

BAG OF TRICKS

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Creighton Broadhurst



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Ever found (or thought about buying) a *bag of tricks* but didn't want to prep all the required stat blocks or carry yet another heavy book to the game? *Bag of Tricks* banishes these problems! This PLAYER'S RESOURCE contains detailed write-ups of all three versions of this iconic wondrous item including full stat blocks for all animals that can be called forth from the bag. Each bag also benefits from two optional intelligent item add-on packages that provide extra powers and interesting roleplaying opportunities. Designed to easily fit into a character folder, each *bag of trick* entry benefits from a two-page spread containing all the information a player needs to use this interesting, versatile item.



CREDITS

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ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

BONUS MATERIAL

Thank you for purchasing *Bag of Tricks*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

CONTACT US

Email creighton@ragingswan.com with questions and comments about this adventure.

ERRATA

We would like to think *Bag of Tricks* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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This supplement presents enhanced information regarding the *bag of tricks*, a classic wondrous item that it is difficult (or at the least, time-consuming) to use without extensive preparation.

Traditionally, the *bag of tricks* comes in three versions and each of these types benefits from a two-page spread. The first page presents the magic item itself and two intelligent item add-on packages that provide the bag with both additional powers and interesting roleplaying possibilities. The second page of each spread presents full stat blocks for each creature that can be brought forth from the bag.

Finally, page 10 summarises the various Handle Animal tricks and tasks the bag's owner can employ.

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GREY BAG OF TRICKS

The grey bag is the least powerful of the three varieties of the *bag of tricks*. In the hands of a clever adventurer, however, it still has many uses. For example, many of the animals make excellent scouts (particularly if the bag's owner possesses some means of communicating with the animal).

This small grey sack seems empty.

Aura faint (conjuration; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Abilities Anyone reaching inside the sack 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 command described in the Handle Animal skill (page 10).

Use this table to randomly determine what animal appears:

D%	ANIMAL	CR
01-30	Bat	1/8
31-60	Rat	1/4
61-75	Cat	1/4
76-90	Weasel	1/2
91-100	Riding dog	1



Only one animal may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day: □□ □□ □□ □□ □□

Activation use activated; **CL** 3rd

Requirements Craft Wondrous Item, *summon nature's ally II*;
Cost 1,700 gp; **Price** 3,400 gp

Alternatively, you can augment the *bag of tricks* with one of the two intelligent item add-on packages detailed below. Add the price listed below to the overall cost of the *bag of tricks*.

TALAN KEAST

Senses 30 ft.; Perception +1

Communication speech

N; Personality & Background A cantankerous old sod, Talan, was an elderly druid who chose to fuse his failing life force with a *bag of tricks* after death. He has forgotten much that he once knew, and this frustrates him greatly. He belittles his owner, but never puts him in danger.

Speak with Animals (Sp) Talan can cast *speak with animals* (CL 3) 3/day and uses this power to direct summoned animals in battle.

Abilities Int 12, Wis 12, Cha 10; **Ego** 5

Skills Knowledge (nature) +6

Languages Common, Druidic

Price 5,700 gp

ROSEN MENADUE

Senses 30 ft.; Perception +1

Communication speech

NG; Personality A neophyte follower of nature, Rosen was merged with a *bag of tricks* after a bizarre experiment went terribly wrong. This "minor setback" did nothing to dilute her fascination with nature and she enthusiastically accompanies any like-minded individual. In particular, butterflies fascinate her and she exhorts her owner to capture and study any crossing her path.

Flare (Sp) Rosen can cast *flare* (CL 3, DC 10 negates) at will.

Stabilize (Sp) Rosen can cast *stabilize* (CL 3) at will.

