

Maze Rats

BY BEN MILTON

INTRODUCTION

Maze Rats is a role-playing adventure game of problem-solving and survival, in which several players take on the roles of penniless explorers delving into dangerous, abandoned ruins in search of treasure and glory.

These rules are derived from *Into the Odd*, by Chris McDowall. Other inspirations include *Freebooters on the Frontier* and *The Perilous Wilds* by Jason Lutes, *Dungeon Crawl Classics* by Joseph Goodman, and *World of Dungeons* by John Harper. Visit Questing Beast on Youtube or at www.questingblog.com.

CHARACTER CREATION

Choose one advancement from the list of options on the next page. Advancements grant you one special ability and a hit die. Roll the hit die to find your character's starting maximum hit points (HP).

Roll 3d6 for each of your stats: Strength, Dexterity, and Will. You may choose to swap two of the scores.

❖ *Strength* is used to avoid danger through toughness, stamina, or raw strength.

❖ *Dexterity* is used to avoid danger through stealth, quickness, or finesse.

❖ *Will* is used to avoid danger through willpower, perception or charisma.

Flesh out your character's name, personality, appearance, weapons and gear using the tables to the right. Fill out your character sheet, and introduce your character to the other players. PCs start with d20 silver pieces.

FORENAMES

	<i>Roll once.</i>		
	1-2	3-4	5-6
1	Adelaide	Faustus	Oswald
2	Balthazar	Fern	Pepper
3	Barsaba	Finn	Percival
4	Basil	Forthwind	Peregrine
5	Beatrix	Fox	Phoebe
6	Bertram	Godwin	Piety
7	Bianca	Hannibal	Poppy
8	Blaxton	Hester	Quentin
9	Chadwick	Hippolyta	Redmaine
10	Cleopha	Jasper	Silas
11	Clover	Jiles	Silence
12	Constance	Jilly	Stilton
13	Cromwell	Jules	Stratford
14	Damaris	Marga	Sybil
15	Daphne	Merrick	Tenpiece
16	Demona	Minerva	Trilby
17	Destrian	Mortimer	Tuesday
18	Elsbeth	Odette	Ursula
19	Erasmus	Ogden	Webster
20	Esme	Olga	Zora

SURNAMES

	<i>Roll once.</i>		
	1-2	3-4	5-6
1	Barrow	Girdwood	Romatet
2	Beetleman	Gorgos	Rothery
3	Belvedere	Graveworm	Rumbold
4	Birdwhistle	Greelish	Rummage
5	Bithesea	Grimeson	Sallow
6	Bobich	Gruger	Saltmarsh
7	Calaver	Hardwick	Silverless
8	Carvolo	Hitheryon	Skitter
9	Chips	Hovel	Skorbeck
10	Coffin	Knibbs	Slee
11	Crumpling	La Marque	Slitherly
12	De Rippe	Loverly	Stavish
13	Dignworthy	Midnighter	Stoker
14	Dregs	Mitre	Tarwater
15	Droll	Nethercoat	Vandermeer
16	Dunlow	Oblington	Villin
17	Erelong	Onymous	Wellbelove
18	Fernsby	Pestle	Westergren
19	Fisk	Phillifent	Wexley
20	Gimble	Relish	Wilberforce

PERSONALITY

	<i>Roll once or twice.</i>		
	1-2	3-4	5-6
1	Arrogant	Iconoclast	Self-pitying
2	Avant-Garde	Idealistic	Serene
3	Boastful	Illiterate	Slacker
4	Bored	Jerk	Slimy
5	Bossy	Klutz	Slovenly
6	Can-do	Love-struck	Snarky
7	Chatterbox	Misanthrope	Snitch
8	Chirpy	Mopey	Snob
9	Cryptic	Naïve	Sophist
10	Ditz	Nerd	Spacey
11	Egomaniac	No-nonsense	Thick
12	Extravagant	Obsessive	Toady
13	Fast-talker	Orator	Twitichy
14	Flake	Overeducated	Vain
15	Flirtatious	Paranoid	Vegan
16	Gossip	Pouty	Vengeful
17	Hard-boiled	Prickly	Whiner
18	Hears voices	Proselytizer	Wild Child
19	Hillbilly	Refined	Wisecracking
20	Hothead	Ruthless	World-weary

