

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an **animal**. The **animal** serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the **Handle Animal** skill. (a DC 10 Move Action) Each of the three kinds of a *bag of tricks* produces a different set of **animals**. Use the following tables to determine what **animals** can be drawn out of each.

The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten **animals** can be drawn from the bag each week.

— Gray —		— Rust —		— Tan —	
d%	Animal	d%	Animal	d%	Animal
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

BAT

<u>Size/Type:</u>	Diminutive Animal
<u>Hit Dice:</u>	1/4 d8 (1 hp)
<u>Initiative:</u>	2
<u>Speed:</u>	5 ft (1 square), fly 40 ft. (good)
<u>Armor Class:</u>	16 (+4 size, +2 Dex), touch 16, flat-footed 14
<u>Base Attack/Grapple:</u>	+0/−17
<u>Attack:</u>	—
<u>Full Attack:</u>	—
<u>Space/Reach:</u>	1 ft./0 ft.
<u>Special Attacks:</u>	—
<u>Special Qualities:</u>	<u>Blindsense</u> 20 ft., <u>low-light vision</u>
<u>Saves:</u>	Fort +2, Ref +4, Will +2
<u>Abilities:</u>	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
<u>Skills:</u>	<u>Hide</u> +14, <u>Listen</u> +8*, <u>Move Silently</u> +6, <u>Spot</u> +8*
<u>Feats:</u>	<u>Alertness</u>
<u>Environment:</u>	Temperate deserts
<u>Organization:</u>	Colony (10–40) or crowd (10–50)
<u>Challenge Rating:</u>	1/10
<u>Treasure:</u>	None
<u>Alignment:</u>	<u>Always neutral</u>
<u>Advancement:</u>	—
<u>Level Adjustment:</u>	—

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

COMBAT

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% **concealment** against a creature with **blindsense**.

Skills: *A bat has a +4 racial bonus on **Spot** and **Listen** checks. These bonuses are lost if its **blindsense** is negated.

RAT

<u>Size/Type:</u>	Tiny Animal
<u>Hit Dice:</u>	1/4 d8 (1 hp)
<u>Initiative:</u>	2
<u>Speed:</u>	15 ft. (3 squares), climb 15 ft., swim 15 ft.
<u>Armor Class:</u>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<u>Base Attack/Grapple:</u>	+0/−12
<u>Attack:</u>	Bite +4 melee (1d3−4)
<u>Full Attack:</u>	Bite +4 melee (1d3−4)
<u>Space/Reach:</u>	2-1/2 ft./0 ft.
<u>Special Attacks:</u>	—
<u>Special Qualities:</u>	Low-light vision , scent
<u>Saves:</u>	Fort +2, Ref +4, Will +1
<u>Abilities:</u>	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
<u>Skills:</u>	Balance +10, Climb +12, Hide +14 +16, Move Silently +10, Swim +10
<u>Feats:</u>	Stealthy , Weapon Finesse ^B
<u>Environment:</u>	Any
<u>Organization:</u>	Plague (10–100)
<u>Challenge Rating:</u>	1/8
<u>Treasure:</u>	None
<u>Alignment:</u>	Always neutral
<u>Advancement:</u>	—
<u>Level Adjustment:</u>	—

These omnivorous rodents thrive almost anywhere.

COMBAT

Rats usually run away. They bite only as a last resort.

Skills: Rats have a +4 racial bonus on [Hide](#) and [Move Silently](#) checks, and a +8 racial bonus on [Balance](#), [Climb](#), and [Swim](#) checks. A rat can always choose to take 10 on [Climb](#) checks, even if rushed or threatened. A rat uses its [Dexterity](#) modifier instead of its [Strength](#) modifier for [Climb](#) and [Swim](#) checks. A rat has a +8 racial bonus on any [Swim](#) check to perform some special action or avoid a hazard. It can always choose to take 10 on a [Swim](#) check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CAT

