Puzzled Pint
December 2016

ANSWER SHEET
Welcome to Puzzled Pint!

Tonight your packet contains four puzzles and a fifth meta-puzzle. Each puzzle will somehow solve to a **short word or phrase**. If you're joining us for the first time tonight, please read our *Puzzling Basics* page by going to http://www.puzzledpint.com/basics or by scanning the QR code below. Note the "**How to solve**" section that discusses puzzle techniques like indexing and using the code sheet, which should have been provided to you along with your packet.

Puzzled Pint is **not a competitive** event. We encourage you to **ask Game Control (GC) for hints as often as you'd like**. Our goal is for you to have fun, not to be frustrated!

While we like to theme our puzzle sets, most puzzles do not require special knowledge of the theme to solve them. Still, using the internet is completely allowed and even expected for some puzzles.

When you've solved all four puzzles, use your answers on the final **meta-puzzle**, already included in your packet, which requires the previous puzzle answers to solve.

When you're all finished, please **return this answer sheet to Game Control**, along with your code sheet and any borrowed items like pencils, tape, or scissors. Returning your answer sheet with an accurate count of your team size will allow us to make sure that we have enough space for everyone at our venues in future months and that we have enough puzzle packets available. Additionally, you'll be able to see how your time ranks relative to other teams worldwide on our web site. If your team is craving more, GC may have some bonus puzzles available for you, just ask!

If you'd like to provide any feedback on your experience tonight, please scan the QR code on the right or visit http://www.puzzledpint.com/feedback.

Thanks, and we sincerely hope you enjoy your evening! — *Puzzled Pint GC*

Team Name: _____   Team Size: _____

Start Time: _____   End Time: _____

Fighter – Suiting Up! _____

Magic-User – Memorizing Spells _____

Cleric – Turning Undead _____

Thief – Picking Locks _____
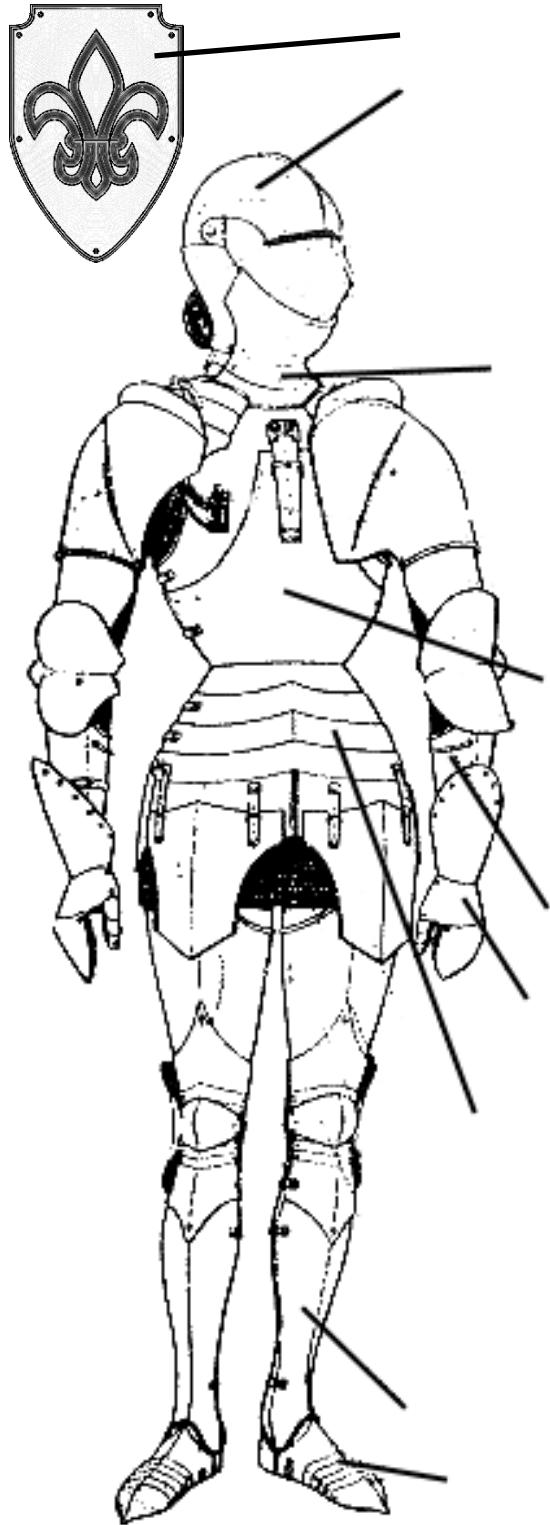
Meta — You Slayed The Dragon! _____

Puzzling Basics

Feedback

Fighter — Suiting Up

Difficulty: Easy

You find an armory! Choosing the **right** pieces and leaving behind the **wrong** ones, your **total** negative Armor Class will determine how much this new armor will **shift** the tide of battle in your favor! Then you'll discover which weapon to use in the final fight against the dragon.