APPEARANCE

	<i>Roll once or twice.</i>		
	1-2	3-4	5-6
1	Acid Scars	Hawk Nose	Rotten Teeth
2	Battle Scars	Immense	Scrubbed
3	Boney hands	Lantern Jaw	Shaved Head
4	Braided Hair	Limp	Shifty Eyes
5	Brawny	Long Hair	Short
6	Broken Nose	Loud Voice	Slender
7	Bulbous Nose	Meat Hooks	Slouched
8	Burn Scars	Missing Ear	Smelly
9	Bushy Brows	Missing Eye	Smiling
10	Chiseled	Nine Fingers	Soft Voice
11	Curly Hair	Oily Skin	Squinty Eyes
12	Dark Skin	Pale Skin	Steeny Gaze
13	Disfigured	Perfect Skin	Sunken Eyes
14	Disheveled	Perfect Teeth	Sweaty
15	Filthy	Perfumed	Tattooed
16	Gaunt	Pierced	Towering
17	Gap-toothed	Plump	Unsmiling
18	Grey Hair	Pockmarked	Weathered
19	Groomed	Pointed Chin	White Hair
20	Hairless	Rosy Cheeks	Wild Hair

WEAPONS

	<i>Roll twice.</i>	
	1-3	4-6
1	Ancient Spear (d6)	Longbow (d8)
2	Arming Sword (d6)	Maul (d8)
3	Battered Halberd (d8)	Messer (d8)
4	Battleaxe (d8)	Morningstar (d8)
5	Bronze Dagger (d6)	Obsidian Dagger (d6)
6	Bronze-tip Spear (d6)	Painted Spear (d6)
7	Carved Spear (d6)	Pull Crossbow (d10)
8	Claymore (d8)	Quarterstaff (d6)
9	Crank Crossbow (d10)	Rapier (d6)
10	Etched Glaive (d8)	Recurve Bow (d6)
11	Falchion (d8)	Rusty Mace (d6)
12	Flail (d8)	Sling with bullets (d6)
13	Gleaming Halberd (d8)	Sling with stones (d6)
14	Hand Crossbow (d6)	Spiked Club (d6)
15	Hatchet (d6)	Steel Dagger (d6)
16	Heirloom Glaive (d8)	Stone-tip Spear (d6)
17	Hunting Bow (d6)	Throwing Knives (d6)
18	Hunting Knife (d6)	War Bow (d8)
19	Iron Club (d6)	Warhammer (d8)
20	Ivory Spear (d6)	Woodman's axe (d8)

ADVENTURING GEAR

Roll three times. In addition, you have a tinderbox, a torch, a waterskin, 3 rations, and 50' of rope.

	1-2	3-4	5-6
1	Acid	Fire Oil	Marbles
2	Animal Scent	Fishing Hook	Mule
3	Antitoxin	Flashbomb	Net
4	Armor	Glue	Pen & Ink
5	Bear Trap	Grap. Hook	Pickaxe
6	Bell	Grease	Poison
7	Blank Book	Hacksaw	Pole (10 ft.)
8	Bolt-Cutters	Hammer	Potion
9	Caltrops	Hand Drill	Rat
10	Pliers	Hog Holder	Rum Bottle
11	Candle	Hound	Shovel
12	Chain (10 ft.)	Hourglass	Smokebomb
13	Chalk (10)	Incense	Spikes (5)
14	Copper Wire	Lantern	Spyglass
15	Crowbar	Large Sack	Stake
16	Dice	Lens	Steel Mirror
17	Door Ram	Lock & Key	Tent
18	Ether	Lockpicks (5)	Thick Gloves
19	Falcon	Lodestone	Trumpet
20	Fiddle	Manacles	Whistle

PLAYER RULES

SAVES: When you find yourself in danger, the Referee may call for a save. Roll a d20 equal to or under your character's relevant stat to avoid the danger. For example, make a DEX save to avoid dragon's breath. A 1 always succeeds and a 20 always fails.

