



Name: \_\_\_\_\_

Answer Key

# Would you survive the Rumble Pit?

- Your Rumble Pit nickname is:**  
Crodan the Crusher (9)    Wulfclaw the Warrior (10)    Dinner (0)    Bonespur the Barbarian (7)
- As you charge at an enemy, you are known to yell:**  
Die, worms, die! (9)    Humph! (10)    Don't think of pickles! (7)    EEK! Who's charging? (0)
- If you could take one item into the Rumble Pit it would be:**  
A handful of Ratchet Ringtail's *Snore Galore* (10)    Jinx's trusty poker (as good as any sword!) (9)  
A change of underwear (0)    Shard from Greeve, the stone of dark power (7)
- If you were wounded in the Rumble Pit, you would most likely:**  
Stitch yourself up with a piece of bone and some string, then keep fighting (7)    Tell your companions to leave you behind so as to save themselves (9)  
Suck on your thumb and cry for your mommy (0)    Find a wand of Eenwood and heal yourself (10)
- Your best move in the Rumble Pit:**  
Float like a pixie, sting like a skarm (10)    Back flip over your enemy and stab him in the back (5)  
Full-throttle assault, like a fly on dragon poop (8)    Drop your sword, pee your pants, and flee for the nearest exit (0)
- The Rumble Pit warrior you'd most like to fight is:**  
Grolf the giant: brain like a pea, fists like hammers (6)    Buttercup the kitten: fur as soft as snow, nose as pink as pansies (0)  
Krackle the dragon: breath of fire, scales of steel, tail like a whip (10)    Xerdes the serpent: venom that sizzles and burns, coils that twist and constrict (9)
- The Rumble Pit warrior you'd want on your side is:**  
Uriel the Unicorn: shy and timid, horn like a javelin (8)    Agent Lurk: fingers like talons, cloak of invisibility, mysterious intentions (5)  
Pugglemud the Dwarf: fly-encrusted beard, breath like a sewer, would boil his own mother in ketchup if it meant his escape (2)    Juniper Jinx: grasshopper in shape and size, but heart of a giant, with a tongue as sharp as her many swords (10)
- An opponent falls to his knees, begging for mercy, and you:**  
Spare his life; ask him to fight by your side (10)    Roll him in raw meat and use him as dragon bait (4)  
Hug him and pet him and call him George (0)    Drop an ogre on him (5)
- If given the choice, after a rumble, you'd prefer to sit in your dungeon cell and:**  
Plan your strategy for next time (10)    Get your horns sharpened (wait, why do you have horns?) (8)  
Sit in the corner, whimper quietly (0)    Get a nice facial with perfumed cream (0)
- You last cleaned your gladiator gear:**  
Yesterday (10)    In the days of Een, when Grendel Greeve first cast his curse (1)  
Last week (8)    What's cleaning? (0)

Check the next page to see if you survived the Rumble Pit!

**If you scored:**

- 80-100      You are a noble fighter, who understands honor and respects magic. You will not only survive, but will be able to escape the Rumble Pit.
- 60-79      You are a good fighter, but only understand brute force. You will live to fight another day.
- 30-59      You will do anything to survive, including betraying those around you. This insipid nature may catch up with you; as such, you have a fifty percent chance of survival.
- 0-29      You're a pretty clumsy warrior and are probably more likely to hurt yourself than anyone else in the Rumble Pit. You have the slimmest chance of survival—your best hope is to befriend a gladiator much more skilled than you.