

QuestForge – Joke Book

A Spark & Anvil joke book. Groan-worthy puns, tricky riddles, silly nonsense, and real fun facts from the world of QuestForge – read them out loud and make someone laugh.

Why did the d20 go to therapy?

It had too many critical issues!

How to use this book

Read a joke, pause at the question, and try to guess the answer before you read on. Best of all: read them out loud to a friend, a grown-up, or your class. A good laugh makes the tricky stuff easier – that's real science.

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Puns

Why did the d20 go to therapy?

💡 It had too many critical issues!

Why don't dice ever lie?

💡 Because they always tell you the rolling truth!

Why did the wizard break up with the d4?

💡 It was too pointy of a relationship!

What do you call a fighter with low Intelligence?

💡 Strong opinions, weak arguments!

Why did the rogue refuse to roll a d6?

💡 They only worked with sharper tools!

Why did the wizard's fireball miss?

💡 Because the area-of-effect was a no-effect zone!

What did the cleric say when the party rolled a nat 20 on the healing check?

💡 "That's divine timing!"

Why did the character get rejected from the math club?

💡 Their CHA was high but their INT just didn't add up!

Why is the d20 the most popular dice at the party?

💡 Because it always brings 20 sides to every story!

Why did the dungeon master love probability?

💡 Because every encounter was a calculated risk!

What's a goblin's favorite kind of attack roll?

💡 A nat 20 -- they critically love them!

Why did the saving throw go to the gym?

💡 It needed to work on its modifiers!

Why did the d12 feel left out?

💡 Because everyone else was rolling for damage and it just wanted to be useful!

What did the AoE fireball say to the narrow hallway?

💡 "I've got you covered -- in every square!"

Why did the cone spell apologize?

💡 It was getting wider with every step!

Why did the gold piece feel important?

💡 Because the entire economy depended on it!

What do you call a wizard who keeps rolling nat 1s?

💡 A fumble-bee!

Why did the rogue refuse to take disadvantage?

💡 They preferred to have the upper hand!

Why did the character refuse to spend their point-buy on Charisma?

💡 They couldn't sell themselves on it!

Why did the level-up screen throw a party?

💡 Because it knew how to multi-class-ify everything!

Riddles

I have 20 sides and I decide your fate on attack rolls. What am I?

💡 A d20! The most iconic dice in TTRPGs.

When you roll me and get my highest number, magical things happen. What am I called in that moment?

💡 A natural 20, or "nat 20" -- a critical hit!

I'm a stat that decides how much you can carry, how hard you hit, and how far you can jump. What am I?

💡 Strength (STR)! Often the fighter's best friend.

A wizard casts a fireball with a 20-foot radius. The party fighter is 18 feet from the center. Are they in the blast?

💡 Yes! 18 is less than 20, so the fighter is inside the area of effect.

You have 27 points in point-buy and you want a 15 in Strength (cost: 9) and a 14 in Constitution (cost: 7). How many points do you have left?

💡 11 points! Because $27 - 9 - 7 = 11$.

I'm rolled when an enemy attacks and you need to dodge or block. What am I called?

💡 Your Armor Class, or AC! The attack roll must equal or exceed your AC to hit.

A cleric has 24 HP. They take 8 damage, then heal for 5, then take 12 more damage. How many HP do they have left?

💡 9 HP! $24 - 8 + 5 - 12 = 9$.

You roll a d20 with advantage and get a 12 and an 18. Which result do you use?

💡 The 18! Advantage means you roll twice and take the higher result.

You roll a d20 with disadvantage and get a 17 and a 4. Which result do you use?

💡 The 4! Disadvantage means you roll twice and take the lower result.

I'm a stat that controls your initiative, your nimble dodges, and your finger-flicking precision with a bow. What am I?

💡 Dexterity (DEX)! The rogue's signature stat.

A fireball spell does 8d6 damage. What is the average total damage?

💡 28! Because the average roll on a d6 is 3.5, and 8 times 3.5 equals 28.

What's the probability of rolling a natural 20 on a single d20?

💡 1 in 20, or 5%! There's only one face out of twenty that shows a 20.

A 15-foot cone of cold spreads out from the wizard. The cone is 15 feet long AND 15 feet wide at the far end. What shape is the AoE on a grid?

💡 A triangle that fans outward! The cone is widest at the end farthest from the caster.

You have +3 to your attack roll. You roll a 12 on the d20. What's your total attack roll?

💡 15! Because $12 + 3 = 15$.

A character has 14 in Wisdom. The Wisdom modifier is (score - 10) divided by 2, rounded down. What's their WIS modifier?

💡 +2! Because $(14 - 10) / 2 = 2$.

You need to roll a 14 or higher on a d20 to succeed at a saving throw. What's your probability of success?

💡 35%! There are 7 winning rolls (14, 15, 16, 17, 18, 19, 20) out of 20, and $7/20 = 0.35$.

I'm a story branch where the player chooses to help the goblin or fight it. What writing technique creates this?

💡 A branching narrative! Each choice leads to different consequences and story paths.

A 20-foot line spell hits everyone in a straight row. On a 5-foot grid, how many squares does the line cover?

💡 4 squares! Because 20 feet divided by 5 feet per square equals 4.

I'm what makes an NPC sound different from the hero. What writing element gives each character a unique sound?

💡 Voice and dialogue style! Word choice, slang, and speech rhythm define each character.

You earn 150 gold from a quest. You spend 60 on a potion and 45 on a rope. How much gold do you have left?

💡 45 gold! Because $150 - 60 - 45 = 45$.

Silly Stuff

A wizard rolled a nat 1 on their fireball spell. The fireball curved around and hit them in the face. Their hat is still on fire and the bard wrote a song about it. Critical fumbles do not forgive, and they never forget.