Agri's gorget (AC –1)
Baadmar's gauntlets (AC –5)
Cindy's helm (AC –2)
Curekti's shield (AC –4)
Di-Sagri's gorget (AC –6)
Dum-Ba's greaves (AC –4)
Güdeon's gauntlets (AC –3)
Inchoretsun's shield (AC –5)
Justin's braces (AC –3)
Nadir's girdle (AC –2)
Negritte's boots (AC –4)
Nobby's breastplate (AC –1)
Oonfeir's braces (AC –4)
Possy's boots (AC –2)
Smaarten's greaves (AC –2)
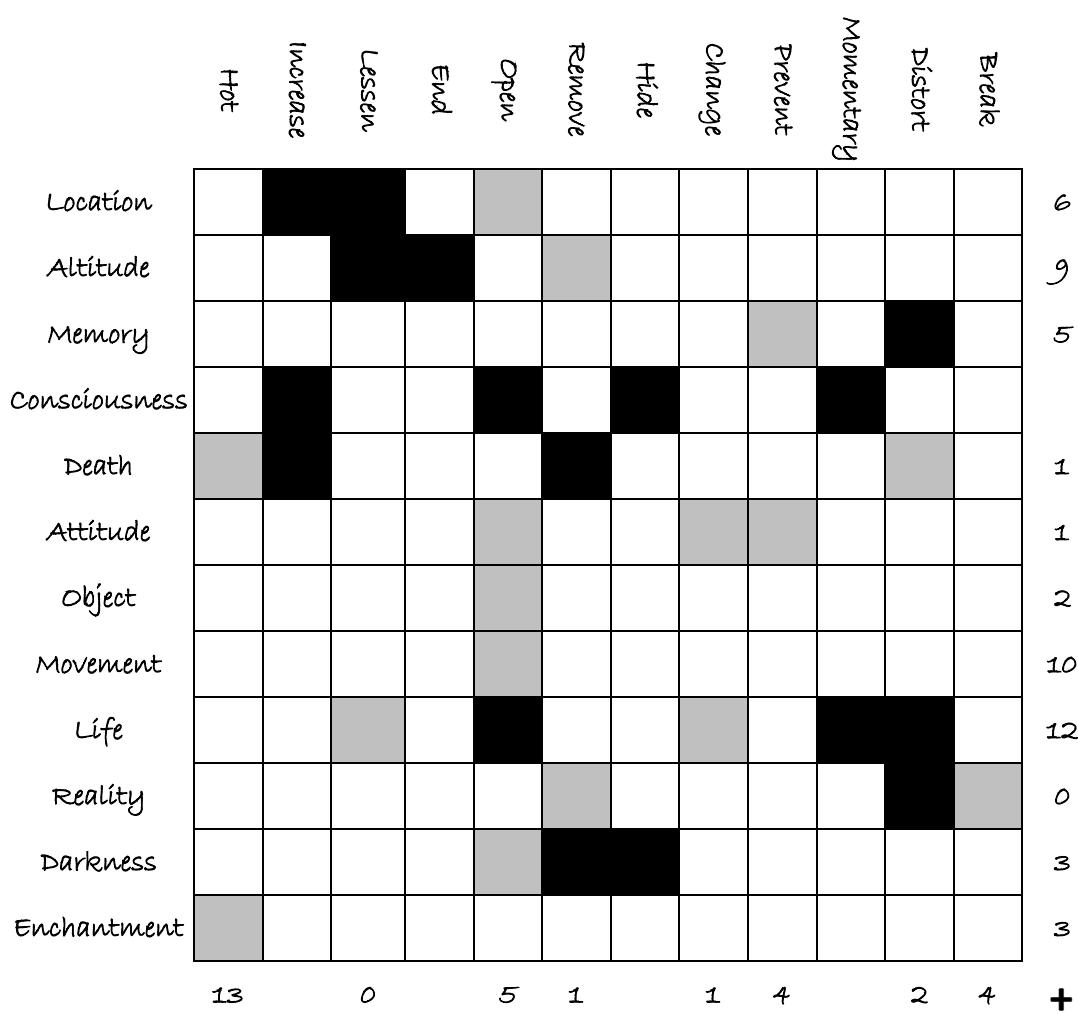Verchu's helm (AC –3)
Ye's breastplate (AC –5)
Zenithum's girdle (AC –1)

