddance*

PH, page 228

ANSWER: 10%

PH, page 28

ANSWER: *Nondetection*

PH, page 152

ANSWER: *Contingency*

PH, page 174

ANSWER: Drakkar

PH, page 71

ANSWER: Five

PH, page 136

ANSWER: Gnomes can be multi-classed illusionists.

PH, page 44

3

What are the three possible configurations of Otiluke's freezing sphere?

3

In combat, gnomes are particularly effective against two creatures. What are those creatures?

3

When a character asks a sage a question of a "specific" nature, how is the chance of success modified?

3

What is the material component of a *hold person* spell?

3

Gragmore the Warrior is attacking an opponent in a barroom brawl. He punches the drunk with his hand, which is equipped with a metal gauntlet. How much damage can Gragmore inflict (not including a Strength bonus)?

3

What is a "Monty Haul" campaign?

3

How often can a paladin cure *disease*?

3

Which magical item allows its user to move by swinging from one tree limb or vine to another?

3

How much will an NPC priest charge to cast *cure light wounds*?

ANSWER: -2 penalty

DMG, page 107

ANSWER: Kobolds and goblins

PH, page 22

ANSWER: *Frigid globe, cold ray, and globe of cold*

PH, page 180

ANSWER: A campaign in which the players have far too much loot. In other words, they have enough money and magic to best virtually any situation the DM can devise.

DMG, page 82

ANSWER: 1 to 3 (1d3) points

PH, page 98

ANSWER: A small, straight piece of iron

PH, page 205

ANSWER: 10 gold pieces per point healed

DMG, page 113

ANSWER: *Bracers of brachiation*

DMG, page 162

ANSWER: Once a week for every five levels of experience

PH, page 27

3

At 5th level, a paladin can turn undead as well as a priest of what level?

3

If a character scores a hit while attacking, and the "Punching and Wrestling Results" table is in use, what check must be made immediately?

3

Who role-plays a PC's henchman, and who keeps track of that henchman's possessions and statistics?

3

When the rules for weapon speed are used to determine initiative, what effect does a weapon's magical bonus have?

- It lowers the typical speed for that weapon 1 point for each "+" the weapon has.
- It reduces the normal weapon speed by 1 point.
- None. Magic does not make a weapon any easier to wield.
- It adds 1 point to an opponent's weapon speed.

3

Prince Kendrick and his retinue of guards are patrolling the local druidical grove. They come upon a group of vile trolls. Fortunately, Kendrick and the guards manage to surprise the trolls. What attack bonus will Kendrick and his guards enjoy?

3

Name three levels of questions that a PC can ask a sage.

3

Nola the Bard is purchasing a horse so she can travel to the next town. Unfortunately, business has been slow, and Nola can only afford a nag. If a horse's normal movement rate is 24, what is the movement rate of the nag?

3

Which type of weapon is most effective against splint mail armor: slashing, piercing, or bludgeoning?

3

How long can a vial filled with *oil of acid resistance* protect a single man-sized creature?

ANSWER: The PC's player

DMG, page 111

ANSWER: KO (knockout) check

PH, page 97 (DMG, page 59)

ANSWER: 3rd level

DMG, page 67

ANSWER: General, specific, and exacting

DMG, page 107

ANSWER: +1 (defender is surprised)

PH, page 90 (DMG, page 52)

ANSWER: a

DMG, page 57

ANSWER: One day

DMG, page 143

ANSWER: Bludgeoning

DMG, page 53

ANSWER: 12

DMG, page 36

3

When Kendor drinks a *potion of speed*, he can move twice as fast and perform twice as many actions as usual. What ill effect does he suffer?

3

When playing this magical harp, a character gains the ability to cast a *suggestion* spell. What is this harp?

3

Joe is an average character whose normal Armor Class is 10. Today Joe is wearing a *ring of protection* +2 and a *ring of protection* +3. What is his Armor Class?

3

Which two character classes (or groups) have the best chance of discovering that someone is "screaming" on them?

3

Fredora the thief is walking through the streets of Solace. Suddenly, a draconian guard leaps out of an alley and fires a crossbow at her. Fredora, faster than seemingly possible, reaches out and plucks the crossbow bolt from the air! What magical item is Fredora using?

3

A "17" is the highest Intelligence that an enchanted sword can have. How does such a scholarly blade communicate?

3

What type of plane is Gehenna?

3

When this magical instrument is played, listeners must make a successful saving throw versus spells or become nervous and scared, losing Morale. What is this instrument?

3

If the monsters and the characters have the same score for an initiative check, which side goes first?

ANSWER: Armor Class 7 (*Rings of protection* do not combine their effects.)

DMG, page 148

ANSWER: *Harp of charming*

DMG, page 170

ANSWER: He ages one year.

DMG, page 144

ANSWER: Speech and telepathy (both answers required)

DMG, page 186

ANSWER: *Gloves of missile snaring*

DMG, page 170

ANSWER: Wizard and priest

DMG, page 165

ANSWER: Both! Initiative is considered simultaneous in this case.

PH, page 94 (DMG, page 55)

ANSWER: *Pipes of haunting*

DMG, page 176

ANSWER: Outer

DMG, page 132

3

Jalack the Thief discovers what he believes to be a *carpet of flying*! When he boards this wonderful discovery and utters the command word, the rug wraps tightly around poor Jalack and begins to suffocate him. What magical item has Jalack actually discovered?

3

What will happen if Elminster the Sage casts a *detect magic* spell in an attempt to locate someone who is using an *invisibility* spell?

3

Dorgal, a human warrior, is battling hand-to-hand with five orcs when Dorgal's pal Lakra comes on the scene. If Lakra fires his bow into the fray, what are the odds that he will hit his friend accidentally?

3

How many passengers can the largest *carpet of flying* carry?

3

On a clear plain, how far can the silhouettes of characters at a campsite be seen due to the brightness of the fire?

3

Which is of greater value, a topaz or an amethyst?

3

Several weeks ago, Morana discovered a small metal rod in a dungeon. Ever since then, she has been extremely successful at making friends. In fact, people seem to have an unnatural love for the mage. What magical item has she found?

3

Philashar the Wizardess, with smoking torch in hand, enters the final chamber of the catacombs she has been exploring. There she discovers an enormous musical instrument, an organ with pipes extending to the ceiling. It is obviously ancient and unique. When Philashar begins to play the keys, she causes great magicks of mighty proportions to occur! What is Philashar playing?

3

Some sages are knowledgeable in myconology. What is myconology?

ANSWER: 1 in 6 chance

DMG, page 62

ANSWER: The spell will indicate the presence of magic without pinpointing the location of the person.

DMG, page 120

ANSWER: A rug (or carpet) of smothering

DMG, page 179

ANSWER: Topaz

DMG, page 134

ANSWER: 1,500 yards

DMG, page 118

ANSWER: Four

DMG, page 163

ANSWER: Knowledge of fungi

DMG, page 107

ANSWER: Heward's mystical organ

DMG, page 93

ANSWER: Rod of beguiling

DMG, page 152

3

Which magical item, usable only by priest, has a chance of utterly destroying undead?

3

Which giant-kin has a grossly deformed body?

3

Name four of the six kinds of spiders listed in the first *Monstrous Compendium*.

3

What sort of vampire can become invisible at will?

3

These burly humanoid creatures stand some 6½ feet tall. They have hairy hides ranging from dark reddish-brown to dark grey. They typically carry weapons such as polearms and morning stars. They hate elves and often serve as leaders for groups of orcs and goblins. What are these evil creatures?

3

What are aquatic ogres called?

3

What giant, snakelike creature with a human head is found only in subterranean lairs and is malevolent to other lifeforms?

3

How many varieties of skeletons are there and what are they?

3

Like a centaur, this creature has the upper body of a human and the lower body of a beast. The centaur's lower body is that of a horse, however, and this creature's lower body is often that of a lion, goat, or deer. This creature is also cruel and hateful. What is it?

ANSWER: Large, huge, giant, giant water, giant marine, and phase

MC

ANSWER: Fomorian giant-kin

MC

ANSWER: *Mace of disruption*

DMG, page 184

ANSWER: Merrow

MC

ANSWER: Hobgoblins

MC

ANSWER: An eastern vampire

MC

ANSWER: Lamia

MC

ANSWER: Three: skeleton, animal skeleton, and monster skeleton

MC

ANSWER: Naga

MC

3

There are two main categories of golems. What are those categories, and which golems belong to each one?

3

Name all three varieties of wolf listed in the *Monstrous Compendium*.

3

What is the only variety of ooze, slime, or jelly that cannot directly attack, but instead drops from the ceiling onto its victims?

3

What is the natural habitat of a catoblepas?

3

Which variety of true giant is the least intelligent?

3

I'm a cousin to the gorilla, but I'm larger, stronger, and more aggressive than it is. I live primarily in tropical jungles and on plains. What am I?

3

When multiple dragons are encountered, what are they generally?

3

If a rogue black dragon and a basilisk of large size mate, what will their offspring be?

3

These creatures, originally from the Elemental Plane of Water, were placed on the Prime Material Plane for some purpose unknown to man. They have the torso of a handsome human and scaly, fish-skinned legs. What are they?

ANSWER: Green slime

MC

ANSWER: Wolf, worg / dire, winter

MC

ANSWER: Greater and lesser. Greater: stone and iron. Lesser: flesh and clay.

MC

ANSWER: Carnivorous ape

MC

ANSWER: Hill giant

MC

ANSWER: Swamp or marsh

MC

ANSWER: Tritons

MC

ANSWER: Dracolisk

MC

ANSWER: A mated pair

MC

3

This ancient race of fishmen lives deep underground, harboring a great hatred towards humans. These creatures have strong religious beliefs and will sometimes befriend drow. What are they?

3

When a lich becomes very ancient and has learned all it feels it can, it will continue its quest for knowledge in strange places, unknown to even the wisest of sages, leaving behind the remains of its physical form. What is the lich then known as?

3

There are two varieties of aquatic troll. What is the name of an aquatic troll, and what are the two varieties?

3

Because they are creatures of magic, what are mud-men sometimes called?

3

I am a stubby-trunked, contemporary mastodon belonging to the elephant family. What am I?

3

Which type of halfling dwells in the mountains?

3

There are four varieties of deadly puddings. Name three.

3

These silver-haired, amber-eyed elves are very cerebral and scholarly. Often, they spend their days in study and contemplation. Who are they?

3

I'm a giant "mutant" chicken who can petrify my opponents by touch. What am I?