Abilities Int 12, Wis 11, Cha 10; **Ego** 4

Languages Common, Druidic

Price 3,700 gp

BAT CR 1/8 (XP 50)
N Diminutive animal
Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +6, Sense Motive +2
Speed 5 ft., fly 40 ft. (good)
ACP 0; Acrobatics +2 (-10 jumping), Fly +16

AC 16, touch 16, flat-footed 14; **CMD** 3 (+4 size, +2 Dex)
Fort +0, **Ref** +4, **Will** +1
hp 2 (1 HD)

Space 1 ft.; **Base Atk** +0; **CMB** -2
Melee bite (reach 0 ft.) +6 (1d3-4)

Abilities Str 1, Dex 15, Con 6, Int 2, Wis 14, Cha 5
Feats Weapon Finesse
Skills as above

RAT CR 1/4 (XP 100)
N Tiny animal
Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1
Speed 15 ft., climb 15 ft., swim 15 ft.
ACP 0; Acrobatics +2 (-2 jumping), Climb +10, Stealth +18, Swim +10

AC 14, touch 14, flat-footed 12; **CMD** 6 (+10 vs. trip) (+2 size, +2 Dex)
Fort +2, **Ref** +4, **Will** +1
hp 4 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0
Melee bite (reach 0 ft.) +4 (1d3-4)

Abilities Str 2, Dex 15, Con 11, Int 2, Wis 13, Cha 2
Feats Weapon Finesse
Skills as above

CAT CR 1/4 (XP 100)
N Tiny animal
Init +2; **Senses** low-light vision, scent; Perception +5, Sense Motive +1
Speed 30 ft.
ACP 0; Climb +6, Stealth +14

AC 14, touch 14, flat-footed 12; **CMD** 6 (+10 vs. trip) (+2 size, +2 Dex)
Fort +1, **Ref** +4, **Will** +1
hp 3 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0
Melee 2 claws (reach 0 ft.) +4 (1d2-4) and bite (reach 0 ft.) +4 (1d3-4)

Abilities Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 7
Feats Weapon Finesse
Skills as above

WEASEL CR 1/2 (XP 200)
N Tiny animal
Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1
Speed 20 ft., climb 20 ft.
ACP 0; Acrobatics +10 (+6 jumping), Climb +10, Escape Artist +6, Stealth +14

AC 15, touch 14, flat-footed 13; **CMD** 6 (10 vs. trip) (+2 size, +2 Dex, +1 natural)
Fort +2, **Ref** +4, **Will** +1
hp 4 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0
Melee bite (reach 0 ft.) +4 (1d3-4 plus attach)
Attack (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Abilities Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Feats Weapon Finesse
Skills as above

RIDING DOG CR 1 (XP 400)
N Medium animal
Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1
Speed 40 ft.
ACP 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip) (+2 Dex, +1 natural)
Fort +5, **Ref** +5, **Will** +1
hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3
Melee bite +3 (1d6+3 plus trip)
Trip (Ex) If the riding dog hits with its bite attack it can attempt to trip its opponent as a free action without provoking an attack of opportunity. If its attempt fails, it is not tripped in return.

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Feats Skill Focus (Perception)
Skills as above plus Survival +1 (+5 scent tracking)

TINY & DIMINUTIVE CREATURES

Tiny and Diminutive creatures face several handicaps in combat.

Flanking & Reach: Creatures with a reach of 0 feet do not flank opponents and must enter a target's square to attack it.

Moving Through an Occupied Square: Creatures three sizes larger than a creature can move through its square, Such movement provokes attacks of opportunity. Thus, Medium creatures can move through a square occupied by a Diminutive creature while Large creatures can move through a square containing a Tiny creature.

RUST BAG OF TRICKS

The rust-coloured *bag of tricks* provides its owner with useful and interesting combat options. Although the possessor can only draw forth four types of animal, they all possess special combat abilities that make them formidable opponents. Unlike the grey *bag of tricks*, all the creatures in a rust bag can flank and block an enemy's movement.

This small rust-coloured bag appears thread worn. One side is covered with mud.

Aura faint (conjunction; DC 18 Knowledge [arcana]) **Identify** DC 20 Spellcraft

Abilities Anyone reaching inside the sack 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 command described in the Handle Animal skill (page 10).

