

# Dungeons & Dragons 3.5 Edition Index – Creatures

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## Mounts, Familiars, Companions, etc.

## Unusual Trainable Creatures

Training a young or adult specimen requires a Handle Animal check vs. the designated DC.  
A list of tricks can be found in the 'Skills and Actions Index'.

Trainable Creatures	Category	Size	HD	Algn	Int	Rear DC	Train DC	Worth Eggs	Worth Young	Light Load	On Foot	Fly	Misc.
Ankheg (MM p14) (RoS p161)+	Magical Beast	Large	3	N	1	23	STD	1,500	2,000	?	30'	—	Burrow, Tremorsense 15 gp / month upkeep
Badger, Dire (MM p62) (RoS p161)+ (RoS p162)+	Animal	Medium	3	N	2	16	STD	—	100	—	—	—	8 gp / month upkeep Optionally, when the Dire Badger is raging, Raging, the rider's Ride DC's are +2 and Handle Animal are +5.
Beacon Moth (DR322 p20)	Magical Beast	Huge	8	N	2	—	20	2,000	3,000	344	30'	90' / Average	Climb 20' Blindsight, Daylight Aura, Dazzling Wings
Brixashulty (RotW p186)	Animal	Medium	2	N	2	STD	STD	—	30	75	40'	—	May carry Small-sized
Bulette (MM p30) (RoS p161)+	Magical Beast	Huge	9	N	2	31	STD +2	9,000	15,000	?	40'	—	Burrow, Tremorsense, 20 gp / month upkeep
Chordevoc (RotW p188)	Animal	Tiny	1	N	2	STD	STD	25	150	—	10'	60' / Good	Halflings receive a bonus on Training
Deep Hound (RoS p185) (RoS p161)+	Magical Beast	Large	6	N	2	21	STD	—	4,000	600	40'	—	Dwarves receive a bonus on Training 5 gp / month upkeep
Delver (MM p39) (RoS p161)+	Aberration	Huge	15	N	14	—	?	—	—	—	—	—	—
Dinosaur, Battletitan (MM3 p38)	Animal	Huge	36	N	2	—	28	?	100,000	11,093	60'	—	Swallow Whole, Improved Grab
Eagle, Dire (RoS p185) (RoS p161)+	Animal	Large	5	N	2	20	STD	2,500	4,000	399	10'	60' / Average	5 gp / month upkeep
Eagle, Giant (MM p93)	Magical Beast	Large	4	NG	10	—	25	2,500	4,000	300	10'	80' / Average	Speaks Common & Auran
Elven Hound (RotW p189)	Magical Beast	Medium	2	N	2	STD	STD +5	—	150	—	50'	—	Elves receive a bonus on Training
Griffon (MM p139)	Magical Beast	Large	7	N	5	—	25	3,500	7,000	300	30'	80' / Average	Understands (but cannot speak) Common
Hippogriff (MM p152)	Magical Beast	Large	3	N	2	—	25	2,000	3,000	300	50'	100' / Average	—
Howler (MM p154)	Outsider	Large	6	CE	6	—	25	—	—	460	60'	—	Understands (but cannot speak) Abyssal
Owl, Giant (MM p205)	Magical Beast	Large	4	NG	10	—	25	2,500	4,000	300	10'	70' / Average	Speaks Common & Sylvan
Pegasus (MM p206)	Magical Beast	Large	4	CG	10	—	25	2,000	3,000	300	60'	120' / Average	Understands (but cannot speak) Common <i>Detect Good &amp; Detect Evil</i> , at will
Raven, Giant (Frost p148)	Magical Beast	Large	3	N	12	—	25	1,500	2,500	152	20'	70' / Poor	Speaks Common & Giant
Spider Eater (MM p234)	Magical Beast	Large	4	N	2	—	25	2,000	3,000	306	30'	60' / Good	<i>Freedom of Movement</i> , always on, Poison
Stone Flyer (Und p99)	Magical Beast	Large	5	NE	5	—	25	—	10,000	459	50'	60' / Average	Earthglide, Tremorsense
Thrum Worm (RoS p190) (RoS p161)+	Dragon	Medium	2	N	2	19	STD	1,500	2,500	75	20'	—	Burrow, Tremorsense, Gnome receive a bonus on Training
Tlalusk (Frost p157)	Magical Beast	Huge	16	N	5	—	30	—	10,000	3,192	60'	—	Trample, Bellow, Improved Overrun
Tyrg (DU112 p106)	Magical Beast	Large	8	N	2	25	25	—	4,000	798	50'	—	Stunning Howl