ANSWER: Scrag: freshwater, saltwater

MC

ANSWER: Demilich

MC

ANSWER: Kuo-toa

MC

ANSWER: Stout

MC

ANSWER: Oliphant

MC

ANSWER: Dweomerlings

MC

ANSWER: Cockatrice

MC

ANSWER: Grey elves

MC

ANSWER: Black, white, dun, brown

MC

3

What is the cost of selecting a nonweapon proficiency that does not belong to the groups allowed for your character class?

3

Which has a faster weapon speed rating, a long sword or a sling?

3

Name the three basic effects of encumbrance.

3

Which two nonweapon proficiencies are not associated with a relevant basic ability?

- a. Artistic Ability and Local History
- b. Blind-fighting and Mountaineering
- c. Brewing and Heraldry
- d. Dancing and Etiquette

3

Which weapon is capable of inflicting more damage, a quarterstaff or a horseman's flail?

3

How much study time is needed to memorize a wizard spell?

3

Which of the following weapons does the most damage against a large opponent?

- a. Two-handed sword
- b. Halberd
- c. Harpoon
- d. Bastard sword used with two hands

3

Some polearms can cause more damage if they are firmly set to receive a charge. How much more damage can they cause?

- a. +8
- b. 2d6
- c. 1d8 +4
- d. Double

3

The believability of an *illusion* spell depends on three things: 1) what the caster attempts, 2) what is happening the moment the spell is cast, and 3) what else?

- a. The level of the spellcaster
- b. What the victim expects
- c. The amount of detail in the illusion
- d. The saving throw of the victim

ANSWER: It reduces movement, adds a penalty in combat, and increases Armor Class.

PH, page 79

ANSWER: Long sword

PH, page 69

ANSWER: One proficiency slot beyond the number usually required

PH, page 54

ANSWER: 10 minutes per level of the spell

PH, page 81

ANSWER: Quarterstaff

PH, page 69

ANSWER: b

PH, page 55

ANSWER: b

PH, page 82

ANSWER: d

PH, page 69

ANSWER: a

PH, page 69

3

How quickly does a thief's THAC0 improve?

- a. 2 points every three levels
- b. 1 point every level
- c. 1 point every three levels
- d. 1 point every other level

3

Other than magical items, what are the most difficult items of treasure to appraise?

- a. Items of artistic value
- b. Uncut gems
- c. Ancient, outdated coins
- d. Huge caches of coins

3

How many items and/or functions can be identified with an *identify* spell?

- a. 1d6
- b. One per casting
- c. One for every 3 points of Intelligence of the caster
- d. One per level of the caster

3

Which does *not* modify initiative?

- a. Weapon speed
- b. Dexterity
- c. Casting a spell
- d. Using a magical item (other than a weapon)

3

Can creatures voluntarily lower their innate magic resistance to allow a spell to affect them?

3

How often can a wizard attempt the *find familiar* spell?

3

When closing for combat—but not charging—what is the maximum distance that a character can move and still attack?

3

How much damage does a *burning hands* spell cause?

- a. 1d6 points plus 1 point per level of the caster
- b. 2d8 points
- c. 1d3 points plus 2 points per level
- d. 1d6 points plus 1 point for every two levels

3

A *charm person* spell lasts until the victim makes a successful saving throw. What determines how often the victim can make a saving throw to break the spell?

ANSWER: d

PH, page 135

ANSWER: a

PH, page 107

ANSWER: d

PH, page 91

ANSWER: Once per year

PH, page 134

ANSWER: Yes

PH, page 102

ANSWER: b

PH, page 94

ANSWER: The victim's intelligence

PH, page 132

ANSWER: c

PH, page 131

ANSWER: Up to half his allowed distance

PH, page 96

3

What kind of attack does a *shield* spell completely negate?

3

What is the purpose of the various *extension* spells?

3

How many priests must work together to cast a *combine* spell?

- a. Two
- b. At least two, no more than eight
- c. Five
- d. At least three, no more than five

3

What are the two forms of lightning created by a *lightning bolt* spell?

3

What is the biggest advantage of the *improved invisibility* spell over *invisibility*?

3

Can a *detect evil* spell reveal the presence of a *glyph of warding* set by an evil priest?

3

What happens when a wizard casts a *dig* spell upon an earth elemental?

3

What happens if a wizard using a *teleport* spell moves into a space occupied by a solid object such as a wall or floor?

3

What does a *faerie fire* spell do?

ANSWER: d

PH, page 198

ANSWER: They increase the duration of a spell that was cast previously.

PH, page 157

ANSWER: *Magic missiles*

PH, page 137

ANSWER: No

PH, page 199

ANSWER: The invisible character can remain invisible while attacking.

PH, page 159

ANSWER: A single bolt 5 feet wide and 80 feet long, or a forked bolt 10 feet wide and 40 feet long

PH, page 151

ANSWER: It outlines one or more targets—characters or things—with a pale, glowing light. The light makes them easier to hit in combat.

PH, page 200

ANSWER: Instant death!

PH, page 172

ANSWER: The earth elemental suffers heavy damage (4d6 points).

PH, page 155

3

What, if any, are the saving throw penalties for victims of a *hold person* spell?

3

Brundar the fighter is suffering from the effects of a cursed sword. If a *remove curse* spell is cast on him, will it remove the curse from both the fighter and the sword?

3

Roland wants to buy a weapon of exceptional quality and craftsmanship. What is the maximum bonus to attack and damage rolls that such a weapon can offer?

3

The result of a *continual light* spell differs from the result of a *light* spell in three ways. What are they?

3

If a player creates a new character, and he or she finds that character unacceptable, what can be done about it?

3

What are the two kinds of spellbooks used by wizards?

3

Yikes! Your pal Galoop has been captured. He's imprisoned in a cold, dank dungeon, with no clothes. Can a *locate object* spell help you find him?

3

The experience level for demihumans is limited according to their race. Usually, a half-elf can't rise above 12th level as a thief. When is this not true?

3

Which of the following is considered an average rate of advancement?

- One level per adventure
- One level per three to six adventures
- One level per five to eight adventures
- One level per ten adventures

ANSWER: +1

DMG, page 37

ANSWER: No, only the fighter.

PH, page 213

ANSWER: If the spell is cast at three or more victims, it has no effect on saving throws. If there are two victims, saving throws are made with a -1 penalty. Against one victim, the saving throw is made with a -2 penalty.

PH, page 205

ANSWER: Standard and traveling

DMG, page 42

ANSWER: The DM can tinker with the numbers (within narrow limits) to make the character acceptable, or he or she may allow the player to roll up a new character.

DMG, page 11

ANSWER: The light is permanent, it's brighter, and its area of effect is much larger (60 feet).

PH, page 209

ANSWER: b

DMG, page 49

ANSWER: When he has a very high ability score in the prime requisite for his class (in this case, Dexterity).

DMG, page 15

ANSWER: No

PH, page 211

3

Since character advancement is left up to the DM and varies from game to game, there is no standard rate of advancement. However, there is one hard and fast rule: A player should *never, ever*, advance more than _____.

3

Assuming that all combatants are of roughly the same size, how many attackers can surround and attack a single defender?

3

Although a charging attack can be very effective, it does have some disadvantages. First, the defender gains a -2 bonus to initiative rolls. Second, the attacker cannot apply his Dexterity bonus to his Armor Class; in fact, he suffers an AC penalty of 1. Third, if the defender has a polearm set to receive the charge, what happens?

3

When you're making an attack roll, why does it matter what type of weapon your character uses against a particular type of armor?

3

What is a "called shot" in combat?

3

Hildebob thinks his enemy is too tough, so he decides to turn tail and run. What benefit does his enemy gain?

3

How quickly does a warrior's THAC0 value improve?

3

What three advantages does a player character gain for a charging attack?

3

Will a *shocking grasp* spell be discharged if another person touches the caster?

ANSWER: The polearm can inflict twice the usual amount of damage on the attacker.

PH, page 97 (DMG, page 59)

ANSWER: Six (left front, right front, right flank, rear flank, and left flank)

DMG, page 57

ANSWER: One level at a time

DMG, page 49

ANSWER: A free attack against the back of the fleeing character (Hildebob)

PH, page 97 (DMG, page 59)

ANSWER: An attempt to aim a blow at an exact spot

DMG, page 58

ANSWER: Different categories of weapons (slashing, piercing or bludgeoning) are more, or less, effective against certain armor types.

DMG, page 52

ANSWER: No

PH, page 137

ANSWER: A +2 bonus to his attack rolls, his movement rate increased to 150% of the norm, and some weapons (such as a lance) will inflict double damage.

PH, page 96 (DMG, page 59)

ANSWER: 1 point per experience level

PH, page 91 (DMG, page 53)

3

Kira is parrying in combat. Describe what she's doing, and explain the penalty or drawback it carries.

3

Guido and Wanda are plummeting from a cliff. How much damage will they suffer when they smash to the ground below?

- a. 1d6 points per 10 feet fallen
- b. 1d10 points per 10 feet fallen
- c. 1d10 points per 20 feet fallen
- d. 1d4 points per 6 feet fallen

3

How many eyestalks does a beholder have?

3

Spell immunity will provide protection from a specific spell (or spell-like effect) of _____ level or less?

- a. 4th
- b. 3rd
- c. 6th
- d. 5th

3

You're about to ride into combat on a horse that is unaccustomed to battle. What major difficulty will you have with this horse?

3

All the charges in your magic wand have been depleted. What spell must you cast to before you can recharge it again?

3

While most monsters use the Warrior group table to find saving throws, they may use the tables for other groups if...

- a. The DM feels that party needs a bigger challenge
- b. The monster is intelligent and has faced this kind of attack before
- c. The monster has a major ability that is similar to the abilities of another character class group (e.g., spell use)
- d. The monster has a natural Armor Class better than 2

3

What kind of treasure do player characters overlook most often?

3

Some weapons can't be used in a tight area, because of their size, speed, or the way they're wielded. As a general rule, can two fighters using swords battle side-by-side in a 10-foot area?

ANSWER: Ten

MC

ANSWER: a

DMG, page 72

ANSWER: She is concentrating all efforts on defense, so she'll be harder to hit. (She gains an Armor Class bonus.) Unfortunately, she can take NO other actions that round.

DMG, page 61

ANSWER: *Enchant an item*

DMG, page 88

ANSWER: It will be difficult to control and tend to panic easily.