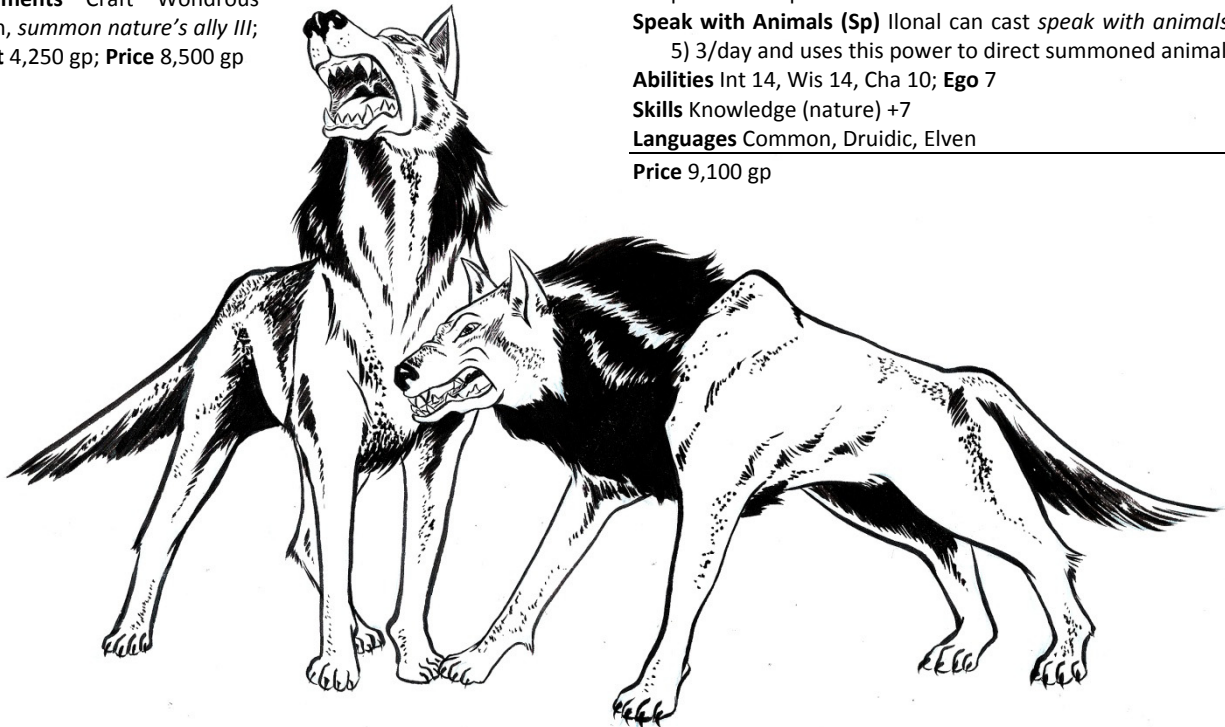
Use this table to randomly determine what animal appears:

D%	ANIMAL	CR
01-30	Wolverine	2
31-60	Wolf	1
61-85	Boar	2
86-100	Leopard	2

Only one animal may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day:

Activation use activated; **CL** 5th

Requirements Craft Wondrous Item, *summon nature's ally III*;
Cost 4,250 gp; **Price** 8,500 gp



Alternatively, you can augment the *bag of tricks* with one of the two intelligent item add-on packages detailed below. Add the price listed below to the overall cost of the *bag of tricks*.

PETROK ANNEAR

Senses 60 ft.; Perception +2

Communication speech

NG; **Personality** Sparse of speech and sarcastic of wit, Petrok is also absentminded. The remnant of a human druid who died of old age, for the most part he is content to observe and wonder at nature's beauty.

Magic Fang (Sp) Petrok can cast *magic fang* (CL 5) 3/day.