Magic-User—Memorizing Spells

Puzzle by Neal Tibrewala, Austin, TX

Difficulty: Medium

You discover a wizard's study with many spell scrolls **carefully arranged** on a table. Memorize each of the spells by placing them into your memory (the grid below). The **central** thing to understand about spells is that magic is always a **combination of two ideas**. After your head is **in order**, you'll reveal a useful item to help you slay the dragon.
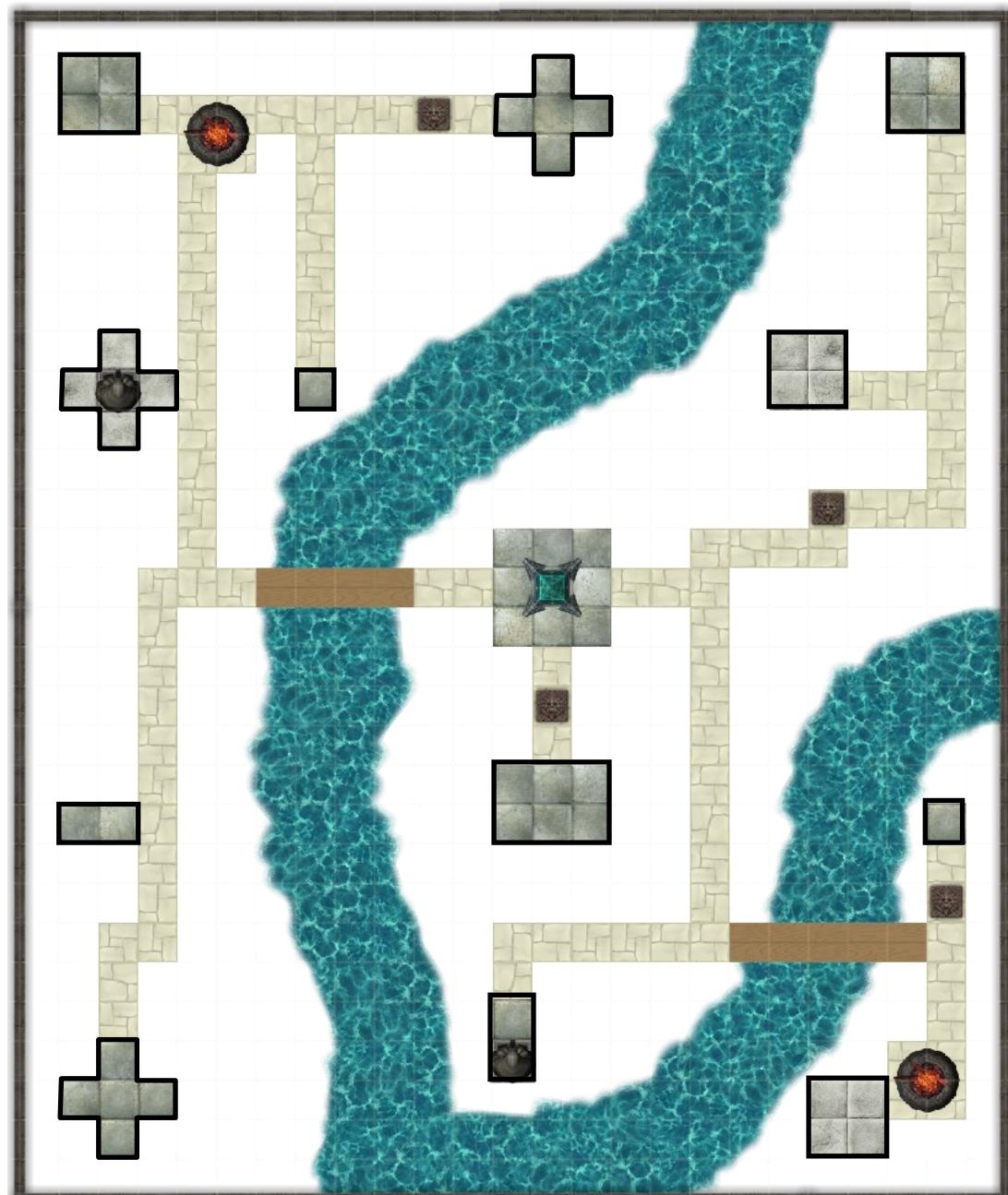
Scrolls: Dispel Magic · Disintegrate · Levitate · Heal · Charm · Knock · Haste · Forget · Invisibility · Kill · Slow · Shatter · Blink · Light · Wish · Blur · Web · Teleport · Fireball · Sleep · Polymorph