DMG, page 76

ANSWER: a

PH, page 220

ANSWER: Yes

DMG, page 58

ANSWER: Common goods, such as stores of fine linen, silk, or fur; casks of wine; tons of raw materials; deeds to property; grants of titles; rights of taxation, and so forth

DMG, page 80

ANSWER: c

DMG, page 65

3

What is the difference between a hireling and a henchman?

3

Dagmar is about to drink a potion before the effects of another potion have worn off. Which of the following is NOT one of the possible results?

- a. Explosion!
- b. Wildly successful! Dagmar can now duplicate the effects of any wizard spell.
- c. The potions cancel each other out.
- d. Only one potion works. Its effects are now permanent.

3

How many charges will a wand typically have when it's found (not captured from an enemy)?

3

What is the most common way to find hirelings whom you'd like to employ?

3

Roland has guzzled a *potion of speed*. How will his movement rate and combat capabilities be increased?

3

If a character wears *bracers of defense*, AC 2 with a *ring of protection* +2, what is his or her effective Armor Class?

3

Characters who are wounded by a true lycanthrope may be stricken with lycanthropy. According to the *Player's Handbook*, is this affliction a disease or a curse?

3

A *ring of truth* allows a character to detect any lies told to him or her. It also has another effect—one which is not always desirable. What is that effect?

3

Some people call me a landshark, probably because I eat anything that moves, and when I attack, the first thing my victims see is my crest breaking the surface of the ground like a shark's fin. I'm a burrower, of course. I look something like a 12-foot armadillo with powerful jaws. I am constantly hungry and I'll attack anything that looks edible. In fact, the only thing I won't eat is an elf, although I don't like dwarves much, either. What am I?

ANSWER: 81 to 100 (any answer in this range accepted)

DMG, page 156

ANSWER: b

DMG, page 141

ANSWER: A hireling is just an employee (loyal or not) controlled by the DM. A henchman is more of a friend, ally, and confidante. The PC's player controls a henchman.

DMG, page 111

ANSWER: 0

DMG, page 162

ANSWER: 100% (twice normal rates)

DMG, page 144

ANSWER: Advertise (carefully)

DMG, page 109

ANSWER: Bulette

MC

ANSWER: The wearer cannot speak anything but the literal truth.

DMG, page 150

ANSWER: Curse

DMG, page 131

3

I have the hindquarters of a large black goat, the forequarters of a lion, and the wings of a dragon. I also have the heads of a goat, lion, and dragon. What am I?

3

Which undead creature is so horrifying that the mere sight of it can age a victim 10 years?

3

These lycanthropes are unique among shape-changers. They are the only lycanthropes that are exclusively females. Their humanoid form is always that of an extremely beautiful elven woman. They "keep" charmed human and elven males as servants and companions. Their only goal in life is to pamper themselves. What are these vain, self-centered creatures called?

3

Which dragon is the smallest, weakest, and dumbest of the true dragons? (Unfortunately, it's also impulsive, vicious, and animalistic.)

3

Standing 26 feet tall, these creatures are the largest of the true giants. They are usually gentle and reclusive. They do not hurl boulders in combat, preferring instead to use their oversized weapons (two-handed swords and bows) and magical abilities (usually *weather summoning* and *call lightning*). What kind of giant are they?

3

What monster has a leonine torso and legs, batlike wings, a man's head, a tail tipped with iron spikes, and an appetite for human flesh?

3

What special defense does a gargoyle have?

3

When taken individually, these small, vicious humanoids are merely pests. But given their large numbers and evil nature, they can be very dangerous. They hate bright sunlight, and they usually dwell underground in dismal, foul, communal caves. They hate most other humanoids, but they especially despise dwarves. What are they?

3

As with most other high level undead, the very sight of a mummy can cause *fear* (as the spell) in its victims. What other special ability does a mummy have?

ANSWER: Werefoxes (foxwomen)

MC

ANSWER: A ghost

MC

ANSWER: Chimera

MC

ANSWER: Manticore

MC

ANSWER: Storm giants

MC

ANSWER: White dragon

MC

ANSWER: Its touch inflicts a rotting disease.

MC

ANSWER: Goblins

MC

ANSWER: Only magical weapons with a +1 bonus or better will hit it.

MC

3

I'm a bird of prey. I look like a big eagle—a very big eagle, with a wingspan of 120 feet. What am I?

3

These huge, benevolent creatures appear to be trees with human features, but they are not trees. They are intelligent, mobile, and they can speak a number of languages. Who are these “guardians of the forest”?

3

Of all the denizens of the Underdark, you should fear me the most. I'm a man-sized creature with mauve skin that glistens with slime. My head looks like a squid because I have large white eyes and four lashing tentacles where inferior creatures have a normal mouth. I can enslave or destroy my foes, even drow, through the sheer magnitude of my mental power. I feed on the brains of humans, demihumans, and humanoids. My racial name is Illithid. What am I?

3

What is the only female member of the sphinx family?

- a. Androsphinx
- b. Hieracosphinx
- c. Criosphinx
- d. Gynosphinx

3

What particularly nauseating defense mechanism do troglodytes have?

3

A vampire has just struck Yolanda with its energy drain. How many levels does this attack remove?

3

What small, birdlike creature has four pincerlike legs, a long proboscis, and drinks the blood of its victims for sustenance?

3

I hang from the roof of a cave, where I'm almost indistinguishable from the stalactites around me. I like to drop down upon my victims, impaling them with the sharp end of my shell. What am I?

3

What happens to characters who have been slain by the energy-draining attacks of a wight?

- a. They become withered husks that cannot be resurrected.
- b. They become wights under the control of their slayer.
- c. They suffer an extreme loss of Charisma.
- d. Their physical bodies remain animate, but their souls are gone.

ANSWER: Mind flayer

MC

ANSWER: Treants

MC

ANSWER: Roc

MC

ANSWER: Two

MC

ANSWER: They secrete an oil that smells so disgusting it can physically weaken a character.

MC

ANSWER: d

MC

ANSWER: b

MC

ANSWER: Piercer

MC

ANSWER: Stirge

MC

3

What is the difference between a wolfdere and a werewolf?

3

I'm known as an "eye of the deep." What am I?

3

Elementals can be summoned either by spell, staff, or a summoning device. Which will summon the biggest and most powerful elemental?

3

What disadvantage do zombies have in combat?

3

What is a green dragon's breath weapon?

3

Genies are powerful beings native to the elemental planes. Which type of genie is from the elemental Plane of Fire?

- a. Djinn
- b. Dao
- c. Efreeti
- d. Jann

3

What is the sole purpose of a haunt's existence?

- a. To take over a living body and complete some task
- b. To destroy any and all living beings
- c. To find a rundown old house in a nice residential neighborhood where it can reside and scare the "bejeeses" out of anyone that comes by
- d. To serve its master (usually a powerful lich)

3

What creature is a cross between a lion and a brass dragon?

3

I look like a large manta ray with an underbelly that's gray and textured like stone. I'll attach myself to a ceiling and wait for my victims to walk underneath me. What am I?

ANSWER: A spell

MC

ANSWER: A water-dwelling version of a beholder

MC

ANSWER: A wolfwere is a wolf that can assume the shape of a human. A werewolf is a human that can assume the form of a wolf.

MC

ANSWER: c

MC

ANSWER: Chlorine gas

MC

ANSWER: They always strike last in any combat round.

MC

ANSWER: Lurker

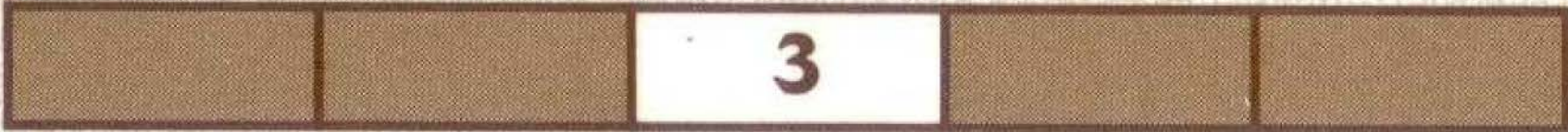
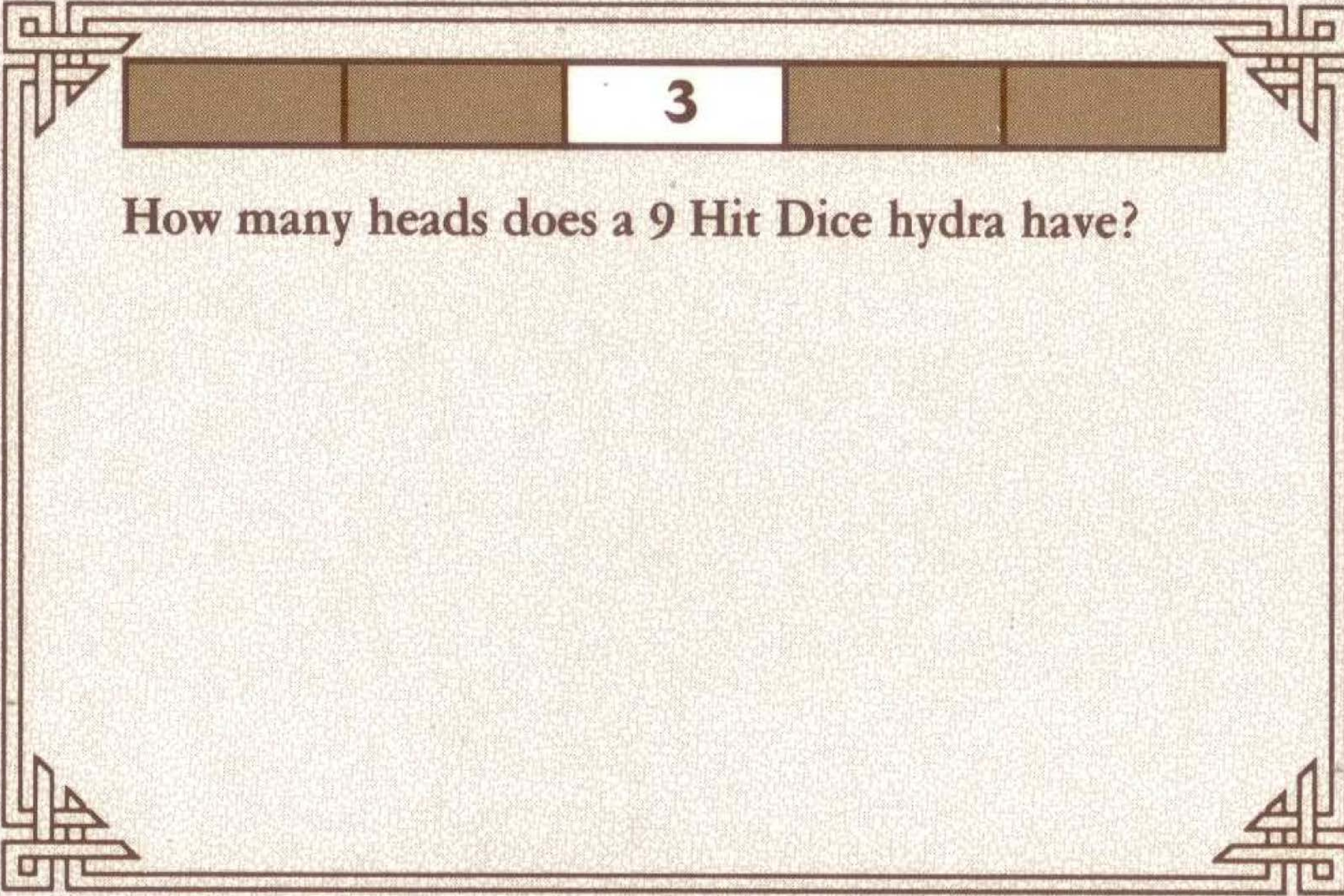
MC

ANSWER: A dragonne

MC

ANSWER: a

MC



3

How many heads does a 9 Hit Dice hydra have?

