

## Bag of Tricks (Rust)

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 (page 74 of the Player's Handbook). 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.

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.

### ———— Rust ————

#### d% Animal

01–30 Wolverine

31–60 Wolf

61–85 Boar

86–100 Black bear

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*(From DMG 3.5 P.249 + DMG 3.0 P.210)*

## WOLVERINE

Medium Animal

Hit Dice: 3d8+15 (28 hp)

Initiative: +2

Speed: 30 ft. (6 squares), burrow 10 ft., climb 10 ft.

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+4

Attack: Claw +4 melee (1d4+2)

Full Attack: 2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10

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

Feats: Alertness, Toughness, TrackB

Environment: Cold forests

Organization: Solitary

Challenge Rating: 2

Advancement: 4–5 HD (Large)

Level Adjustment: —

These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

### COMBAT

Rage (Ex): A wolverine 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: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## WOLF

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +3 melee (1d6+1)

Full Attack: Bite +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

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

Feats: TrackB, Weapon Focus (bite)

Environment: Temperate forests

Organization: Solitary, pair, or pack (7–16)

Challenge Rating: 1

Advancement: 3 HD (Medium); 4–6 HD (Large)

Level Adjustment: —

Wolves are pack hunters known for their persistence and cunning.

### Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear. Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf. Skills: \*Wolves have a +4 racial bonus on Survival checks when tracking by scent.

## **BOAR**

Medium Animal

Hit Dice: 3d8+12 (25 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +2/+4

Attack: Gore +4 melee (1d8+3)

Full Attack: Gore +4 melee (1d8+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocity

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4

Skills: Listen +7, Spot +5

Feats: Alertness, Toughness

Environment: Temperate forests

Organization: Solitary or herd (5–8)

Challenge Rating: 2

Advancement: 4–5 HD (Medium)

Level Adjustment: —

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

### **Combat**

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

## **BEAR, BLACK**

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+6

Attack: Claw +6 melee (1d4+4)

Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +4, Will +2

Abilities: Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6

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

Feats: Endurance, Run

Environment: Temperate forests

Organization: Solitary or pair

Challenge Rating: 2

Advancement: 4–5 HD (Medium)

Level Adjustment: —

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply. Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

### **Combat**

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

*/From MM 3.5 Chapter 2/*