Speak with Animals (Sp) Petrok can cast *speak with animals* (CL 5) 3/day and uses this power to direct summoned animals.

Abilities Int 10, Wis 14, Cha 10; **Ego** 5

Skills Knowledge (nature) +5

Languages Common

Price 7,400 gp

ILONAL LIADON

Senses 60 ft.

Communication speech

CN; **Personality** Softly spoken and in love with nature, Ilonal was once an elven druid who received a mortal wound protecting her glade from a ferociously deranged owlbear. Reincarnation being unavailable, her essence was fused with a *bag of tricks*. She hates owlbears and is determined in her defence of nature.

Barkskin (Sp) Ilonal can cast *barkskin* (CL5) 1/day and uses this power to improve a summoned animal's chances of survival.

Speak with Animals (Sp) Ilonal can cast *speak with animals* (CL 5) 3/day and uses this power to direct summoned animals.

Abilities Int 14, Wis 14, Cha 10; **Ego** 7

Skills Knowledge (nature) +7

Languages Common, Druidic, Elven

Price 9,100 gp

WOLVERINE CR 2 (XP 600)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10, Sense Motive +1**Speed** 30 ft., burrow 10 ft., climb 10 ft.**ACP** 0; Climb +10**AC** 14, touch 12, flat-footed 12; **CMD** 16 (20 vs. trip) (+2 Dex, +2 natural)**Fort** +5, **Ref** +5, **Will** +2**hp** 22 (3 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +4**Melee** 2 claws +4 (1d6+2) and bite +4 (1d4+2)**Atk Options** rage**Rage (Ex)** A wolverine that takes damage in combat flies into a 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 AC. The creature cannot end its rage voluntarily.**Abilities** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 10**Feats** Skill Focus (Perception), Toughness**Skills** as above**WOLF** CR 1 (XP 400)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1**Speed** 50 ft.**ACP** 0; Acrobatics +2 (+10 jumping), Stealth +6**AC** 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip) (+2 Dex, +2 natural)**Fort** +5, **Ref** +5, **Will** +1**hp** 13 (2 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +2**Melee** bite +2 (1d6+1 plus trip)**Trip (Ex)** If the wolf hits with its bite attack it can attempt to trip its opponent as a free action without provoking an attack of opportunity. If its attempt fails, it is not tripped in return.**Abilities** Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6**Feats** Skill Focus (Perception)**Skills** as above plus Survival +1 (+5 scent tracking)**BOAR** CR 2 (XP 600)

N Medium animal

Init +0; **Senses** low-light vision, scent; Perception +6, Sense Motive +1**Speed** 40 ft.**ACP** 0; Acrobatics +0 (+4 jumping)**AC** 14, touch 10, flat-footed 14; **CMD** 14 (+4 natural)**Fort** +6, **Ref** +3, **Will** +1**hp** 18 (2 HD); ferocity**Ferocity (Ex)** The boar remains conscious and continues fighting even if its hit point total is below 0. The boar is staggered and loses 1 hit point each round. It dies when it reaches -17 hit points.**Space** 5 ft.; **Base Atk** +1; **CMB** +4**Melee** gore +4 (1d8+4)**Abilities** Str 17, Dex 10, Con 17, Int 2, Wis 13, Cha 4**Feats** Toughness**Skills** as above**LEOPARD** CR 2 (XP 600)

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +5, Sense Motive +1**Speed** 30 ft., climb 20 ft.**ACP** 0; Acrobatics +8, Climb +11, Stealth +11 (+15 in undergrowth)**AC** 15, touch 14, flat-footed 11; **CMD** 19 (23 vs. trip) (+4 Dex, +1 natural)**Fort** +5, **Ref** +7, **Will** +2**hp** 19 (3 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +5 (+9 grapple)**Melee** bite +6 (1d6+3 plus grab) and 2 claws +6 (1d3+3)**Atk Options** grab, pounce, rake**Grab (Ex)** If the leopard hits a Small or smaller target with its bite, it can attempt to start a grapple as a free action without provoking an attack of opportunity.**Pounce (Ex)** When it uses the charge action, the leopard can make a full attack (including its rake attack).**Rake (Ex)** The leopard gains two extra claw attacks against any opponent it is grappling. It only gets these extra attacks if it begins its turn grappling.**Abilities** Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6**Feats** Skill Focus (Stealth), Weapon Finesse**Skills** as above