ANSWER: Nine

MC

Level Four

4

What is the long-range attack modifier for all missile weapons?

4

Pendregard the Priest has gained the ability to cast a 7th level spell. What experience level has he just reached?

4

Aside from becoming paladins, humans have only one special ability or characteristic related to their race. What is that ability?

4

Which character class can choose nonweapon proficiencies from any proficiency group—except the Priest group—without penalty?

4

A specialist wizard concentrates on one school of magic. For his efforts, he gains certain advantages concerning spells from that school. Unfortunately, he also loses the ability to cast spells from one other school. Which school is off limits for him?

4

What is the only race that cannot have exceptional Strength?

4

Bertrand the Basher has specialized in the use of a mace. Danzar the Deerhunter has specialized in the use of a bow. Bertrand gains a combat bonus that Danzar does not. What is that bonus?

4

Which character class has the greatest number of requirements for minimum basic ability scores?

4

To gain bonus spells, what is the minimum Wisdom that a PC priest must have?

ANSWER: They have no class or level restrictions.
(They can be a member of any class, and can rise to
any level in that class.)

PH, page 23

ANSWER: 14th level

PH, page 33

ANSWER: -5

PH, page 71

ANSWER: Halfling

PH, page 20

ANSWER: The school in opposition to his specialty

PH, page 31

ANSWER: Bard

PH, page 55

ANSWER: 13

PH, page 17

ANSWER: Ranger (Strength, 13; Dexterity, 13;
Constitution, 14; Wisdom, 14)

PH, page 25

ANSWER: A bonus to damage (both characters
gain a bonus to attack rolls)

PH, page 52

4

Danzar has a Dexterity of 16. He's wearing scale mail, and he's carrying a shield. What is his effective Armor Class?

4

How is a greater pegasus created?

4

Holger is attacking a villain from behind. What is Holger's attack modifier?

4

Norissa is an ordinary gal. If she has help, how long will it take her to don a suit of plate mail?

4

How does a treant sustain itself?

4

What specific advantage do characters gain by parrying?

4

When a character is researching a new spell, how is the power of that spell restricted?

4

What is the wyvern's natural enemy?

4

If a creature with magic resistance fails its resistance check, does it still get a saving throw (if appropriate)?

ANSWER: +2

PH, page 90

ANSWER: If a medusa is slain and beheaded, there is a 5% chance that a newborn greater pegasus will spring forth from the cloven neck.

MC

ANSWER: 3

PH, pages 14 and 75

ANSWER: Nonwarriors gain an Armor Class bonus equal to one half of their level. Warriors gain a bonus equal to one half of their level plus one.

PH, page 100

ANSWER: Photosynthesis

MC

ANSWER: 5 to 10 rounds ($d6 + 4$)

PH, page 76

ANSWER: Yes

PH, page 102

ANSWER: Nothing; it doesn't have one.

MC

ANSWER: It cannot be more powerful (of a higher level) than the highest level spell which the character can cast currently.

PH, page 86

4

What is the effective Armor Class of the magical field created by an *armor* spell?

4

What is the approximate volume of the horrific, awesome, flaming orb created by a *fireball* spell?

4

What will happen if a doppelganger is polymorphed into a mule by a *polymorph other* spell?

4

Zorax the Wizard can place a magical field on an item, making it appear to be enchanted. What spell does he use?

4

What spell allows the caster to create and hurl small globes of fire that explode and inflict 1 to 4 points of damage?

4

What kind of spells will a *minor globe of invulnerability* block out?

4

Hypnotic pattern and *wraithform* do NOT require one component that nearly all other spells must have. What component is not required?

4

When wizards cast this spell, ordinary weapons can gain magical bonuses, and magical weapons can be increased in power—temporarily. What is this spell?

4

What are the two forms of a *fire shield* spell?

ANSWER: It will retain the form of a mule for one round only. Then it will revert to its normal shape.

PH, page 161

ANSWER: 33,000 cubic feet

PH, page 149

ANSWER: Armor Class 6

PH, page 131

ANSWER: Any 1st, 2nd, or 3rd level spell or spell-like ability or effect

PH, page 160

ANSWER: *Melf's minute meteors*

PH, page 151

ANSWER: *Nystul's magical aura*

PH, page 136

ANSWER: Warm (offers protection from cold-based attacks) and cool (offers protection from fire-based attacks)

PH, Page 158

ANSWER: *Enchanted weapon*

PH, page 157

ANSWER: Verbal

PH, page 142

4

Using *cloudkill*, Zorax has just exterminated the toughest monster possible with this spell. What level is this creature, or how many Hit Dice does it have?

4

What is the maximum number of creatures that could possibly be destroyed by a *death* spell?

4

Which of the following will NOT be revealed by a *find traps* spell?

- a. A *glyph of warding*
- b. A concealed pit
- c. The presence of a *wyvern watch* spell
- d. A group of bandits lying in ambush on a trail

4

If a *chain lightning* spell is cast at a group of only three targets, will it oscillate between them until it runs out of power? If yes, why? If no, why not?

4

How long can a wizard delay the blast of a *delayed blast fireball* spell?

4

The effects of the priest spell *withdraw* resemble those of a certain wizard spell, without the same restrictions. What wizard spell does *withdraw* resemble?

4

Dragons come in two major varieties: chromatic and metallic. Name the chromatic dragons, and then name the metallic dragons.

4

What happens when a *light* spell is focused on the visual organs of a creature?

4

What does an *abjure* spell do?

ANSWER: d

PH, page 204

ANSWER: 80

PH, page 175

ANSWER: 6th level or 6 Hit Dice

PH, page 166

ANSWER: *Time stop*

PH, page 208

ANSWER: Up to five rounds

PH, page 183

ANSWER: No. A single creature or object can only be struck once.

PH, page 173

ANSWER: It sends an extraplanar creature back to its home plane of existence.

PH, page 215

ANSWER: The creature is blinded for the duration of the spell.

PH, page 201

ANSWER: The chromatic group includes black, blue, green, red, and white. The metallic group includes brass, bronze, copper, gold, and silver.

MC

4

What spell can give nonspellcasters the ability to cast priest spells, as well as provide up to three priest spells of the caster's choice?

4

What is the effect of a *heal* spell?

4

How much can a *wish* spell raise a basic ability score?

4

Which variety of ray is intelligent?

4

To be effective, a *restoration* spell must be cast within a limited time after the loss of energy levels. What is that time limitation?

4

How much room does one spell take up in a wizard's spellbook?

4

How much damage does a *flame strike* spell inflict?

4

What is the difference between the *succor* and *word of recall* spells?

4

How many pages can a travel-size spellbook contain?

ANSWER: If the score is currently 15 or less, it can be raised a full point. If it's greater than 15, it can be raised one tenth of a point (or 10% in the case of exceptional Strength).

DMG, page 11

ANSWER: It completely wipes away all disease and injury in the recipient.

PH, page 228

ANSWER: *Imbue with spell ability*

PH, page 218

ANSWER: A number of pages equal to its level, plus zero to five (1d6 - 1) additional pages

DMG, page 42

ANSWER: One day per level of the caster

PH, page 235

ANSWER: Ixitxachitl (Ask the player to spell it just for fun.)

MC

ANSWER: 50 pages

DMG, page 42

ANSWER: *Word of recall* affects the caster, while *succor* affects another person chosen by the caster.

PH, page 235

ANSWER: 6 to 48 (6d8) points

PH, page 223

4

What three things must a character have in order to train for advancement to the next level?

4

How are a monster's saving throws determined?

4

What are the four nonmagical ways of detecting an invisible creature or character?

4

What is the simplest way of determining critical hits and fumbles—that is, exceptional success and bad breaks—in combat?

4

If a multi-class character is hit by an energy-drain attack, which class loses a level?

4

In most cases the result of mixing potions is highly unpredictable. However, what will ALWAYS be the result when a *treasure finding* potion is mixed with anything?

4

The actions of a charmed creature are restricted in two critical ways. What are those restrictions?

4

When a party is in a wilderness setting (not in a town or city), what determines how often a DM should check for random encounters?

4

If Dalmick drinks a *potion of fire breath* now, he'll be able to spew forth a cone of fire anytime within the next hour (giving a whole new meaning to the term "bad breath"). If he drinks the entire potion at once, how much damage will a blast from his fiery breath usually inflict?

ANSWER:

- 1) Things still cling to them. For example, a fistful of flour thrown in the air may outline them.
- 2) They leave footprints — perhaps in flour scattered on the floor.
- 3) They make noise. Plate mail is noisy whether you can see it or not.
- 4) They still have a scent, though it's a little hard to detect unless you're a watchdog.

DMG, page 120

ANSWER: All creatures save vs. poison and death magic at a level equal to the number of Hit Dice they have. Their saving throws vs. other attacks vary:

- Intelligent monsters save vs. other attacks at a level equal to their HD, plus one level for every 4 points (or fraction thereof) of "plusses." For example, an intelligent $5 + 6$ HD creature would save at 7th level ($5 + 2 = 7$).
- Creatures with no intelligence save vs. other attacks at a level equal to half their HD, rounded up.