DANGER DIE: Every 10 minutes in a dungeon (1 turn), roll a d6. On a roll of 1, a monster or other danger from a list prepared by the Referee manifests itself.

ROUNDS: Every combat round, all groups engaged in combat compare d20 rolls to see which group acts first.

ATTACKS: You may make one attack action each round. Attack actions always succeed. Roll your weapon's damage die and subtract the target's armor. Impaired attacks roll d4 damage and Enhanced attacks roll d12 Damage.

DAMAGE: Damage is subtracted from hit points, then from the Strength score. If the target takes Strength damage, it must pass a STR save or become wounded.

WOUNDED: A wounded character is unconscious and unable to take actions until they are tended to by an ally and have a short rest. If not, they will die within 1 hour. Monsters and NPCs simply die when wounded.

STAT DAMAGE: At 0 Strength, a character is dead. At 0 Dexterity or Will a character is paralyzed or comatose respectively and cannot act until they have a full rest. If your PC dies, create a new character and the Referee will have you rejoin the party as quickly as possible.

SPELLCASTING: You may make a WIL save and use your attack action to cast any spell you know. Spells always work, but if the save is failed you take WIL damage equal to the spell's circle. If this causes you to drop to 0 Will, you suffer a random affliction. See the spell generation rules below for more details about spellcasting.

MORALE: Enemies must pass a WIL save or be routed when they lose half of their group. Groups of enemies use their leader's WIL in place of their own. Lone enemies make this morale save at 0 hit points.

REACTION ROLL: Roll 2d6 to determine how NPCs react to PCs, if this is in doubt. 2: Hostile, 3-5: Unfriendly, 6-8: Indifferent, 9-11: Talkative, 12: Friendly.

SHORT REST: 10 minutes (1 turn) of rest and a swig of water recovers all of a character's lost hit points.

FULL REST: After a full night of restful sleep, restore d6 points to each stat, up to that stat's maximum.

GAINING EXPERIENCE

Characters gain XP by surviving dangerous encounters. A simple encounter with minor damage provides 1 XP. A difficult encounter with moderate damage but no fatalities provides 2 XP. A dangerous encounter with a fatality or permanent consequences provides 3 XP. A deadly encounter with multiple fatalities and massive damage, and a retreat provides 4 XP.

When PCs gain enough XP to advance, they roll a d20 for each stat, raising the stat by 1 if it is less than 18 and the roll exceeds it. They also gain one advancement.

LEVEL 1: 0 XP. **LEVEL 2:** 40 XP. **LEVEL 3:** 100 XP. **LEVEL 4:** 180 XP. **LEVEL 5:** 280 XP.

ADVANCEMENTS

Characters gain an advancement at each level, including the first. Each advancement includes a hit die, which is rolled and added to the character's maximum HP.

MAGICIAN: d4. *May be chosen multiple times. You can cast spells. Your maximum known spells is 2, plus 1 for each time you choose this advancement after the first time.*

ASSASSIN: d6. *When you attack an enemy who is unaware of your presence, your damage hits their Strength score directly, bypassing their hit points, if any.*

CAVE RUNNER: d6. *You never lose your balance or your grip on natural surfaces.*

FINGERSMITH: d6. *You can unlock any door or bypass any device, given enough time and the right tools.*

INFILTRATOR: d6. *You always move completely silently.*

LURKER: d6. *When you hide in deep shadow, you are invisible until someone is right on top of you.*

BERSERKER: d8. *You may choose to ignore the effects of a wound by taking d6 WIL damage.*

IRONCLAD: d8. *Mundane armor that you wear grants you 2 armor instead of only 1.*

SWASHBUCKLER: d8. *Whenever you slay a target with a melee attack, you may immediately make an additional melee attack against another target within range.*

VETERAN: d8. *Whenever you attack you may add an additional effect, such as push back, blind, trip, throw, immobilize, disarm, etc. The target may save if appropriate.*

WEAPON MASTER: d8. *May be chosen multiple times. Choose any one weapon type. Attacks with that weapon roll two damage dice and use the greater result.*

EQUIPMENT

WEAPONS: (5s) for d6 damage, (20s) for d8 damage. Crossbows cost (20s), but between each shot you have to make DEX save or skip your action while reloading.