TAN BAG OF TRICKS

The most powerful of the *bags of tricks*, tan bags can summon a range of useful animals. All summoned animals are useful in combat. The heavy horse appears wearing harness and tack and accepts the character who drew it as a rider.

This small tan-coloured bag is crumbled and travel stained.

Aura moderate (conjunction; DC 20 Knowledge [arcana]) **Identify** DC 24 Spellcraft

Abilities Anyone reaching inside the sack 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 command described in the Handle Animal skill (page 10).

Use this table to randomly determine what animal appears:

D%	ANIMAL	CR
01-30	Grizzly bear	4
31-60	Lion	3
61-80	Heavy horse	2
81-90	Tiger	4
91-100	Rhinoceros	4

Only one animal may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day:

Activation use activated; **CL** 9th

Requirements Craft Wondrous Item, *summon nature's ally V*;
Cost 8,000 gp; **Price** 16,000 gp

Alternatively, you can augment the *bag of tricks* with one of the two intelligent item add-on packages detailed below. Add the price listed below to the overall cost of the *bag of tricks*.

AELEVAR MELIAMNE

Senses darkvision 60 ft.

Communication speech

NG; Personality Obsessed with protecting virgin wilderness from the effects of urbanisation, Aelevor lectures voraciously on the insidious creep of towns and cities. Particularly keen on forests, he loves spending time in such places.

Speak with Animals (Sp) Aelevor can cast *Speak with Animals* (CL 9) 3/day and uses this power to direct summoned animals.

Barkskin (Sp) Aelevor can cast *barkskin* 3/day (CL 9th) and does so to increase an animal's chance of surviving battle.

Cure Moderate Wounds (Sp) Aelevor can cast *cure moderate wounds* (CL 9, 2d8+9) 1/day.

Abilities Int 12, Wis 16, Cha 12; **Ego** 11

Skills Knowledge (nature) +6

Languages Common, Druidic

Price 20,400 gp

ALTON GREENBOTTLE

Senses darkvision 60 ft.

Communication speech, telepathy

NG; Personality A wise old halfling, Alton is nevertheless warlike and enjoys smiting enemies with *call lightning*. Also maniacally controlling, he directs summoned animals in battle with zealous glee.

Speak with Animals (Sp) Alton can cast *Speak with Animals* (CL 9) 3/day and uses this power to direct summoned animals.

Bull's Strength (Sp) Alton can cast *bull's strength* (CL 9) 3/day.