	Hot	Increase	Lessen	End	Open	Remove	Hide	Change	Prevent	Momentary	Distort	Break	
Location		■	■		▦								6
Altitude			■	■		▦							9
Memory									▦		■		5
Consciousness		■			■		■			■			
Death	▦	■				■					▦		1
Attitude								▦	▦				1
Object					▦								2
Movement					▦								10
Life			▦		■			▦		■	■		12
Reality						▦					■	▦	0
Darkness					▦	■	■						3
Enchantment	▦												3
	13	0		5	1		1	4		2	4	**+**	

,

_ _ _ _ _ _   _ _ _ _ _ _ _ _ _   _ _ _ _ _

Cleric — Turning Undead

Difficulty: Easy

You reach the altar at the center of the dungeon level. Several undead creatures have you surrounded: Three **Spectres,** three **Skeletons,** two **Devourers,** two **Zombies,** a **Mummy** and a **Vampire.** Your cleric holds up her holy symbol, and a blast of holy light scatters them back to their lairs.

Only Spectres and Devourers can pass through walls. The Zombies, Mummy, and Vampire avoid fire. Spectres and the Vampire cannot cross water. Finally, the Vampire and Mummy must return to their tombs. What do you find in the altar?
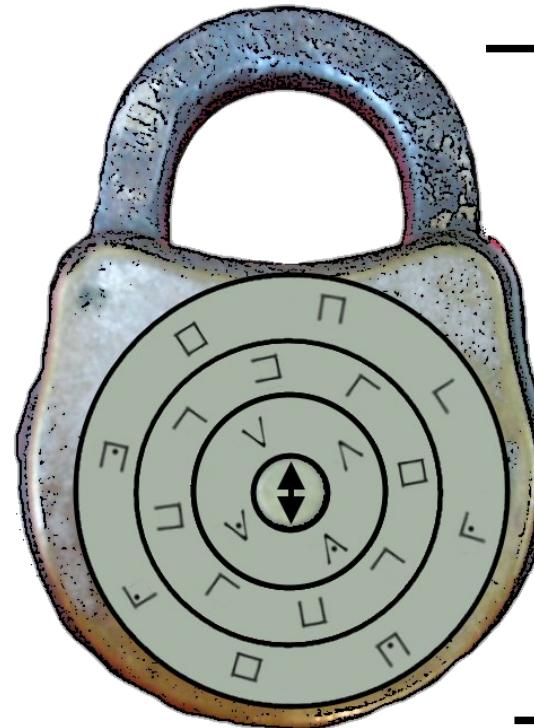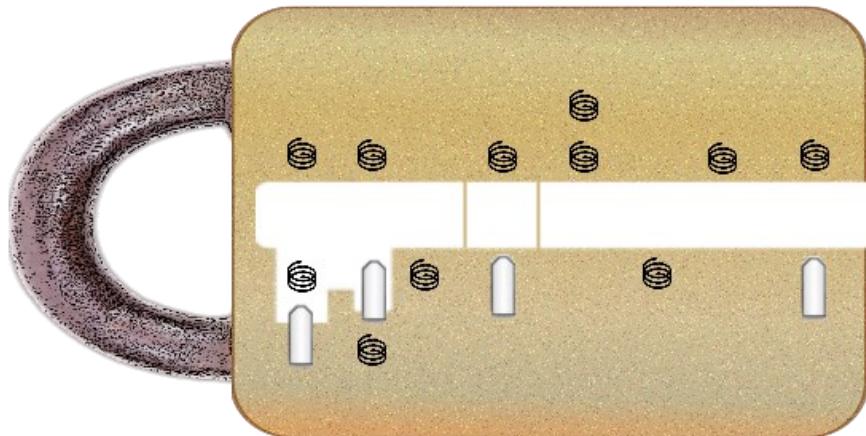
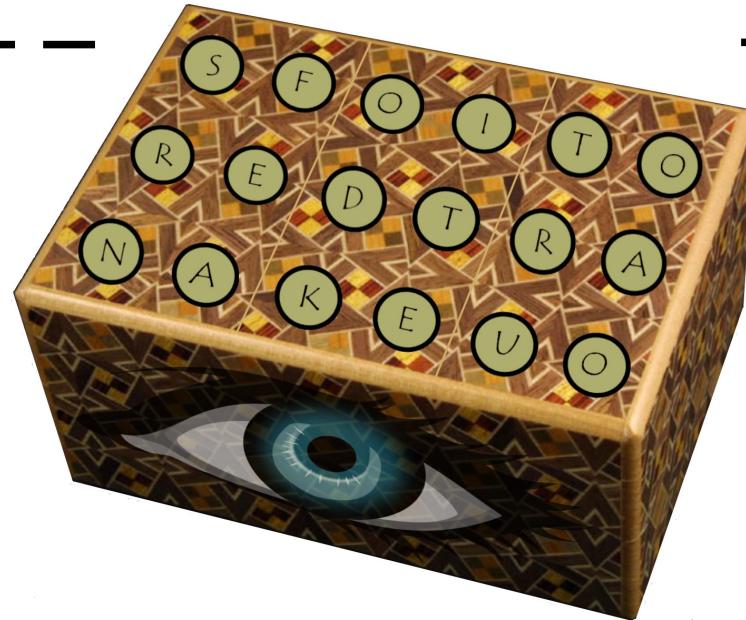## Map Key