ARMOR (10g): Armor 1. Hide, mail, or plate. Riding a horse grants you +1 armor.

ADVENTURING Gear (1s each): Crowbar, Saw, Glue, Manacles, Animal Trap, Lockpicks, Writing Set, Fishing Pole, Shovel, Grappling Hook, 50ft Rope, Spikes, Tinderbox, Torch, Tent, Caltrops, etc.

LUXURIES (20s): Clockwork Items, Elaborate Clothes, Spyglass, Mirror, Magnifying Glass, Holy Water, Incense, Lantern, etc.

FLASHBANG (10s): Momentarily blinds anyone that fails a DEX save.

FIRE OIL (10s): Sets an area alight. All inside take d6 Damage for 3 rounds. Fills a lantern 10 times.

SMOKE-BOMB (10s): Fills a room with smoke when lit. Attacks through the smoke are Impaired.

POISON (20s): Lose d20 STR if consumed.

ETHER (10s): STR save or pass out for an hour.

ACID (10s): d6 Damage, burns through materials.

POTION (100s): Heals d6 of one stat, or other effect of the Referee's choice.

BOARD (per week): Bed in a Dormitory (3s), Room in an inn (10s), Town House (20s).

FOOD AND DRINK: Bread and Broth (1s), Bottle of Rum (1s), Pie and Wine (2s), Fine Meal (5s).

BEASTS: Mule (5s) to Horse (50s). Mutt (5s) to Hound (50s), Crow (d5) to Falcon (d50).

TRANSPORT: Cart (30s), Wagon (100s), Coach (300s)

HIRELINGS

TORCHBEARER (1s/day): d6 HP, 2d6 STR, 10 DEX, 10 WIL, Lantern, Club.

SELLSWORD (10s/day): 2d6 HP, 10 STR, 10 DEX, 10 WIL, Bow, Sword.

EXPERT (10s/day): d6 HP, 10 STR, 10 DEX, 10 WIL, Bow, Specific Expertise.

CHAMPION (50s/day): 2d6 HP, 15 STR, 10 DEX, 10 WIL, Bow, Sword, Armor 1

RUNNING THE GAME

ROLL IN THE OPEN. Do not fudge rolls, do not roll in secret. This keeps the game honest and dangerous, and prevents any accusations of favoritism or railroading. It also encourages the players to manipulate and engage with the fictional world, rather than with the Referee.

SEED ADVENTURE IN EVERY DIRECTION. Bait plot hooks, rumors, and threats everywhere, then let the players decide what to do. If they ever get bored, there should be plenty of other options nearby. Any choice they make should have a meaningful impact on the world, which should respond appropriately.

USE YOUR PREP TO HELP YOU IMPROVISE. Collect tables and lists of ideas to help you out when players do the unexpected. These might include NPCs, names, items, plot hooks, complications, relationships, locations, etc.

GIVE THE PLAYERS TOOLS TO MANIPULATE THE WORLD. The focus of the game should be on creative problem solving, not brute force, so give players the tools to make that appealing. For example: rival factions to manipulate, potions with weirdly specific effects, items that can be combined or repurposed, dungeons with short cuts and back passages. Add elements that allow the players to bend the world to their will.

THE MORE DANGEROUS SOMETHING IS, THE MORE OBVIOUS IT SHOULD BE. Give players the chance to think their way around threats and obstacles by telegraphing them ahead of time. No one likes their death to be random chance. When a PC dies, it should be their fault.

NO SOFT MONSTERS. Monsters should be mechanically dangerous, and should do something bad every time they attack. Never allow saves to avoid damage. Players should be motivated to avoid direct combat.

WHEN IN DOUBT, LOOK FOR THE INTERESTING DECISION. Make the players choose between several options, all of which complicate the situation.

KEEP UP THE PRESSURE. Whether it's through the danger die, or because the dungeon is filling with sand, or because a PC will die in 10 turns from poison, keep the players desperate and on a clock. Maintain a tension between the desire to explore and loot, and the terror of remaining too long.

REWARD QUESTIONS WITH GOOD INFORMATION. When players ask a question, tell them the answer if they could reasonably know it or perceive it. They need information to survive and progress, so don't be stingy. Do not ask for WIL saves to know things.