DMG, page 65

ANSWER: A capable instructor willing to train him; money to pay the instructor (average is 100 gp/level/week); and time to spend training (minimum number of weeks equals 19 minus the instructor's Wisdom score)

DMG, page 49

ANSWER: It will yield a lethal poison.

DMG, page 141

ANSWER: The class with the highest experience level. If the character has the same experience level for each class, then the one requiring the greatest number of experience points goes first.

DMG, page 73

ANSWER: A natural 20 on the attack roll means the attacker inflicts double damage (roll appropriate damage dice twice). A natural 1 means an unfortunate event happens (broken weapon, slip and fall, backpack slides down arms, and so forth).

DMG, page 61

ANSWER: 5 to 50 (5d10) points

DMG, page 142

ANSWER: The type of terrain

DMG, page 101

ANSWER: The creature cannot carry out a command that requires individual initiative or decisions. It will not obey any command that clearly would lead to self-destruction.

DMG, page 64

4

What does a *potion of super-heroism* do?

4

A *rod of splendor* can create a huge silk tent with enough furnishings and food to hold a grand party. How many people can be fed and entertained?

4

If a character is already proficient with a bow, what will *bracers of archery* do for him or her?

4

What magical item will restore hit points, restore a lost limb, and even bring a character back from the dead?

4

Zanzorg owns a *staff of the serpent*. It's of the python variety. If he throws the staff to the ground, it becomes a large constrictor snake. If Zanzorg bashes someone with the staff, it serves as a magical weapon. What characteristics does this magical weapon of bashing have?

4

How many magical pouches does a *girdle of many pouches* have?

4

Fallon, a dwarven fighter, has just found a *ring of invisibility* hidden in a secret compartment of a chest. He puts it on and wills himself to be invisible. He's horrified to see that his legs have disappeared. Nothing else—just his legs! Why did this happen?

4

What kind of things can be taken out of a *bag of tricks*?

4

Darlana is a priest who owns *incense of meditation*. If she burns a cone of it, what benefits does she gain?

ANSWER: Give a +2 bonus to attack and +1 bonus to damage

DMG, page 162

ANSWER: 100

DMG, page 153

ANSWER: It gives a temporary increase in levels and hit points—specifically, up to six levels and 5d10 hit points, depending on the warrior's current level.

DMG, page 144

ANSWER: 64

DMG, page 170

ANSWER: +2 bonus to attacks, inflicts 1d6 + 2 points of damage

DMG, page 154

ANSWER: A ring of regeneration

DMG, page 149

ANSWER: For the next 24 hours, all spells that she casts will be at maximum effect or power, and saving throws against them must be made with a -1 penalty.

DMG, page 172

ANSWER: Animals

DMG, page 160

ANSWER: Dwarves have a nonmagical nature, which often causes magical items to malfunction when a dwarf tries to use them. ("Malfunction" means "misfire" as well as "fail." The DM has determined the specific result.)

PH, page 21

4

A number of small globes hang from a necklace of missiles. What are these globes?

4

What is the attack bonus of an arrow of slaying?

4

What is the greatest danger that a dryad poses to a player character?

4

What would happen if you owned a luckstone?

4

What are aarakocra?

4

What two special abilities do copper dragons have at birth?

4

What are the properties of a longtooth dagger +2?

4

How does an aerial servant "feed"?

4

How big is a giant ant lion?

ANSWER: If a male character has a Charisma of 16 or more, she will probably try to charm him and make him her amorous slave for the rest of his life!

MC

ANSWER: +3

DMG, page 183

ANSWER: When hurled, the globes burst and form a fireball at the end of their trajectory.

DMG, page 175

ANSWER: *Spider climb* and immunity to acid

MC

ANSWER: A race of intelligent, manlike birds

MC

ANSWER: Anytime you tried to avoid something undesirable (being fried by a red dragon, for example), you could add +1 to your die roll. (There would be no bonus for attack or damage rolls, however.)

DMG, page 180

ANSWER: Approximately 10 feet long

MC

ANSWER: By being buffeted by elemental planar winds of at least 30 miles per hour

MC

ANSWER: In the hands of a small demihuman, it grows and can function as a *short sword* +2, but it still remains as light and easy to use as a dagger.

DMG, page 183

4

What is a steeder?

- a. An individual who, when combined with a peeler, forms an effective law-enforcement team
- b. An NPC that trains animals to be used as mounts
- c. An ale brewed from edible mushrooms
- d. An immense tarantula ridden by a duergar

4

What is a flindbar?

4

How does an obliviax attack?

4

Although paladins aren't known for being "party animals," they are rather handy to have around—especially with all of those special abilities they have (10 to be exact). One of the handiest abilities a paladin has is being able to heal by the "laying on of hands." How many points of damage can a paladin heal in this manner?

4

Of the greater golems, which is the only one that will use a weapon?

4

If a human is lucky enough to be "adopted" by a pseudodragon, what benefits will he or she gain?

4

Because of their magical nature, elementals are immune to normal weapons. Even a magical weapon won't harm them, unless the weapon has a bonus of _____ or better.

4

I am a creature that is sometimes mistaken for a mantichore, although there are vast differences between us. I have the wings of an eagle, not bat wings. I have no spike on my tail, and my facial features are softer and kinder. The biggest difference is in attitude. I am not a hunter of man; I am his protector. I am concerned for the safety and welfare of all good creatures. I use my considerable magical abilities to prevent the wastelands from being overrun by evil. What am I?

4

This native of the Elemental Plane of Fire is evil, cruel, and dangerous. Its head and upper torso are humanlike, but it has a flaming beard and hair. The creature's lower torso is that of a large snake. It is impervious to heat and fire. It radiates great heat, and can only be hit with magical weapons. What is it?

ANSWER: It eats memories.

MC

ANSWER: A weapon used by flinds, consisting of a pair of chain-linked iron bars

MC

ANSWER: d

MC

ANSWER: The pseudodragon can communicate telepathically with its adopted human from a distance of up to 240 yards. It can also transmit magic resistance to its companion, provided they are in physical contact.

MC

ANSWER: Iron golem

MC

ANSWER: 2 points per level, once per day

PH, page 27

ANSWER: Salamander

MC

ANSWER: Lammasu

MC

ANSWER: +2

MC

4

What special attack form does a shambling mound have?

4

What is a swanmay?

4

What special attack form does a jackalwere have?

4

As an androsphinx, I have a powerful physical attack. I can cast the spells of a priest, too. But my special weapon is a bellowing roar. I can use this roar three times each day—as often as a dragon can use its breath weapon. If I roar more than once in a day, however, something happens to my roar. What is it?

4

How does a will o'wisp feed?

4

Describe Method VI (points plus dice) for generating basic ability scores.

4

What unusual ability does a phase spider have?

4

A purple worm can sometimes swallow its prey whole. What determines whether or not it does?

4

Fill in the blank. An *enlarge* spell will increase the size of an object by _____ percent per level of the caster.

ANSWER: Its gaze can cause sleep.

MC

ANSWER: A swanmay is a human female ranger who can turn into a swan. (She is the sworn protector of the forests and wildlife. She is guided by her swan personality and tends to shun human company.)

MC

ANSWER: If both arms hit in the same round, the victim is drawn into the slimy vines and rotting vegetation that is the creature's body, where the victim will suffocate in two to eight rounds.

MC

ANSWER: Start each ability with 8 points. Roll seven dice and assign them to abilities as desired.

PH, page 13

ANSWER: It lures creatures to their deaths (for example, with quicksand or mud bogs) and then feeds upon the energies which their death struggles release.

MC

ANSWER: The roar gets more powerful each time it is used in a single day.

MC

ANSWER: 10

PH, page 133

ANSWER: If its attack roll exceeds the number needed to hit by 4 or more, it does.

MC

ANSWER: It can phase in and out of the Prime Material Plane.

MC

4

How are experience points calculated for a monster?

4

Of all the giant-kin, which one has innate magical abilities?

4

At what experience level do bards gain the ability to cast one fourth-level spell?

4

What is min/maxing?

4

How much does a typical cyclopskin weigh?

4

What is the relevant basic ability for the Gaming proficiency?

4

Does an *endure heat* spell offer any protection from magical fire such as a *fireball*? If it does, how much protection does it offer? If not, why doesn't it work?

4

Based on its skills, what level thief is a kenku?

4

What beak-faced creature is sometimes called the "wraith of the deep"?

ANSWER: 10th level

PH, page 42

ANSWER: Firbolg

MC

ANSWER: Experience points, or XPs, are awarded based on the monster's Hit Dice. If a monster has any special abilities, a Hit Die modifier is added to the creature's Hit Dice value, effectively making it a higher-level monster for XP purposes. Points are then based on the adjusted Hit Dice value.

DMG, page 47

ANSWER: Charisma

PH, page 55

ANSWER: About 350 pounds (answer must be within 25 pounds)

MC

ANSWER: A player calculates all of the odds and numerical advantages of specific weapons and equipment in an attempt to gain an advantage over everyone else.

DMG, page 30

ANSWER: Morkoth

MC

ANSWER: 4th level

MC

ANSWER: Yes. It absorbs the first 10 points of damage.

PH, page 200

Level Five

5

Tremah is a 6th level human thief. Her Constitution has just been raised magically from 16 to 17. How much can Tremah add to her hit points?

5

You have just rolled the following ability scores for your character: Strength, 15; Intelligence, 14; Dexterity, 17; Wisdom, 11; Constitution, 10; Charisma, 18. For what class would this character best be suited?

5

Tremah is a 7th level thief. She is about to attempt a daring feat—picking the pocket of the Captain of the Guard, a 12th level fighter. Tremah's Pick Pockets score is 85. Nonetheless, she fails to pick his pockets. Now it's time to find out whether her efforts were noticed. What number or less must she roll to avoid detection?

5

Philander has an Intelligence ability score of 17. How many extra proficiency slots will he have available when he starts to select nonweapon proficiencies?

5

Philander, a human wizard, has decided to be a Transmuter—one who specializes in the Alteration school of magic. That means he'll be giving up the ability to cast spells from one or more other schools. How many schools is Philander giving up, and what are the names of those schools?

5

Norissa of the Nimble Fingers has just completed her training. She's a 6th level thief! Now she has 30 more points to distribute among her thieving abilities. What two restrictions are there concerning how she distributes them?

5

A *rod of lordly might* is a multipurpose device, with many interesting functions. It boasts three spell-like abilities. It can be used as four different magical weapons. Plus, it has three other, more mundane functions. Name one of the spell-like abilities, one of the weapons, and one of the other mundane functions.