## Cohorts

Cohorts are acquired by taking the Feat: Leadership(DMG p106) –or– Feat: Dragon Cohort(DR320 p49).

Cohort	Algn	Lvl Eqiv	Ref
Aasimar (MM p209)	any G	2	BoED p025
Grig (MM p235)	CG	4	BoED p025
Pseudodragon (MM p210)	NG	4	Dcn p139
Bariaur (BoED p165)	CG	5	BoED p025
Earth Elemental, Small (MM p97)	N	5	RoS p162
Lantern Archon (MM p016)	LG	5	BoED p025
Pixie (MM p236)	CG	5	BoED p025
White Dragon, Wyrmling (MM p077)	CE	5	Dcn p139 DR320 p48
Blink Dog (MM p28)	LG	6	DMG p199 BoED p025
Brass Dragon, Wyrmling (MM p079)	CG	6	Dcn p139 BoED p025 DR320 p48
Earth Mephit (MM p182)	N	6	RoS p162
Pegasus (MM p206)	CG	6	DMG p199 BoED p025
Black Dragon, Wyrmling (MM p070)	CE	7	Dcn p139 DR320 p48
Copper Dragon, Wyrmling (MM p082)	CG	7	Dcn p139 BoVD p025 DR320 p48
Coure Eladrin (BoED p168)	CG	7	BoED p025
Guardian Steed (DR309 p30)	NG	7	DR309 p33
Hell Hound (MM p151)	LE	7	DMG p199
Imp (MM p56)	LE	7	DMG p199
Musteval Guardinal (BoED p174)	NG	7	BoED p025
Rhek (BoED p181)	LG	7	BoED p025
Satyr (MM p219)	CN	7	DMG p199
Xorn, Juvenile (MM p260)	N	7	RoS p162
Concordant Dragon, Wyrmling (DR321 p52)	N	8	DR321 p56
Earth Elemental, Medium (MM p97)	N	8	RoS p162
Quasit (MM p46)	CE	8	DMG p199
Unicorn (MM p249)	CG	8	DMG p199 BoED p025
Beast Dragon, Wyrmling (DR321 p50)	any G	9	DR321 p56

Cohort	Algn	Lvl Eqiv	Ref
Cervidal Guardinal (MM2 p042) (3.5sup p31)+	NG	9	BoED p025
Gargoyle (MM p113)	CE	9	RoS p162
White Dragon, Very Young (MM p077)	CE	9	Dcn p139 DR320 p48
Black Dragon, Very Young (MM p070)	CE	10	Dcn p139 DR320 p48
Blue Dragon, Wyrmling (MM p072)	LE	10	Dcn p139 DR320 p48
Brass Dragon, Very Young (MM p079)	CG	10	Dcn p139 BoED p025 DR320 p48
Bronze Dragon, Wyrmling (MM p080)	LG	10	Dcn p139 BoED p025 DR320 p48
Displacer Beast (MM p66)	LE	10	DMG p199
Dragonne (MM p89)	N	10	DMG p199
Green Dragon, Wyrmling (MM p074)	LE	10	Dcn p139 DR320 p48
Griffon (MM p139)	N	10	DMG p199
Werebear (MM p170)	LG	10	DMG p199 BoED p025
Arboreal Dragon, Wyrmling (DR321 p46)	CG	11	DR321 p56
Axial Dragon, Wyrmling (DR321 p48)	LN	11	DR321 p56
Bralani Eladrin (MM p093)	CG	11	DMG p199 BoED p025
Copper Dragon, Very Young (MM p082)	CG	11	Dcn p139 BoED p025 DR320 p48
Hound Archon (MM p016)	LG	11	BoED p025
Red Dragon, Wyrmling (MM p075)	CE	11	Dcn p139 DR320 p48
Silver Dragon, Wyrmling (MM p086)	LG	11	Dcn p139 BoED p025 DR320 p48
Adamantine Dragon, Wyrmling (DR321 p44)	NG	12	DR321 p56
Concordant Dragon, Very Young (DR321 p52)	N	12	DR321 p56
Gold Dragon, Wyrmling (MM p084)	LG	12	Dcn p139 BoED p025 DR320 p48
Lammasu (MM p165)	LG	12	DMG p199