MAGIC GENERATION

After each night of rest, a Magician may choose to keep the spells they already know, or replace some or all of them with new, randomly generated spells. A magician may know a number of spells up to their spell limit.

Spells are generated by rolling on the spell format table below, and then rolling for each spell aspect. Next, the magician player and Referee work together to set the spell's precise effects, parameters, manifestation, and Circle (0-5). Use the chart of spell aspects below as a guideline to judge the appropriate circle for a spell.

Circle 0: Simple tricks for amusement or convenience.

Circle 1: Minor effects, touch range, only targets self, 1 minute duration or 1d6 damage.

Circle 2: Moderate effects, stone's throw range, single target, 1 hour duration or 2d6 damage.

Circle 3: Major effects, sight range, several targets, 1 day duration or 3d6 damage.

Circle 4: Mighty effects, 10 mile range, targets a small area, 1 month duration or 4d6 damage.

Circle 5: Mythic effects, unlimited range, targets a large area, permanent duration or 5d6 damage.

Spell formats:

1. [Element][Form]
2. [Effect][Form]
3. [Effect][Element]
4. [Effect][Element][Form]
5. [Form] of [Element]
6. [Form] of [Effect] [Element]

Magic item formats:

1. [Element][Item]
2. [Effect][Item]
3. [Effect][Element][Item]
4. [Item] of [Element]
5. [Item] of [Effect][Element]
6. [Form][Item]

Monster formats:

1. [Element][Creature]
2. [Effect][Element][Creature]
3. [Effect][Creature]
4. [Form][Creature]
5. [Creature][Creature]
6. [Effect][Creature][Creature]

Roll on the Afflictions table when a Magician is reduced to 0 WIL due to a failed spellcasting save.

Roll on the Potion Effects table to find out what a potion does. The PC may have to drink it to find out.

MAGIC EFFECTS

- | | |
|-------------------|------------------|
| 1. Absorbing | 51. Mesmerizing |
| 2. Accelerating | 52. Nullifying |
| 3. Attracting | 53. Obscuring |
| 4. Awakening | 54. Oozing |
| 5. Bewildering | 55. Opening |
| 6. Binding | 56. Perceptive |
| 7. Blazing | 57. Pestilential |
| 8. Blinding | 58. Petrifying |
| 9. Blossoming | 59. Phasing |
| 10. Cacophonous | 60. Piercing |
| 11. Concealing | 61. Planar |
| 12. Condemning | 62. Poisonous |
| 13. Consuming | 63. Polymorphing |
| 14. Creeping | 64. Pursuing |
| 15. Crushing | 65. Rearranging |
| 16. Deflecting | 66. Rebounding |
| 17. Devastating | 67. Reflecting |
| 18. Dicing | 68. Rejuvenating |
| 19. Diminishing | 69. Repeating |
| 20. Disguising | 70. Repelling |
| 21. Dispelling | 71. Restorative |
| 22. Duplicating | 72. Restraining |
| 23. Empowering | 73. Revealing |
| 24. Enchanting | 74. Reversing |
| 25. Enlightening | 75. Revolting |
| 26. Enraging | 76. Revolving |
| 27. Ensorcelling | 77. Screaming |
| 28. Entangling | 78. Scrying |
| 29. Enveloping | 79. Sealing |
| 30. Excruciating | 80. Shielding |
| 31. Expanding | 81. Silent |
| 32. Fearsome | 82. Slashing |
| 33. Flaming | 83. Sleeping |
| 34. Floating | 84. Smoking |
| 35. Freezing | 85. Soothing |
| 36. Grasping | 86. Subtle |
| 37. Gyrating | 87. Summoning |
| 38. Haunting | 88. Sweeping |
| 39. Helpful | 89. Terrifying |
| 40. Hindering | 90. Thirsty |
| 41. Hovering | 91. Thundering |
| 42. Illusory | 92. Transmuting |
| 43. Imprisoning | 93. Transporting |
| 44. Instantaneous | 94. Transposing |
| 45. Inverting | 95. Untiring |
| 46. Invigorating | 96. Vaporizing |
| 47. Invisible | 97. Vengeful |
| 48. Liquefying | 98. Voracious |
| 49. Luminous | 99. Warding |
| 50. Maddening | 100. Withering |

