

Appendix 3: Bag of Tricks Animals

Bag Type 1

Weasel 1/2d8 BAB +0/-12 AC 14 / 14 / 12
S 3 -4, C 10 +0, D 15 +2, I 2 -4, W 12 +1, Ch 5 -3

Fort +2, Ref +4, Will +1

Bite 1 +0

*Attach*¹

Special Qualities: Low-light vision, scent

Skills: Balance +12, Climb +10, Escape Artist +4, Hide +11,

Move Silently +8, Spot +3

HP 5

Skunk 1d8 BAB 0/-5 AC 15 / 14 / 12

S 8 -1, C 15 +2, D 17 +3, I 2 -4, W 12 +1, Ch 6 -2

Fort +4, Ref +5, Will +1

Bite 1 +0

Musk: Reflex DC 15 or sicked 1d4 minutes

Special Qualities: Low-light vision, scent

Skills: Balance +5, Escape Artist +9, Listen +3, Spot +3

HP 8

Badger 1d8 BAB 0/-5 AC 15 / 14 / 12

S 8 -1, C 15 +2, D 17 +3, I 2 -4, W 12 +1, Ch 6 -2

Fort +4, Ref +5, Will +1

Claw 1 +0/+0

Rage² Claw 2 +4/+4

Special Qualities: Low-light vision, scent

Skills: Balance +5, Escape Artist +9, Listen +3, Spot +3

HP 8

Wolf 2d8, BAB +2, AC 14 / 12 / 12

S 13 +1, C 15 +2, D 15 +2, I 2 -4, W 12 +1, Ch 6 -2

Fort +5, Ref +5, Will +1

Bite 1d6 +2 +3

Special Qualities: Low-light vision, scent

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1

HP 16

Giant Lynx 3d8, BAB +6, AC 15 / 14 / 11

S 16 +3, C 15 +2, D 19 +4, Int 2 -4, Wis 12 +1, Ch 6 -2

Fort +5, Ref +7, Will +2

Bite 1d6+3 +6

Claw 1d3+3 +1/+1

Special Qualities: Low-light vision, scent

Skills: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6,*

Move Silently +8, Spot +6

HP 24

1 **Attach** 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.

2 **Rage** An animal that takes damage in combat flies into a berserk rage on its next round, 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.

Wolverine 3d8, BAB +2-+4, AC 14 / 12

S 14 +2, C 19 +4, D 15 +2, I 2 -4, W 12 +1, Ch 10 +0

Fort +7, Ref +5, Will +2

Claw 1d4+4 +4/+4

Bite 1d6+2 -1

Rage

Special Qualities: Low-light vision, scent

Skills: Climb +10, Listen +6, Spot +6

HP 30

Boar 3d8, BAB +2 - +4 AC: 16 / 10 / 16

S 15 +2, C 17 +3, D 10 +0, I 2 -4, W 13 +2, Ch 4 -3

Fort +6, Ref +3, Will +2

Gore 1d8+3 +4

*Ferocity*³

Special Qualities: Low-light vision, scent

Skills: Listen +7, Spot +5

HP 27

Giant Stag 3d8, BAB: +2 -+8 AC: 13 / 10 / 12

S 14 +2, C 15 +2, D 13 +1, I 2 -4, W 12 +1, C 6 -2

Fort +5, Ref +4, Will +2

Hoof 1d4+2 +4

Gore 1d6+2 +4

Special Qualities: Low-light vision, scent

Skills: Listen +4, Spot +4

HP: 24

Bag Type 2

Rat ¼ d8 BAB +0/-12 AC 14 / 14 / 12

Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Fort +2, Ref +4, Will +1

Bite 1 +0

Special Qualities: Low-light vision, scent

Skills: Balance +10, Climb +12, Hide +16, Move Silently +10,

Swim +10

HP 1

Owl 1d8. BAB +0/-11 AC: 17 / 15 / 14

S 4 -3, C 10 +0, D 17 +3, I 2 -4, W 14 +2, Ch 4 -3

Fort +2, Ref +5, Will +2

Talons 1 +0

Special Qualities: Low-light vision

Skills: Listen +14, Move Silently +17, Spot +6

HP: 6

Dog 1d8 BAB: +0 AC: 15 / 14 / 12

S 13 +2, C 15 +2, D 17 +3, I 2 -4, W 12 +2, Ch 6 -2

Fort +4, Ref +5, Will +1

Bite 1d4+2 +2

Special Qualities: Low-light vision, scent

*Skills: Jump +7, Listen +5, Spot +5, Survival +1**

HP: 8

3 **Ferocity** A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Appendix 3: Bag of Tricks Animals