5

The druid class is the only one with a worldwide organizational structure. There's only so much room at the top, however. At higher experience levels, the number of druids that can hold those experience levels is limited. Which experience levels are restricted in this fashion, and what are the restrictions?

5

Grimraed is an elven fighter/mage who has just earned enough experience points to raise his level as a fighter, but not quite enough to raise his level as a mage. He rolls an 8 on a d10 for his hit points, and his Constitution is 17. How much will his hit point total increase?

ANSWER: 63. (100 minus 3 times the victim's level, or $100 - (12 \times 3) = 64$. Tremah's dice roll result must be less than that.)

PH, page 39

ANSWER: Bard (due to his high Dexterity and Charisma, and good Intelligence)

PH, page 25

ANSWER: Nothing. Only fighters get a bonus greater than +2. Tremah's bonus was +2 before her Constitution was boosted, and it's still +2 now.

PH, page 15

ANSWER: No more than 15 points can go to any one skill, and no skill can be raised above 95.

PH, page 38

ANSWER: Two. Abjuration and Necromancy.

PH, page 31

ANSWER: Six

PH, page 16

ANSWER: 7 points

PH, pages 15, 44

ANSWER: 12th level (Druid), nine per geographic region; 13th level (Archdruid), three per region; 14th level (Great Druid), one per region; 15th level (Grand Druid), one per world; 16th level and above, any number (good luck trying to find more than a couple of them!)

PH, page 37

ANSWER: Spell-like abilities include *paralyzation*, *fear*, and *drain hit points*. Weapons include a *mace* +2, *flame sword* +1, *battle axe* +3, and *spear* +3. As for its other functions, the rod can serve as a climbing pole, door basher, and compass/depth finder.

PH, page 152

5

Rathearn is a 4th level human thief who feels that, philosophically, he's better suited to combat than to stealth. (He likes to bash critters.) Therefore, he decides to switch classes and become a fighter. He starts over as a 1st level fighter and begins to work his way up in levels. At what level will he be able to use his old thieving abilities without penalty?

5

Geraldo has the Rope Use proficiency. Currently he's in a tight spot; his hands are bound and held with a knot. How does his proficiency affect his chance to escape?

5

The dashing Delgore, Warrior Priest of the God of War, is about to cleave another heathen ogre with a mighty blow from his *battle axe* +2. Delgore's Strength is 18. How many points of damage can Delgore inflict with one cleaving swing?

5

Rudella wants to be a longbow specialist. She's willing to forego learning the use of two other weapons. What special abilities will she gain?

5

For the fighter who really wants to get his point across, what weapon is capable of inflicting the most damage?

5

What is the difference between a flight arrow and a sheaf arrow?

5

Ratik has the Local History proficiency. Which basic ability score does he use when making a proficiency check?

5

Germaine is a gentle soul, who wants to bring his mounted foe down to earth without causing any damage. What weapon inflicts no damage, provided Germaine makes a successful hit? (Of course, when his victim hits the ground, it's another story.)

5

Captain Zenith is a 4th level fighter. Chain mail is his armor of choice. Lately, however, it seems as if someone's always beating the stuffing out of him. Zenith figures that he needs better armor, so he's going first class—full plate armor! The Captain had better start saving his copper pieces. How much can Captain Zenith expect to spend for such wonderful armor, and why is it so expensive?

ANSWER: 12 (1d8 +2 for the axe, +2 for Strength)

PH, pages 14, 68 & 90

ANSWER: If Geraldo makes a successful ability check with a -6 penalty, he can free himself.

PH, page 63

ANSWER: 5th

PH, page 45

ANSWER: A flight arrow has a lighter shaft and head, which give it a longer range. A sheaf arrow has a stronger metal head, which gives it a shorter range but increases the damage it can inflict.

PH, page 73

ANSWER: A heavy horse lance, used from the back of a charging mount (3d6 points doubled). Alternate answer: an arquebus (player must state when this is true—i.e., when three or more “10’s” are rolled in succession while determining damage).

PH, page 69

ANSWER: Bow specialists gain a new range category—“point blank”—which is from 6 to 30 feet. When firing point blank, Rudella gains a +2 attack roll bonus. If she has an arrow nocked and drawn, and her target is in sight, she can fire before any initiative checks for the round are made.

PH, page 52

ANSWER: 4,000 to 10,000 gp. Each set is perfectly forged, specially designed, and custom fitted to a specific individual.

PH, pages 69, 75

ANSWER: Mancatcher

PH, page 68

ANSWER: Charisma

PH, page 54

5

A spell that produces matter or items from some other place (such as *Evard's black tentacles*) is a spell from what school of magic?

5

During a fierce battle with a giant scorpion, Bolan, a little halfling thief, is struck by the creature's stinger. His buddies kill the scorpion, but alas, poor Bolan has been poisoned, and he's dead.

The party's cleric uses her *rod of resurrection* to bring Bolan back to life (his survival roll is successful). Suddenly a voice from beyond—the DM—says, "Bolan, please make a saving throw." He does, but fails. The voice says, "Sorry guy," and then Bolan falls over dead...again. Why?

5

How long can a character hold his breath under normal circumstances?

5

Tremora is a 5th level thief. She has four buddies—a 6th level dwarven fighter, two 6th level human clerics, and a 5th level/4th level elven fighter/mage. Together they're trying to tackle an ankheg. Whose attack roll will these five adventurers use, and what will be the bonus or penalty?

5

Drago Dangerdwarf is locked in mortal combat with an evil wizard, when suddenly the wizard hits Drago with a *lightning bolt*, causing 63 points of damage. Drago rolls a saving throw vs. spell, but he fails it. No matter. He had 78 points before, so now he still has 15 left. "Ha!" he sneers at the wizard. "Ya missed!" Drago takes a step forward. From beyond (that is, from the DM) there comes the sound of rolling dice. Suddenly, Drago falls over, dead. Why?

5

Although it's a very useful spell, Grimraed really hates to cast *spider climb*, mainly because of the material components. What are the material components of *spider climb*, and how are they used?

5

Under what conditions does a creature's magic resistance apply?

5

During a leisurely walk in the woods, Gilmor, an elven fighter/mage, comes across a hungry pack of wolves. Knowing that discretion is the better part of valor, Gilmor decides that it's time for a not-so-leisurely dash OUT of the woods!

Gilmor figures that, in order to outrun the wolves, he'll have to quadruple his normal movement rate (120 yards/round). What will determine whether he can attain that speed, and if he can, how long will Gilmor be able to keep it up?

5

Why would it be unwise to bring a *bag of holding* into the space created by a *rope trick* spell?

ANSWER: A number of rounds equal to one-third of his Constitution score, but at least one round

PH, page 122

ANSWER: Poison remains effective for 2 to 12 hours after a character dies. When Bolan was resurrected, the poison was still in his system. He failed his saving throw and died...again.

PH, page 105

ANSWER: Conjuraton/summoning

PH, page 81

ANSWER: A bit of bitumen and a LIVE spider, both of which must be eaten

PH, page 138

ANSWER: If a single attack causes more than 50 points of damage, the character must make a saving throw vs. death in order to survive the sudden, massive damage. Drago didn't make it.

PH, page 106

ANSWER: Use Tremora's attack roll (because she's the weakest character), with -6 penalty (-2 because defender has more than two legs, -8 for the size difference dwarf vs. ankheg, and +4 bonus because of five attackers).

PH, page 98

ANSWER: Anytime you put one extradimensional space (the *bag of holding*) into another extradimensional space (the space created by the *rope trick*) the results are, at best, unpredictable. They may both explode or they may collapse in upon each other, or, if you're lucky, nothing may happen.

PH, page 145

ANSWER: In order to attain that speed, he must make a successful Strength check with a -4 penalty. In order to maintain that speed, he'll have to make a Constitution check each round, with a -3 penalty for each round he has been running (i.e., -3 the first, -6 the second, etc.).

PH, page 120

ANSWER: Only when the energy created or released by the spell or effect would *directly* affect the creature

PH, page 102

5

Poor Slothbane. A wand of size alteration has shrunk his party. If Slothbane, a 6th level human priest, tries to dispel the effects of the wand, what is his percentage chance of succeeding?

5

Kendra has just cast a *dream* spell, and she has entered the recipient's mind. What can Kendra do while she's there?

5

What volume of nonliving matter can be obliterated by a *disintegrate* spell?

5

Grimraed is about to use a *polymorph other* spell to turn a lesser basilisk (Intelligence of 1) into a chipmunk. What is the chance that the basilisk will take on the mentality of the chipmunk?

5

Roary the Redoubtable has used a *magic jar* spell to take over the body of a palace guard. The guard's life force is now trapped in a receptacle. What will happen if someone successfully casts *dispel magic* on the receptacle?

5

Through the use of this spell, a wizard can defend his home against unwanted intruders. The effects can furnish an entire building (up to 160,000 square feet) with dark and mist-filled hallways, stairways filled with *web* spells, *wizard locked* doors, doors hidden by illusions, *dancing lights*, *stinking clouds*, and several other interesting effects. Truly the ultimate in home protection, this spell can also reduce your decorator to tears. What is this spell?

5

Frederica is a 10th level mage. She has just cast a *wizard eye* spell. How far can she move the eye before it disappears, considering it is examining the floor, ceiling, and walls as it progresses?

5

Which two spells in the *Player's Handbook* require only a somatic component?

5

Lemmy of the Third Eye, a 13th level mage, has just cast the *globe of cold* form of Otiluke's *freezing sphere*. How much time will Lemmy have to get rid of the globe before it explodes in his hand (giving him a horrendous case of frostbite)?

ANSWER: A 10-foot cube (100 cubic feet)

PH, page 175

ANSWER: Deliver a message; nothing else

PH, page 168

ANSWER: 50%

PH, page 148

ANSWER: *Guards and wards*

PH, page 178

ANSWER: The guard's lifeforce will be forced back into his own body, and Roary will be forced back into the receptacle. (The spell will remain in effect, however.)

PH, page 169

ANSWER: 65% (Twenty minus 1 Intelligence point minus 6 for the level difference equals 13. Twenty divided by 13 equals 0.65, or 65%.)

PH, page 161

ANSWER: It shatters within 1 round per level of the caster—in this case, 13 rounds (13 minutes).