A fighter with 8 INT tried to solve a riddle puzzle. They picked the door labeled "Definitely Not A Trap." The trap was, in fact, a trap. The DM has been laughing for three sessions.

The rogue rolled a 1 on their stealth check while sneaking past a sleeping dragon. They tripped over their own cloak, knocked over a chandelier, screamed "I'M FINE," and the dragon woke up just to say "Really?"

A cleric kept healing the party fighter who kept charging into fireballs. After the seventh fireball, the cleric said, "I'm not a healer, I'm a respawn point." The fighter said, "Same thing."

Imagine being the dungeon master. You spent 40 hours building a complex castle dungeon. The party walks in, asks a guard one question, rolls a 20 on Persuasion, and just walks out with the treasure. You've been rendered narratively obsolete in 90 seconds.

A 5-foot wizard cast a 20-foot fireball and hit themselves with it. Math doesn't lie -- if the radius is bigger than your common sense, you'll feel it. The wizard now has 0 HP and 100% regret.

The party found a treasure chest with 100 gold pieces. There are 4 players. They argued for 45 minutes about how to split it. Math says each gets 25. Friendship says somebody is getting 31 and somebody is getting 19. Math always wins. Eventually.

A player rolled three nat 20s in a row. The DM stared at them. The dice stared at the DM. Probability quietly left the room. The campaign is now a comedy.

The bard tried to charm the dragon with a song. Rolled a 19 on Charisma. The dragon was charmed for 24 hours and asked for an encore. Nobody at the table knew what to do next. Branching narratives took a turn nobody planned for.

A new player asked, "Why is it called point-BUY when you're not actually buying anything?" The veteran said, "You ARE buying stats. With imaginary points. Welcome to economics." The new player became an accountant.

A rogue tried to backstab a slime. The slime had no back. The rogue had no front-stab feature. They just kind of poked it. Geometry matters in combat, kids.

The wizard wrote a 12-page backstory. The DM read 2 pages, said "perfect," and immediately introduced the wizard's long-lost twin in chapter one of the campaign. Character creation has consequences. So does the DM's coffee.

A fireball hit a wizard, a fighter, a cleric, and a rogue. The wizard rolled 22 damage. The cleric rolled 8. Same dice. Same fireball. The dice gods play favorites and they are not subtle about it.

The party climbed a 100-foot tower. The wizard cast feather fall on the rogue, who jumped off the top. The wizard forgot the spell only lasts one minute. The rogue made a 100-foot Wisdom check by yelling "OH NOOOO" the whole way down. They landed softly anyway -- the bard cushioned them with a pile of capes.

A goblin shopkeeper sold the party a "definitely magical" sword for 500 gold. It was a stick with glitter glued to it. The party rolled Investigation. They got a 3. Three sessions later, they're still using the stick. CHA-based deception is a powerful, powerful tool.

Fun Facts

Did you know? The d20 used in modern TTRPGs is based on an ancient Greek shape called the icosahedron, which the Egyptians carved into dice over 2,000 years ago!

Did you know? The probability of rolling a natural 20 on a d20 is exactly 5%, but rolling two nat 20s in a row is only 0.25% -- that's 1 in 400!

Did you know? Dungeons & Dragons was invented in 1974 by Gary Gygax and Dave Arneson, making it one of the very first tabletop role-playing games ever!

Did you know? The six core character stats (STR, DEX, CON, INT, WIS, CHA) were inspired by older personality frameworks that grouped human traits into similar categories!

Did you know? When you roll 2d6 (two six-sided dice), the most likely sum is 7! That's because there are six ways to roll a 7 (1+6, 2+5, 3+4, 4+3, 5+2, 6+1) but only one way to roll a 2 or a 12.

Did you know? A standard fireball spell has a 20-foot radius, which means it covers a circular area of about 1,256 square feet -- that's bigger than most classrooms!

Did you know? The polyhedral dice shapes (d4, d6, d8, d12, d20) are all "Platonic solids" -- shapes Plato wrote about 2,400 years ago because they're perfectly symmetrical!

Did you know? Grid maps in TTRPGs use a 5-foot scale because that's about the space one person needs to swing a sword without hitting their friend! Combat geometry is real geometry.

Did you know? Authors of branching narrative books like "Choose Your Own Adventure" often map out story paths using tree diagrams -- the same shape you'd see in a probability problem!

Did you know? In TTRPGs, the term "saving throw" goes back to the 1970s when characters would roll a die to "save" themselves from death or magical effects. The math is still the same today!

Did you know? The point-buy system uses a cost curve where buying a stat from 14 to 15 costs more points than going from 8 to 9. Game designers call this "diminishing returns"!

Did you know? A cleric's healing spell that rolls $1d8+3$ has an expected value of 7.5 HP healed per cast! That's the average of rolling a d8 (4.5) plus the modifier (3).

Did you know? Many fantasy authors use the "hero's journey" -- a story structure with 12 stages -- when designing campaigns. Joseph Campbell described it in 1949 by studying myths from around the world!

Did you know? Advantage in TTRPGs (rolling $2d20$ and taking the higher) gives roughly the same boost as a +5 modifier near the middle of the roll range -- that's a huge statistical advantage!

Did you know? A typical fantasy economy has gold pieces (gp), silver pieces (sp), and copper pieces (cp), with $10\text{ cp} = 1\text{ sp}$ and $10\text{ sp} = 1\text{ gp}$. That's a base-10 system, just like our real money!

Keep laughing

That's **70 jokes** from QuestForge. Made someone laugh? Try making up your own – the best jokes are the ones you tell.

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