- Tomb
- Corridor
- Room
- Water
- Bridge
- Wall
- Fire Pit
- Lair

Thief— Picking Locks

Difficulty: Hard

A good thief knows that all it takes to pick any type of lock is the right <u>*form of KEY*</u>.

You Slayed The Dragon!

You found the dragon in the deepest level of the dungeon. He was a huge beast and you **needed all the items you'd collected on your journey** to defeat him. What? Don't remember the pitched battle? Reconstruct it, so you have a good story to tell the bard when you get home.

For each of the dragon's attacks, recall what really happened. Choices with a (*) may have happened more than once! The dragon started with 50 hit points (HP) and you started fully healed at 20 HP. Each point of damage you or the dragon dealt was taken away from the other's total. The same attack, if not avoided, always dealt the same damage. The dragon was slain when you brought him to exactly 0 HP.

Forgetting the battle means he hit your head too hard! Next time, you should take the **initiative** heeding the thief's advice to be…

Round	Initiative	The Dragon's Attack
1	12	He began by scratching you with his left claw
2	8	Then he followed it up with his right claw
3	1	Rearing his immense head, he bit you with his massive jaws
4	3	Showing his full size, he turned around and batted you with his gargantuan tail
5	1	Steam exuding from his mouth, he breathed deadly fire upon you
6	8	Annoyed, he clawed you again
7	1	And again with the other claw
8	6	Bearing those sharp teeth, he crushed you in his mighty jaws
9	1	Then, while close, breathed his fire once more to try to finish you off
10	9	With a defiant roar he battered you with his tail for the last time

Which of these really happened each round?

- You took 2 damage and hit him with your magical attack dealing 5 damage(*)
- You took 2 damage and hid under your cloak to avoid his next attack(*)
- You took 2 damage and drank your only healing potion to restore you to full health
- You took 10 damage and returned the favor with 10 damage from your sword(*)
- You took 10 damage and hid under your cloak to avoid his next attack(*)
- You took 10 damage and drank your only healing potion to restore you to full health
- You took 5 damage then your sword dealt the last 10 damage needed to slay the dragon!
- You took 5 damage and hid under your cloak to avoid his next attack
- You took 5 damage and drank your only healing potion to restore you to full health
- You took 20 damage from his fire breath and died
- You avoided his attack and used your magical attack to deal 5 damage
- You avoided his attack and swung your sword dealing him 10 damage
- You avoided his attack and drank your only healing potion to restore you to full health