MAGIC ELEMENTS

- | | |
|---------------|-----------------|
| 1. Acid | 51. Miasma |
| 2. Aether | 52. Milk |
| 3. Air | 53. Mist |
| 4. Alabaster | 54. Moss |
| 5. Amber | 55. Mud |
| 6. Ash | 56. Mutation |
| 7. Bat | 57. Nectar |
| 8. Battle | 58. Nightmare |
| 9. Beetle | 59. Obsidian |
| 10. Bile | 60. Oil |
| 11. Blight | 61. Plague |
| 12. Blood | 62. Poison |
| 13. Bone | 63. Power |
| 14. Brimstone | 64. Psyche |
| 15. Brine | 65. Quicksilver |
| 16. Bronze | 66. Rain |
| 17. Chaos | 67. Rat |
| 18. Clay | 68. Rose |
| 19. Copper | 69. Rot |
| 20. Crow | 70. Rust |
| 21. Crystal | 71. Salt |
| 22. Night | 72. Sand |
| 23. Death | 73. Sap |
| 24. Doom | 74. Serpent |
| 25. Dream | 75. Shadow |
| 26. Dust | 76. Silver |
| 27. Earth | 77. Skin |
| 28. Echo | 78. Slime |
| 29. Energy | 79. Smoke |
| 30. Fire | 80. Snow |
| 31. Flame | 81. Souls |
| 32. Flesh | 82. Spirit |
| 33. Fog | 83. Star |
| 34. Fungus | 84. Steam |
| 35. Ghost | 85. Stench |
| 36. Glass | 86. Stone |
| 37. Gold | 87. Sun |
| 38. Heat | 88. Tar |
| 39. Honey | 89. Thorn |
| 40. Ice | 90. Thunder |
| 41. Ichor | 91. Treasure |
| 42. Insect | 92. Venom |
| 43. Iron | 93. Vine |
| 44. Ivory | 94. Void |
| 45. Jade | 95. Water |
| 46. Lava | 96. Wind |
| 47. Light | 97. Wine |
| 48. Lightning | 98. Winter |
| 49. Loam | 99. Wood |
| 50. Marmalade | 100. Worm |

MAGIC FORMS

- | | |
|---------------|--------------|
| 1. Arc | 51. Nexus |
| 2. Assassin | 52. Oracle |
| 3. Aura | 53. Path |
| 4. Bastion | 54. Pattern |
| 5. Beacon | 55. Plane |
| 6. Beam | 56. Portal |
| 7. Beast | 57. Prism |
| 8. Blade | 58. Pulse |
| 9. Blast | 59. Pyramid |
| 10. Blob | 60. Ray |
| 11. Bolt | 61. Rift |
| 12. Bubble | 62. Road |
| 13. Burst | 63. Scream |
| 14. Call | 64. Seal |
| 15. Cascade | 65. Sentinel |
| 16. Circle | 66. Servant |
| 17. Cloud | 67. Shard |
| 18. Coil | 68. Shield |
| 19. Colossus | 69. Shroud |
| 20. Column | 70. Sigil |
| 21. Cone | 71. Song |
| 22. Crystal | 72. Sphere |
| 23. Cube | 73. Spiral |
| 24. Disk | 74. Splinter |
| 25. Elemental | 75. Spray |
| 26. Emanation | 76. Steed |
| 27. Enclosure | 77. Storm |
| 28. Explosion | 78. Stream |
| 29. Eye | 79. Strike |
| 30. Face | 80. Swarm |
| 31. Field | 81. Tendril |
| 32. Fist | 82. Tentacle |
| 33. Fountain | 83. Throne |
| 34. Gate | 84. Tongue |
| 35. Gaze | 85. Torrent |
| 36. Golem | 86. Touch |
| 37. Grip | 87. Tower |
| 38. Gush | 88. Trap |
| 39. Halo | 89. Tree |
| 40. Hand | 90. Tunnel |
| 41. Heart | 91. Veil |
| 42. Helix | 92. Voice |
| 43. Image | 93. Vortex |
| 44. Laugh | 94. Wall |
| 45. Lock | 95. Ward |
| 46. Loop | 96. Wave |
| 47. Maze | 97. Web |
| 48. Moment | 98. Whisper |
| 49. Monolith | 99. Word |
| 50. Mouth | 100. Zone |