PH, page 180

ANSWER: *Shadow door* and *mislead*

PH, pages 171, 179

ANSWER: 100 feet (10 feet per round, 1 round per level)

PH, page 164

5

When Wardrik the Wizard casts this spell, the effects are—at the very least—startling. His size and strength increase to heroic proportions. He becomes a berserk fighter. His hit points double, and his Armor Class improves by 4. He attacks as a fighter of the same level. He'll prefer melee combat to any other form of the attack. What's more, he'll joyously leap into the fray, spreading death and destruction until he is dead, his opponents are dead, or until the spell wears off. What is this spell?

5

Delgore the Dazed has just cast a *meld into stone* spell and, literally, walked into a large boulder. What will happen to Delgore if Philandor the Mage, in a creative frenzy, decides to use a *stone shape* spell to turn the boulder into a lovely statue?

5

A *heroes' feast* (6th level priest spell) is a culinary delight. Furthermore, its powerful magic bestows a number of benefits upon those who partake fully of the food and drink. What are those benefits?

5

Melodramatic wizards love to cast the *weird* spell. It conjures up a terrible creature that an opponent must face in combat. To satisfy the verbal requirements, the wizard bellows to his victim, "Your final doom is upon you!" (or something similar). What form does this "final doom" take?

5

A *rainbow* spell can create a magical bow and up to seven arrows of different colors. What color arrow would be best to use against a salamander?

5

When a priest casts a *changestaff* spell, he transforms his staff into a treantlike creature. At best, how long can this transformation last?

5

You don't have to be Irish to cast a *shillelagh* spell, but an Irishman would find its material components particularly appropriate. What are they?

5

In a recent battle, Drago Dangerdwarf fought bravely but not well. He died. His comrades have decided to take him to a nearby city. There they will pay the high priest to cast *raise dead* on poor, departed Drago. Aside from the rather unpleasant odor that dead bodies tend to generate, what other reason would the party have for getting Drago to the city as *quickly* as possible?

5

If you're a brave and creative DM who decides to allow PCs to be of a nonhuman or demihuman race that's not listed in the *Player's Handbook*, take heart. It can be done, but it requires a lot of careful work and planning. Four guidelines are imperative when you are considering a new character race. What are those four guidelines?

ANSWER: All their diseases are cured. They heal $1d4 + 4$ points of damage. They are under a *bless* spell for the next 12 hours. And for the next 12 hours they are immune to poison, fear, hopelessness, and panic.

PH, page 228

ANSWER: Delgore will sustain $4d4$ points of damage.

PH, page 211

ANSWER: *Tenser's transformation*

PH, page 181

ANSWER: One turn per level of the caster

PH, page 231

ANSWER: Red (double damage vs. fire dwellers/users)

PH, page 224

ANSWER: The form of the victim's most feared enemy

PH, page 197

ANSWER: (Two or more constitute a correct answer.)

- 1) The race should be humanoid.
- 2) It cannot possess special abilities.
- 3) It cannot be extra-dimensional.
- 4) It should be cooperative and willing to interact with the human world.

DMG, page 15

ANSWER: The priest can only raise a body that has been dead for a number of days that is equal to or less than his level. (For example, a 9th level priest can raise only those who have been dead for nine days or less.)

PH, page 224

ANSWER: A shamrock leaf and the caster's holy symbol

PH, page 202

5

Of all of the aspects of playing the AD&D® game, nothing is more misunderstood, more difficult to define, or harder to judge than alignment. It's also a vital part of good role-playing. Sometimes characters change alignment, but not always intentionally. If an established character deliberately decides to change alignment, what is the immediate effect of such a decision?

5

How many pages can standard and travel-size spellbooks have?

5

When a character wants to hit a specific spot on a creature, knock something out of someone's hand, or just plain show off, he may attempt to make a "called shot." What penalties does this involve?

5

Day-to-day living in the AD&D® game means spending money. Characters usually spend a certain amount of money per month on their living expenses. The amount depends on the lifestyle they choose. About how much will it cost your character to live in typical middle class style?

5

Experience points can be granted to a PC for significant use of a spell or ability. In this context, what constitutes significant use?

5

Despite the excitement and danger of armed combat, sometimes a character can't resist wading into a brawl bare-handed to deliver a sound pummeling. Not counting a Strength bonus, what is the highest amount of damage that a bare-handed punching attack can inflict?

5

A wizard's spellbooks are his most prized possession, his treasure, his passion. They can take a wide variety of forms—huge bound volumes, scrolls, clay tablets, and so forth. All spellbooks have two things in common, however: 1) they must be absolutely flawlessly crafted of the highest quality materials and 2) they are very expensive. How much can a wizard expect to pay for both standard and traveling spellbooks?

5

When using the optional training rules, how does the DM determine how much time a character must spend in training?

5

Hiding behind a wall when someone is shooting arrows at you can be either a brilliant defense initiative or a coward's way out. (It all depends on whether it's your character or your enemy who's hiding.) Either way, assuming that the defender is 90% hidden by the wall, what penalty does the attacker have?

ANSWER: +1 to initiative and -4 to the attack roll

DMG, page 58

ANSWER: Standard, 100 pages; travel-size, 50 pages

DMG, page 42

ANSWER: Experience points needed to gain the next level are doubled.

DMG, page 29

ANSWER: 2 points

DMG, page 59

ANSWER: (Must state at least one requirement to be correct.) 1) There must be an obvious reason to use the ability, and 2) there must be significant danger. (A fighter who is walking down the street and just reaches out and bops a beggar doesn't qualify. But a fighter who steps in to thwart three thugs who are molesting a minor merchant would qualify.)

DMG, page 48

ANSWER: Approximately 50 gp per level per month

DMG, page 34

ANSWER: -10 to attack roll

DMG, page 62

ANSWER: Subtract the Wisdom of the instructor from 19. This is the minimum number of weeks. At the end of that time the character must make an ability check against either Intelligence or Wisdom, whichever is higher. If the character fails the check, another week of training is required before another check can be made (with a +1 bonus). The process continues until the character makes a successful ability check or gives up.

DMG, page 49

ANSWER: Standard: 50 gold pieces per page; traveling: 100 gold pieces per page

DMG, page 42

5

Underwater settings can offer unique opportunities for adventure (ever had a carp nibble your toes?). On the other hand, underwater adventures can pose problems. How far can characters see while exploring a murky lake, 50 feet below the surface?

5

Philandor the Munificent, a powerful mage, has decided to go visit his drinking buddies on the Plane of Gladsheim. On his way there, he passes through a place that is barren and seemingly empty. The only features it has are rare bits of solid matter and long, silver cords that seem to stretch in all directions to the horizons. Where is Philander?

5

Several years ago, Maegenoth the Mangler, a 4th level fighter, found a magical book. The first time he tried to read it he was stunned for a while and suffered 16 points of damage! Since then Maegenoth apparently has been able to cast a wide variety of priest and wizard spells—one at a time. Recently he cast a *fireball* spell at two frost giants. Then he muttered, "Oh no! The pages turned!" and "Uh oh, only two pages left!" What kind of book did Maegenoth find?

5

Casting spells underwater often puts a new twist on the results. For instance, what will happen if a *lightning bolt* is cast underwater?

5

Rathearn the Forgetful has just guzzled an entire *potion of fire breath*. What will happen if he forgets to use the *fire breath* within the next hour?

5

Shandara is using her *crystal ball* to locate a person about whom she knows a great deal but has never met. What is her chance of successfully locating that person?

5

Porphyus and his retinue of bodyguards are journeying to the ruined city of Phlan. They are traveling through the thick forests by Myth Drannor and, due to rain, they are quite miserable. What is the chance that this band will become lost?

5

What are the three functions of a *wand of frost*?

5

How big is the tower formed by *Daern's instant fortress* when it is activated?

ANSWER: *A book of infinite spells*

DMG, page 161

ANSWER: The Astral Plane

DMG, page 132

ANSWER: 10 feet

DMG, page 79

ANSWER: 25 percent

DMG, page 164

ANSWER: There is a 10% chance that the flames will erupt inside him, causing 5d10 points of damage—doubled. (Talk about a bad case of heart-burn!)

DMG, page 142

ANSWER: It spreads out like a *fireball* at the point of origin. (For the caster's sake, that had better be FAR away.)

DMG, page 79

ANSWER: 20 feet square and 30 feet tall

DMG, page 165

ANSWER: *Ice storm*, *wall of ice*, and *cone of cold*

DMG, page 156

ANSWER: 50% (40% for rough terrain plus 10% for rain)

DMG, page 128

5

Lemmy the Lucky, a 6th level mage, is the proud owner of a *deck of many things*. One day, in a moment of boredom, he decides to draw one card. He looks at the card and starts to cry. He has drawn the Talons Card. What is about to happen to Lemmy?

5

What are the properties of a dull gray *ioun stone*?

5

Any wizard who is wearing a *robe of stars* has at his disposal a very unusual weapon. What is it?

5

What special abilities does an *obsidian steed* (one of the *figurines of wondrous power*) possess?

5

If a 6th level mage casts a *phantasmal killer* spell at a 4th level fighter, where will the monster appear?

5

Magical items that mess with dimensional space and reality can be dangerous. One of the most dangerous is a *sphere of annihilation*. The sphere is actually a hole in the continuity of the multiverses, a complete and utter void of existence. One thing a character should NEVER, EVER do is touch a *sphere of annihilation* with a *rod of cancellation*! Why not?

5

One fine day Fallon, a dwarven fighter, is enjoying a brisk morning walk through the mountains when he runs headlong into the kneecap of an irritable frost giant. Dangling from the giant's girdle are several dwarven beards and a horn. Fallon draws his battle axe, and he's prepared to die with honor. Suddenly, the air is filled with hundreds of bouncing pink bubbles, which surround the giant, effectively blinding him. Why?

5

When a set of *pipes of pain* are first played, they produce a melody of such exquisite beauty that anyone who hears it within 30 feet must make a saving throw vs. spells. Failure means the character is entranced and unable to do anything but listen. When the music stops, the *pipes* live up to their name. What happens?

5

What is the worst thing that can befall a character as a result of possessing a *talisman of Zagy*?

ANSWER: The stars that are embroidered on the robe can be detached and used as missile weapons with a +5 bonus to attack rolls and damage.

DMG, page 178

ANSWER: None. It is a burned out, dead stone.

DMG, page 173

ANSWER: Every magical item he has is about to vanish.

DMG, page 167

ANSWER: The two items will negate each other in a BIG way! The result is a massive explosion that inflicts $3d4 \times 10$ points of damage upon everyone within 60 feet.