<u>Size/Type:</u>	Tiny <u>Animal</u>
<u>Hit Dice:</u>	1/2 d8 (2 hp)
<u>Initiative:</u>	2
<u>Speed:</u>	30 ft. (6 squares)
<u>Armor Class:</u>	14 (+2 size, +2 <u>Dex</u>), touch 14, <u>flat-footed</u> 12
<u>Base Attack/Grapple:</u>	+0/-12
<u>Attack:</u>	Claw +4 melee (1d2-4)
<u>Full Attack:</u>	2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4)
<u>Space/Reach:</u>	2-1/2 ft./0 ft.
<u>Special Attacks:</u>	—
<u>Special Qualities:</u>	<u>Low-light vision</u> , <u>scent</u>
<u>Saves:</u>	Fort +2, Ref +4, Will +1
<u>Abilities:</u>	Str 3, <u>Dex</u> 15, Con 10, Int 2, <u>Wis</u> 12, <u>Cha</u> 7
<u>Skills:</u>	<u>Balance</u> +10, <u>Climb</u> +6, <u>Hide</u> +14 +16*, <u>Jump</u> +10, <u>Listen</u> +3, <u>Move Silently</u> +6 +8, <u>Spot</u> +3
<u>Feats:</u>	<u>Stealthy</u> , <u>Weapon Finesse</u> ^B
<u>Environment:</u>	Temperate plains
<u>Organization:</u>	Domesticated or solitary
<u>Challenge Rating:</u>	1/4
<u>Treasure:</u>	None
<u>Alignment:</u>	<u>Always neutral</u>
<u>Advancement:</u>	—
<u>Level Adjustment:</u>	—

The statistics presented here describe a common housecat.

COMBAT

Cats prefer to sneak up on their prey.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

WEASEL

<u>Size/Type:</u>	Tiny <u>Animal</u>
<u>Hit Dice:</u>	1/2 d8 (2 hp)
<u>Initiative:</u>	2
<u>Speed:</u>	20 ft. (4 squares), climb 20 ft.
<u>Armor Class:</u>	14 (+2 size, +2 <u>Dex</u>), touch 14, <u>flat-footed</u> 12
<u>Base Attack/Grapple:</u>	+0/-12
<u>Attack:</u>	Bite +4 melee (1d3-4)
<u>Full Attack:</u>	Bite +4 melee (1d3-4)
<u>Space/Reach:</u>	2-1/2 ft./0 ft.
<u>Special Attacks:</u>	Attach
<u>Special Qualities:</u>	<u>Low-light vision</u> , <u>scent</u>
<u>Saves:</u>	Fort +2, Ref +4, Will +1
<u>Abilities:</u>	Str 3, <u>Dex</u> 15, <u>Con</u> 10, <u>Int</u> 2, <u>Wis</u> 12, <u>Cha</u> 5
<u>Skills:</u>	<u>Balance</u> +10 +12, <u>Climb</u> +10, <u>Escape Artist</u> +4, <u>Hide</u> +11, <u>Move Silently</u> +8, <u>Spot</u> +3
<u>Feats:</u>	<u>Agile</u> , <u>Weapon Finesse</u> ^B
<u>Environment:</u>	Temperate hills
<u>Organization:</u>	Solitary
<u>Challenge Rating:</u>	1/4
<u>Treasure:</u>	None
<u>Alignment:</u>	<u>Always neutral</u>
<u>Advancement:</u>	—
<u>Level Adjustment:</u>	—

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets.

COMBAT

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

BADGER

<u>Size/Type:</u>	Small Animal
<u>Hit Dice:</u>	1d8+2 (6 hp)
<u>Initiative:</u>	3
<u>Speed:</u>	30 ft. (6 squares), burrow 10 ft.
<u>Armor Class:</u>	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
<u>Base Attack/Grapple:</u>	+0/−5
<u>Attack:</u>	Claw +4 melee (1d2−1)
<u>Full Attack:</u>	2 claws +4 melee (1d2−1) and bite −1 melee (1d3−1)
<u>Space/Reach:</u>	5 ft./5 ft.
<u>Special Attacks:</u>	Rage
<u>Special Qualities:</u>	<u>Low-light vision</u> , <u>scent</u>
<u>Saves:</u>	Fort +4, Ref +5, Will +1
<u>Abilities:</u>	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
<u>Skills:</u>	Balance +5, Escape Artist +7 +9, Listen +3, Spot +3
<u>Feats:</u>	Agile, Track ^B , Weapon Finesse ^B
<u>Environment:</u>	Temperate forests
<u>Organization:</u>	Solitary, pair, or cete (3–5)
<u>Challenge Rating:</u>	1/2
<u>Treasure:</u>	None
<u>Alignment:</u>	<u>Always neutral</u>
<u>Advancement:</u>	2 HD (Small)
<u>Level Adjustment:</u>	—

The badger is a furry **animal** with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

COMBAT

Badgers attack with their sharp claws and teeth.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is **dead**. It gains +4 to **Strength**, +4 to **Constitution**, and −2 to **Armor Class**. The creature cannot end its rage voluntarily.

Skills: A badger has a +4 racial bonus on **Escape Artist** checks.