CREATURES			ITEMS			AFFLICTIONS			POTION EFFECTS		
1. Ant	51. Jellyfish		1. Amulet	51. Lute		1. Ages backwards	51. Insomnia		1. 1-hour vampirism	51. Hear thoughts	
2. Ape	52. Leech		2. Arrow	52. Lyre		2. Always honest	52. Invisible Eyes		2. Alter face	52. Heat vision	
3. Badger	53. Lion		3. Arrowhead	53. Mace		3. Always whispers	53. Invisible Head		3. Alter voice	53. Identify magic	
4. Bat	54. Locust		4. Axe	54. Machine		4. Babbling	54. Kleptomania		4. Animal-form	54. Immune to cold	
5. Bear	55. Lynx		5. Bell	55. Mask		5. Bleeds seawater	55. Language replaced		5. Anti-gravity	55. Immune to heat	
6. Beaver	56. Mantis		6. Belt	56. Mirror		6. Blurry vision	56. Limbs to tentacles		6. Anti-magic	56. Immune to metal	
7. Bee	57. Mastodon		7. Boots	57. Necklace		7. Can only caw	57. Literal third eye		7. Astral travel	57. Immune to poison	
8. Beetle	58. Mockingbird		8. Bottle	58. Needle		8. Can't stop singing	58. Lizard eyes		8. Blink	58. Invisibility	
9. Boar	59. Mole		9. Bow	59. Net		9. Caveman speech	59. Loses d20" height		9. Blurry outlines	59. Invulnerability	
10. Bulldog	60. Monkey		10. Bowl	60. Orb		10. Chameleon Eyes	60. Mead snob		10. Body-swap	60. Iron belly	
11. Butterfly	61. Moose		11. Box	61. Painting		11. Colorblind	61. Monkey tail		11. Chamaeleon skin	61. Item-form	
12. Camel	62. Moth		12. Bracelet	62. Pearl		12. Coma	62. Mouth smokes		12. Charm	62. Jumping	
13. Cat	63. Mouse		13. Breastplate	63. Pen		13. Drooling	63. Must shed skin		13. Clairaudience	63. Know all languages	
14. Centipede	64. Mule		14. Brooch	64. Phial		14. Drunkenness	64. Mute		14. Clairvoyance	64. Levitation	
15. Chameleon	65. Octopus		15. Candle	65. Pillow		15. Dyscalculia	65. Narcolepsy		15. Command insects	65. Mirror image	
16. Cobra	66. Otter		16. Card	66. Pipe		16. Dyslexia	66. No new memories		16. Control animals	66. Never hungry	
17. Cockroach	67. Owl		17. Censer	67. Pipes		17. Emotional meltdown	67. No sense of direction		17. Control element	67. Never lost	
18. Constrictor	68. Ox		18. Circlet	68. Purse		18. Eyes on stalks	68. No sense of time		18. Control humanoids	68. Night vision	
19. Cougar	69. Panther		19. Claw	69. Puzzle Box		19. Faceblind	69. No taste buds		19. Control plants	69. Nullify gravity	
20. Cow	70. Pig		20. Cloak	70. Pyramid		20. Falls in love	70. Nocturnal		20. Control spirits	70. Pass as undead	
21. Coyote	71. Pony		21. Coin	71. Razor		21. Fast hair growth	71. One leg grows d6"		21. Control undead	71. Radiance	
22. Crab	72. Porcupine		22. Comb	72. Ring		22. Feverish	72. Owl eyes		22. Cure Disease	72. Random affliction	
23. Crane	73. Possum		23. Compass	73. Rod		23. Fish Eyes	73. Pacifist		23. Cure Poison	73. Random spell	
24. Cricket	74. Rabbit		24. Conch	74. Rook		24. Floats 1" off ground	74. Purple skin		24. Deafening voice	74. Regeneration	
25. Crocodile	75. Raccoon		25. Crown	75. Rope		25. Followed by birds	75. Random animal head		25. Detect evil	75. Removes curse	