Cohort	Algn	Lvl Eqiv	Ref
Leskylor (BoED p117)	NG	12	BoED p025
Treant (MM p244)	NG	12	BoED p025
White Dragon, Young (MM p077)	CE	12	Dcn p139 DR320 p48
Wyvern (MM p259)	N	12	Dcn p139
Xorn, Adult (MM p260)	N	12	RoS p162
Beast Dragon, Very Young (DR321 p50)	any G	13	DR321 p56
Black Dragon, Young (MM p070)	CE	13	Dcn p139 DR320 p48
Blue Dragon, Very Young (MM p072)	LE	13	Dcn p139 DR320 p48
Bronze Dragon, Very Young (MM p080)	LG	13	Dcn p139 BoED p025 DR320 p48
Djinni (MM p144)	CG	13	BoED p025
Earth Elemental, Large (MM p97)	N	13	RoS p162
Equinal Guardinal (BoED p173)	NG	13	BoED p025
Green Dragon, Very Young (MM p074)	LE	13	Dcn p139 DR320 p48
Lillend (MM p168)	CG	13	BoED p025
Arboreal Dragon, Very Young (DR321 p46)	CG	14	DR321 p56
Asura (BoED p164)	CG	14	BoED p025
Axial Dragon, Very Young (DR321 p48)	LN	14	DR321 p56
Brass Dragon, Young (MM p079)	CG	14	Dcn p139 BoED p025 DR320 p48
Silver Dragon, Very Young (MM p086)	LG	14	Dcn p139 BoED p025 DR320 p48
Avoral Guardial (MM p141)	NG	15	DMG p199 BoED p025
Copper Dragon, Young (MM p082)	CG	15	Dcn p139 BoED p025 DR320 p48
Ettin (MM p106)	CE	15	DMG p199
Hollyphant (BoED p176)	NG	15	BoED p025
Lupinal Guardinal (MM p43)	NG	15	BoED p025

Cohort	Algn	Lvl Equiv	Ref
Red Dragon, Very Young (MM p075)	CE	15	Dcn p139 DR320 p48
Warden Archon (BoED p163)	LG	15	BoED p025
Beast Dragon, Young (DR321 p50)	any G	16	DR321 p56
Concordant Dragon, Young (DR321 p52)	N	16	DR321 p56
Couatl (MM p037)	LG	16	BoED p025
Erinyes (MM p54)	LE	16	DMG p199
Gold Dragon, Very Young (MM p084)	LG	16	Dcn p139 BoED p025 DR320 p48
Green Dragon, Young (MM p074)	LE	16	Dcn p139 DR320 p48
Green Dragon, Young (MM p74)	LE	16	Dcn p139 DR320 p48
Adamantine Dragon, Very Young (DR321 p44)	NG	17	DR321 p56
Arboreal Dragon, Young (DR321 p46)	CG	17	DR321 p56