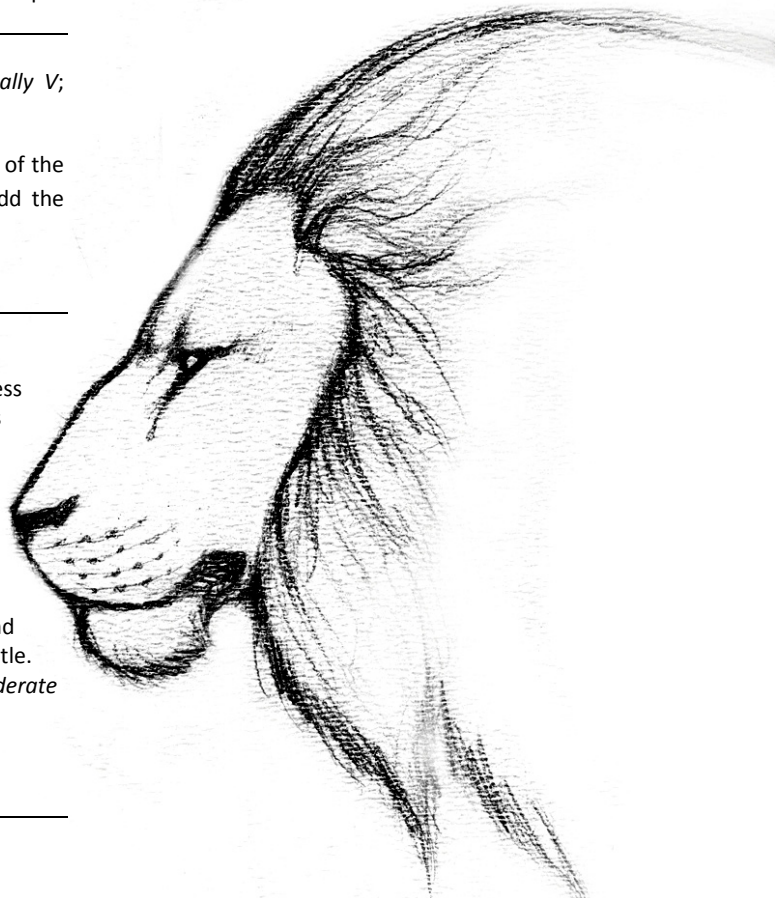
Call Lightning (Sp) Alton can cast *call lightning* (CL 9, 3d6 electricity damage, DC 17 halves) 1/day.

Abilities Int 14, Wis 18, Cha 14; **Ego** 14

Skills Knowledge (nature) +7

Languages Common, Druidic, Halfling

Price 25,400 gp



GRIZZLY BEAR CR 4 (XP 1,200)

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +6, Sense Motive +1**Speed** 40 ft.; Run**ACP** 0; Acrobatics +1 (+5 jumping), Swim +14**AC** 16, touch 10, flat-footed 15; **CMD** 20 (24 vs. trip)
(-1 size, +1 Dex, +6 natural)**Fort** +8, **Ref** +5, **Will** +2**hp** 42 (5 HD)**Space** 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)**Melee** 2 claws +7 (1d6+5 plus grab) and
bite +7 (1d6+5)**Grab (Ex)** If the grizzly bear hits a Medium or smaller target with its bite, it can attempt to start a grapple as a free action without provoking an attack of opportunity.**Abilities** Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6**Feats** Endurance, Run, Skill Focus (Survival)**Skills** as above plus Survival +5**LION** CR 3 (XP 800)

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +9, Sense Motive +1**Speed** 40 ft.; Run**ACP** 0; Acrobatics +11 (+15 jumping), Stealth +8 (+12 in undergrowth)**AC** 15, touch 12, flat-footed 12; **CMD** 22 (26 vs. trip)
(-1 size, +3 Dex, +3 natural)**Fort** +6, **Ref** +7, **Will** +2**hp** 32 (5 HD)**Space** 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)**Melee** bite +7 (1d8+5 plus grab) and
2 claws +7 (1d4+5)**Atk Options** grab, pounce, rake**Grab (Ex)** If the lion hits a Medium or smaller target with its bite, it can attempt to start a grapple as a free action without provoking an attack of opportunity.**Pounce (Ex)** When it uses the charge action, the lion can make a full attack (including its rake attack).**Rake (Ex)** The lion gains two extra claw attacks against any opponent it is grappling. It only gets these extra attacks if it begins its turn grappling.**Abilities** Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6**Feats** Improved Initiative, Run, Skill Focus (Perception)**Skills** as above**HEAVY HORSE** CR 2 (XP 600)

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8, Sense Motive +3**Speed** 50 ft.; Run**ACP** -3; Acrobatics +1 (+9 jumping)**AC** 13, touch 11, flat-footed 11; **CMD** 21 (25 vs. trip)
(-1 size, +2 Dex, +2 natural)**Fort** +8, **Ref** +7, **Will** +3**hp** 19 (2 HD)**Space** 10 ft.; **Base Atk** +1; **CMB** +7**Melee** bite +5 (1d4+5) and
2 hooves -2 (1d6+1)**Abilities** Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11**Feats** Endurance, Run^B**Gear** harness and tack**TIGER** CR 4 (XP 1,200)