26. Crow	76. Rat		26. Cup	76. Salve		26. Forked tongue	76. Says thoughts aloud		26. Detect gold	76. Scorching gaze	
27. Cuckoo	77. Reindeer		27. Doll	77. Scarf		27. Full body numbness	77. Scorpion tail		27. Detect magic	77. Scry	
28. Donkey	78. Rooster		28. Egg	78. Scepter		28. Gains 2d100 pounds	78. Second personality		28. Detect secret doors	78. Second sight	
29. Dragonfly	79. Salamander		29. Eye	79. Scissors		29. Gains d20" height	79. See-through skin		29. Detect undead	79. Sharp claws	
30. Duck	80. Scorpion		30. Eyepatch	80. Scroll		30. Gender swap	80. Shouts everything		30. Direction Sense	80. Shrink	
31. Eagle	81. Seal		31. Fang	81. Shield		31. Gill Slits	81. Silly walk		31. Dream-walk	81. Slow	
32. Eel	82. Shark		32. Feather	82. Shoe		32. Goat eyes	82. Skin boils		32. Element-form	82. Speak with animals	
33. Elephant	83. Sheep		33. Figurine	83. Signet Ring		33. Goat legs	83. Skin sags		33. Enhance all attacks	83. Speak with dead	
34. Elk	84. Slug		34. Finger	84. Skull		34. Gorgon hair	84. Skips everywhere		34. Expert artisan	84. Speak with elements	
35. Falcon	85. Snail		35. Flute	85. Slippers		35. Grows a beak	85. Skull grows		35. Expert blacksmith	85. Speak with plants	
36. Ferret	86. Sparrow		36. Gauntlet	86. Snuffbox		36. Grows antlers	86. Slightly translucent		36. Expert cook	86. Spider-climbing	
37. Firefly	87. Spider		37. Gem	87. Spear		37. Grows cat tail	87. Slimy skin		37. Expert engineer	87. Stretchy	
38. Fox	88. Squid		38. Glove	88. Staff		38. Grows feathers	88. Smells like fish		38. Expert musicianship	88. Super strength	
39. Frog	89. Squirrel		39. Hammer	89. Strand		39. Grows horns	89. Snake tail		39. Expert orator	89. Telekinesis	
40. Goat	90. Tiger		40. Handkerchief	90. Sword		40. Grows old	90. Stuttering		40. Expert surgeon	90. Telepathy	
41. Goose	91. Toad		41. Hat	91. Thread		41. Grows scales	91. Suckers on hands		41. Extra arm	91. Terrifying presence	
42. Hare	92. Turtle		42. Helm	92. Tome		42. Grows second face	92. Terrible taste in art		42. Fire breathing	92. Throw Voice	
43. Hart	93. Viper		43. Horn	93. Tooth		43. Grows shaggy fur	93. The shakes		43. Flying	93. Tongues	
44. Hawk	94. Vulture		44. Hourglass	94. Torch		44. Grows spines on back	94. Tinnitus		44. Frog tongue	94. Too boring to see	
45. Hedgehog	95. Walrus		45. Jar	95. Tuning Fork		45. Grows tusks	95. Tone-deaf		45. Gain a tail	95. True Sight	
46. Hornet	96. Weasel		46. Key	96. Turnip		46. Hair falls out	96. Transparent skin		46. Gender swap	96. Truthsay	
47. Horse	97. Whale		47. Knife	97. Wand		47. Hallucinations	97. Vegetarianism		47. Growth	97. Water breathing	
48. Hound	98. Wolf		48. Lamp	98. Whetstone		48. Hands swell up	98. Voice swaps gender		48. Haste	98. Water walking	
49. Hummingbird	99. Wolverine		49. Lens	99. Whistle		49. Hands to crab claws	99. Voice echoes		49. Heal stats	99. Web-slinging	
50. Jackal	100. Worm		50. Locket	100. Wine		50. Hands to talons	100. Webbed hands/feet		50. Heal Wounds	100. X-Ray vision	