Goat 2d8, BAB +1, AC: 14

S 18 +4, C 16 +3, D 12 +1, I 2 -4, W 12 +1, Ch 4 -3

Fort +5, Ref +1, Will +1

Butt 1d6+6 +7

Special Qualities: Low-light vision, scent

Skills: Listen +5, Spot +3

HP 18

Ram 2d8, BAB +1, AC: 14

S 18 +4, C 16 +3, D 12 +1, I 2 -4, W 10 +0, Ch 4 -3

Fort +5, Ref +1, Will +0

Butt 1d6+6 +7

Special Qualities: Low-light vision, scent

Skills: Listen +5, Spot +3

HP 18

Bull 4d8, BAB +3, AC 13 / 9 / 13

S 20 +5, C 16 +3, D 10 +0, I 2 -4, W 11 +0, Ch 4 -3

Fort +7, Ref +4, Will +1

Gore 1d8+7 +7

Special Qualities: Low-light vision, scent

Skills: Listen +7, Spot +5

HP: 36

Black Bear 3d8, BAB: +2+6, AC 13 / 11 / 12

S 19 +4, C 15 +2, D 13 +1, I 2 -4, W 12 +1, Ch 6 -2

Fort +5, Ref +4, Will +2

Claw 1d4+4 +6/+6

Special Qualities: Low-light vision, scent

Skills: Climb +4, Listen +4, Spot +4, Swim +8

HP 24

Lion 5d8, BAB +3+12, AC: 15 / 12 / 12

S 21 +5, C 15 +2, D 17 +3, I 2 -4, W 12 +1, Ch 6 -2

Fort +6, Ref +7, Will +2

Claw 1d6+4 +7+7

Bite 2d4+5 +2

Pounce⁴, improved grab⁵, rake 1d6+2

Special Qualities: Low-light vision, scent

Skills: Balance +7, Hide +3, Listen +5, M Silently +11, Spot +5

HP 40

Bag Type 3

Jackal 1d8-1 BAB: +0 AC: 15 / 14 / 12

S 12 +1, C 15 +2, D 17 +3, I 2 -4, W 12 +2, Ch 6 -2

Fort +4, Ref +5, Will +1

Bite 1d3+1 +1

Special Qualities: Low-light vision, scent

Skills: Jump +7, Listen +5, Spot +5, Survival +1

HP: 6

Eagle 1d8, BAB +0-4, AC: 14 / 13 / 12

S 10 +1, C 12 +1, D 15 +2, I 2 -4, W 14 +2, Ch 6 -2

Fort +3, Ref +4, Will +2

Talons 1d4 +4/+4

Special Qualities: Low-light vision

Skills: Listen +4, Spot +16

HP: 7

Baboon 1d8+1 BAB +0+2 AC 13 / 12 / 11

S 15 +2, C 12 +1, D 14 +2, I 2 -4, W 12 +1, Ch 4 -3

Fort +3, Ref +4, Will +1

Bite 1d6+2 +2

Special Qualities: Low-light vision, scent

Skills: Climb +10, Listen +5, Spot +5

HP 7

Ostrich 3d8, BAB: +2, AC 13 / 12 / 11

S 19 +4, C 19 +4, D 15 +2, I 2 -4, W 12 +1, Ch 4 -3

Fort +7, Ref +3, Will +2

Slam 1d4+4 +6/+6

Special Qualities: Low-light vision

Skills: Spot +6

HP 30

Leopard 3d8, BAB +6, AC 15 / 14 / 11

S 16 +3, C 15 +2, D 19 +4, Int 2 -4, Wis 12 +1, Ch 6 -2

Fort +5, Ref +7, Will +2

Bite 1d6+3 +6

Claw 1d3+3 +1/+1

Special Qualities: Low-light vision, scent

Skills: Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6,

Move Silently +8, Spot +6

HP 24

Jaguar 3d8, BAB +6, AC 15 / 14 / 11

S 16 +3, C 15 +2, D 19 +4, Int 2 -4, Wis 12 +1, Ch 6 -2

Fort +5, Ref +7, Will +2

Bite 1d6+3 +6

Claw 1d3+3 +1/+1

Special Qualities: Low-light vision, scent

Skills: Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6,

Move Silently +8, Spot +6

HP 24

Buffalo 5d8, BAB +3, AC 13 / 9 / 13

S 22 +6, C 16 +3, D 10 +0, I 2 -4, W 11 +0, Ch 4 -3

Fort +7, Ref +4, Will +1

Gore 1d8+9 +8

Special Qualities: Low-light vision, scent

Skills: Listen +7, Spot +5

HP: 45

Tiger 6d8, BAB +4+14, AC: 15 / 12 / 12

S 23 +6, C 17 +3, D 15 +2, I 2 -4, W 12 +1, Ch 6 -2

Fort +8, Ref +7, Will +3

Claw 1d8+6 +9+9

Bite 2d6+3 +4

Pounce, improved grab, rake 1d8+3

Special Qualities: Low-light vision, scent

Skills: Balance +7, Hide +3, Listen +5, M Silently +11, Spot +5

HP: 54

4 **Pounce** If an animal charges a foe, it can make a full attack, including two rake attacks.

5 **Improved Grab** To use this ability, an animal must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

This document original content © Garry Stahl 1997-2009

Some content derived in part from the D&D, AD&D and D&D 3.x game.

D&D 3.x SRD content used under the OGL D&D © Wizard's of the Coast.

Art © its assorted rights holders.

Permission is granted for personal use and not for profit distribution.

Published by *Phoenix Graphics* © 2009