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +8, Sense Motive +1**Speed** 40 ft.**ACP** 0; Acrobatics +10 (+14 jumping), Stealth +7 (+15 in tall grass), Swim +11**AC** 14, touch 11, flat-footed 12; **CMD** 23 (27 vs. trip)
(-1 size, +2 Dex, +3 natural)**Fort** +8, **Ref** +7, **Will** +3**hp** 45 (6 HD)**Space** 10 ft.; **Base Atk** +4; **CMB** +11 (+15 grapple)**Melee** 2 claws +10 (1d8+6 plus grab) and
bite +9 (2d6+6 plus grab)**Atk Options** grab, pounce, rake**Grab (Ex)** If the tiger hits a Medium or smaller target with its bite, it can attempt to start a grapple as a free action without provoking an attack of opportunity.**Pounce (Ex)** When it uses the charge action, the tiger can make a full attack (including its rake attack).**Rake (Ex)** The tiger gains two extra claw attacks against any opponent it is grappling. It only gets these extra attacks if it begins its turn grappling.**Abilities** Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6**Feats** Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)**Skills** as above**RHINOCEROS** CR 4 (XP 1,200)

N Large animal

Init +0; **Senses** scent; Perception +12, Sense Motive +1**Speed** 40 ft.**ACP** 0; Acrobatics +0 (+4 jumping)**AC** 16, touch 9, flat-footed 16; **CMD** 20 (24 vs. trip)
(-1 size, +7 natural)**Fort** +10, **Ref** +4, **Will** +2**hp** 42 (5 HD)**Space** 10 ft.; **Base Atk** +3; **CMB** +10**Melee** gore +8 (2d6+9)**Atk Options** powerful charge**Powerful Charge (Ex)** When the rhinoceros makes a charge it deals extra damage with its gore attack (4d6+12).**Abilities** Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5**Feats** Endurance, Great Fortitude, Skill Focus (Perception)**Skills** as above

HANDLE ANIMAL IN COMBAT

Animals summoned forth from a *bag of tricks* can follow any of the tasks and tricks described in the Handle Animal skill. For your ease of reference, these commands are summarised below.

Handling an animal is a move action and animals brought forth from the bag can follow any of the commands below, although the possessor must still make a DC 10 Handle Animal check. If an animal is wounded, or has taken any nonlethal damage or ability score damage, the DC to handle an animal increased by 2. If the check succeeds, the animal performs the task or trick on its next move.

- **Attack:** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.
- **Come:** The animal comes to you, even if it normally would not do so.
- **Defend:** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command



the animal to defend a specific other character.

- **Down:** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
- **Fetch:** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
- **Guard:** The animal stays in place and prevents others from approaching.
- **Heel:** The animal follows you closely, even to places where it normally wouldn't go.
- **Perform:** The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
- **Seek:** The animal moves into an area and looks around for anything that is obviously alive or animate.
- **Stay:** The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
 - **Track:** The animal tracks the scent presented to it. (This requires the animal to have the scent ability)
 - **Work:** The animal pulls or pushes a medium or heavy load.

READING STAT BLOCKS

Bag of Tricks includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

Ever found (or thought about buying) a *bag of tricks* but didn't want to prep all the required stat blocks or carry yet another heavy book to the game? *Bag of Tricks* banishes these problems! This PLAYER'S RESOURCE contains detailed write-ups of all three versions of this iconic wondrous item including full stat blocks for all animals that can be called forth from the bag. Each bag also benefits from two optional intelligent item add-on packages that provide extra powers and interesting roleplaying opportunities. Designed to easily fit into a character folder, each *bag of trick* entry benefits from a two-page spread containing all the information a player needs to use this interesting, versatile item.

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