DMG, page 180

ANSWER: Only in the mind of the victim

PH, page 160

ANSWER: It can fly, and can travel to the Ethereal or Astral Plane.

DMG, page 168

ANSWER: It acts as a *stone of weight*, but it can be discarded. If it is discarded or destroyed, it inflicts $5d6$ points of damage, disappears, and leaves a 10,000 gp diamond in its place. All in all, not a bad bargain.

DMG, page 181

ANSWER: At that point all who have been entranced will suffer pain ($1d4$ points of damage) at the slightest noise. This effect lasts for $2d4$ rounds. Then, any loud noise (like melee combat) will cause the victim to wince, reducing his attack rolls and saving throws by -2 .

DMG, page 176

ANSWER: The horn on the giant's belt is a *horn of bubbles*. He sounded it several days ago, but the bubbles from such a horn don't appear until the owner is in the presence of someone who wants to slay him.

DMG, page 172

5

Plate mail of vulnerability appears to be plate mail +1, +2, or +3, but is actually cursed plate mail -2, -3, or -4. But that's not even its worst quality! What is?

5

If a character has an intelligent weapon with a personality score higher than his or her own, all manner of interesting things can happen. For instance, the weapon may demand payment whenever it is used. It may refuse to fight, force the character to fire henchmen or hirelings, or force the character to spend all of his money buying gems to decorate the weapon. How are the personality scores for weapons and their owners calculated?

5

Gold dragons are the most powerful of all dragon-kind. They are also unusual because they seek out something that enhances their spellcasting abilities. What do they often seek?

5

What three things must a character have or do in order to use a *hammer of thunderbolts* to its fullest ability?

5

What animal could be described as a 40-foot-long snake with legs, that can spit lightning?

5

What is a drider and how is one created?

5

During a heated battle with a couple of ogres, Drago Dangerdwarf is heard to shout out a number between 0 and 4 at the beginning of each round before he strikes with his sword. Unusual behavior, even for Drago. Contrary to popular belief, he has not lost his mind. (Well, maybe he has, but that has nothing to do with the numbers.) What is Drago doing?

5

Although a behir doesn't collect or have much in the way of treasure, it is still highly sought after. Why?

5

A gas spore bears a striking resemblance to a beholder. Even at close range, it is sometimes mistaken for one. Although a gas spore doesn't have the beholder's nasty disposition, in some respects it is equally as dangerous. What makes a gas spore so dangerous?

ANSWER: Formal magic training

MC

ANSWER: For a weapon, the personality score equals its Intelligence plus ego points. For a character, the personality score equals Intelligence plus Charisma plus experience level. A character's personality score is modified by hit point damage suffered.

DMG, page 188

ANSWER: If an opponent strikes the armor bearer with a natural 20 for the attack roll, the armor falls to pieces, leaving the character defenseless and very embarrassed.

DMG, page 182

ANSWER: It is a creature with the head and upper torso of a drow elf, and the legs and lower body of a giant spider. Once, it was a high-level drow. It became a drider after failing the test of worthiness given by its dark goddess.

MC

ANSWER: Behir

MC

ANSWER: He or she must have a *girdle of giant strength* and *gauntlets of ogre power*. The character also must know the *hammer's* true name.

DMG, page 183

ANSWER: If a gas spore takes any damage at all, it explodes, inflicting 6d6 points of damage upon everyone within 20 feet. If it touches exposed flesh, it injects tiny rhizomes into it. The rhizomes will grow into new gas spores in 24 hours, killing the host.

MC

ANSWER: Its various body parts are useful or necessary ingredients in several scrolls and potions.

MC

ANSWER: He has a *defender sword* +4. He is announcing how much of the +4 bonus he is using as an attack bonus, because the rest will be applied to his Armor Class.

DMG, page 185

5

In terms of attitude, behavior, disposition, and ability, I could be considered the geological equivalent of a treant. Just as a treant looks after and protects the forest, so do I defend and preserve the boulders and my mountain environment. What am I?

5

Grimella is an elven fighter/mage. She and her friends have just stumbled upon a huge reptilian creature with eight heads. "It's a hydra!" cries Grimella. Acting quickly, she casts a *lightning bolt* at the creature and obliterates two of its heads. (Oooh!) Then, drawing her sword, she leaps into battle. (Ahhh!) After several rounds, Grimella notices that the creature now has 10 heads! Each place that lost a head has sprouted two more! Grimella now knows that this is no ordinary hydra. What kind of hydra is it?

5

Because mimics can alter their appearance, they are able to surprise their victims rather easily. They will often form themselves into a common item of furniture, such as a large chest or sofa. They attack suddenly when someone approaches them. Although they can change their form and texture, what is the one thing mimics cannot change when they transform themselves?

5

Groaning spirits, or banshees, are formidable undead creatures that can kill through the sound of their keening wail. Fortunately, they are very rare. This rarity stems from their former lives; they are the spirits of individuals who are also very rare. What type of individual can become a groaning spirit after death?

5

Although they do possess physical weapons (hooves and a unicorn-like golden horn), Ki-rin prefer to use their magical abilities to trounce evildoers. In addition to a number of natural abilities, they can also cast spells. If they were mages, what level would they be?

5

While making his way down a dungeon corridor, Drago Dangerdwarf finds what appears to be a large puddle of tar lying on the floor. Suddenly another blob of "tar" drops down from the ceiling. Some of it lands on Drago's shiny new *plate mail* +2. Now Drago knows what it is. "Oh, Pits!" he mutters, "Black Pudding!" Quickly he begins to take off his armor. How much time will elapse before the pudding eats through the armor?

5

It is the powerful, skeletal remains of a priest who used his religion as a mask to hide his wickedness. It is undead. Its tattered robes are the remains of its once fine vestments. Instead of healing, it now kills with its diseased touch. Instead of helping others, it now seeks to kill all who live. Its ability to turn undead is now used to help it to resist efforts to turn them. What is it?

5

A lich is the single most powerful and terrifying form of undead known to exist. Even if a lucky party defeats a lich in combat and lives to tell about it, they haven't won. What else must be done to destroy a lich?

5

A rakshasa knight is "one nasty critter." It has an Armor Class of -5, 8 + 16 Hit Dice, can only be hit by a magical weapon of +2 or better, and at that anything with less than a +4 bonus only does half damage. The creature has a form of ESP and the ability to cast illusions. It can cast spells at the 9th level of ability and is immune to spells lower than 8th level. It savors human flesh. Despite all that, one thing can kill it instantly. What is it?

ANSWER: Their size. They cannot gain or lose mass.

MC

ANSWER: Lernaean hydra

MC

ANSWER: Galeb duhr

MC

ANSWER: Four rounds

MC

ANSWER: 18th level

MC

ANSWER: An evil female elf

MC

ANSWER: A hit by a blessed crossbow bolt

MC

ANSWER: Its body must be completely annihilated. Then the characters must find and totally destroy the phylactery that holds the lich's life force.

MC

ANSWER: Heucuva

MC

5

A remorhaz is a huge, wormlike creature that inhabits frigid arctic plains. It has a segmented body that stands on dozens of chitinous legs. It also has small wings on the sides of its head and neck. It uses its wings in a very unusual manner when it attacks. How does it use them?

5

It's gargantuan and incredibly ugly. It's power incarnate and it's always hungry! It's the legendary tarrasque—a 50-foot-tall, scaly biped with two horns and a lashing tail. It has a huge maw full of teeth that act like *swords of sharpness*. It can make six attacks per round. It has an Armor Class of -3 and 300 hit points (about 70 HD). Bolts, rays, heat, and fire do nothing against it. There is only one way to slay a tarrasque. What is it?

5

While exploring an abandoned castle, Captain Zenith steps up to a large mirror, and admires his own reflection. He is tall, powerful, and handsome. His plate mail gleams. His reflection smiles at him and says, "Yes, we do look rather impressive, don't we?" As a somewhat dumbfounded Captain watches, his reflection steps out of the mirror, raises its sword, and says, "Now, let's see if we fight as good as we look!" Exactly what kind of mirror did Captain Zenith find?

5

It is only about an inch long, makes no attack roll, and has only 1 hit point. But to anyone who knows what it is, a rot grub is a terrifying and disgusting little monster, which is to be avoided at all costs! Why?

5

What happens when a character looks into the eyes of an umber hulk?

5

If your character is battling hand-to-hand with three opponents, and a member of your party starts firing arrows into the fray, how does the DM determine whether it's you or one of your enemies that is hit?

5

Like virtually all undead, shadow monsters hate the living because the living remind them of what they have lost and what they are now. Who, among living creatures, can become a shadow, and how does this happen?

5

The xorn is made of stone, looks totally alien, eats precious metals, and has a strange name, too. It is peaceful by nature, so fighting it to the death is rarely necessary. However, if the need should arise, it is good to know that a xorn can be killed instantly under the right circumstances. How?

5

Which type of genie has an amirate organization?

ANSWER: A *mirror of opposition*

DMG, page 175

ANSWER: Reduce the creature to -30 or fewer hit points. Then cast a *wish* spell on it.

MC

ANSWER: By furiously beating its small wings, the remorhaz raises up the front quarter of its body, then snaps it forward with blinding speed.

MC

ANSWER: The DM assigns a value to each figure involved in the melee, based on size. (Medium figures count as 1, small as 1/2, etc.) Then he or she totals the numbers, and compares the value of each number to the total to calculate the percentage chance that each will be hit.

DMG, page 62

ANSWER: The eyes cause *confusion*.

MC

ANSWER: If it contacts bare flesh, it viciously burrows into the flesh with astonishing speed (no attack roll is necessary)! It may then burrow its way to the host's heart and kill him in 1 to 3 turns.

MC

ANSWER: Jann

MC

ANSWER: It has a natural ability to pass through stone. In combat, the creature will use that ability to its fullest effect. During the round that it is passing through stone, a *phase door* spell will kill it.

MC

ANSWER: Only humans and demihumans can become shadows, and then only if a shadow reduces them to 0 hit points or drains all of their Strength (1 point per attack).

MC

TRIVIA

Game

Question Cards

What's tall, green, and can regenerate lost limbs? Whether you know a little or a lot about the role-playing game, you can play AD&D® Trivia. You choose the level of questions you wish to answer—from simple multiple choice to complex puzzlers. Either way, with luck and skill you can vanquish your opponents.

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For 3 or more players familiar with the AD&D® 2nd Edition game
Ages 10 and up

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- 1 Question box
- 1 Plastic bag for playing pieces

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