Cohort	Algn	Lvl Equiv	Ref
Black Dragon, Juvenile (MM p070)	CE	17	Dcn p139 DR320 p48
Blue Dragon, Young (MM p072)	LE	17	Dcn p139 DR320 p48
Brass Dragon, Juvenile (MM p079)	CG	17	Dcn p139 BoED p025 DR320 p48
Copper Dragon, Juvenile (MM p082)	CG	17	Dcn p139 BoED p025 DR320 p48
Dragon Turtle (MM p088)	N	17	Dcn p139
Moon Dog (BoED p179)	NG	17	BoED p025
Quesar (BoED p180)	NG	17	BoED p025
White Dragon, Juvenile (MM p077)	CE	17	Dcn p139 DR320 p48
Axial Dragon, Young (DR321 p48)	LN	18	DR321 p56
Bronze Dragon, Young (MM p080)	LG	18	Dcn p139 DR320 p48
Firre Eladrin (BoED p169)	CG	18	BoED p025
Owl Archon (BoED p159)	LG	18	BoED p025

Cohort	Algn	Lvl Equiv	Ref
Silver Dragon, Young (MM p086)	LG	18	Dcn p139 BoED p025 DR320 p48
Ursinal Guardinal (BoED p174)	NG	18	BoED p025
Red Dragon, Young (MM p075)	CE	19	Dcn p139 DR320 p48
Astral Deva (MM p010)	any G	20	BoED p025
Ghaele Eladrin (MM p010)	CG	20	BoED p025
Gold Dragon, Young (MM p084)	LG	20	Dcn p139 BoED p025 DR320 p48
Green Dragon, Juvenile (MM p074)	LE	20	Dcn p139 DR320 p48
Leonal Guardinal (MM p142)	NG	20	BoED p025
Sword Archon (BoED p160)	LG	20	BoED p025
Trumpet Archon (MM p016)	LG	20	BoED p025
Shiradi Eladrin (BoED p170)	CG	24	BoED p025

## Animal Companions for Druids & Rangers

May be replaced with 24 hours of prayer.

Rangers gain Animal Companions at ½ their Ranger level, beginning at 4<sup>th</sup> level.

Levels Above Minimum	Bonus to HD	Bonus to Natural Armor	Bonus to Strength and Dexterity	Bonus Tricks	Misc.
0 – 1	+0	+0	+0	1	Any spell you cast on yourself can effect your companion also as long as it remains within 5' of you. Gain +4 bonus on Handle Animal checks with your companion. You can do a 'handle' check as a Free Action & a 'push' as a Move Action.
2 – 4	+2	+2	+1	2	Your companion gains Evasion.
5 – 7	+4	+4	+2	3	Your companion gains a +4 Morale bonus on saves vs. Enchantment spells & effects.
8 – 10	+6	+6	+3	4	Your companion gains the Feat Multiattack.
11 – 13	+8	+8	+4	5	
14 – 16	+10	+10	+5	6	Your companion gains Improved Evasion.
17 – 19	+12	+12	+6	7	

When your Companion receives Bonus HD, it also gains an improved Base Attack Bonus & Base Saving Throws to match an Animal with that number of HD.

## Companions

Companions	Min Lvl	Ref
Badger (MM p268)	1	PH p35
Bat (MM p268)	1	Sand p48
Brixashulty (RotW p186)	1 <sup>1</sup>	RotW p186
Camel (MM p270)	1	PH p35 Sand p48
Caribou (Frost p164)	1	Frost p44
Chordevoc (RotW p188)	1 <sup>1</sup>	RotW p188
Chuckwalla (Sand p48)	1	Sand p48
Coyote (Sand p48)	1	Sand p48
Dinosaur, Compsognathus (DR318 p64)	1	DR318 p69
Dinosaur, Rhamphorhynchus (DR318 p68)	1	DR318 p69
Dinosaur, Swindlespitter (MM3 p041) (MM3Errata)+	1	DR351 p69
Dog (MM p271)	1	PH p36 Frost p44
Dog, Riding (MM p271)	1	PH p36 Frost p44
Donkey (MM p272)	1	Sand p48
Eagle (MM p272)	1	PH p35
Hawk (MM p273)	1	PH p36 Frost p44 Sand p48
Horned Lizard (Sand p194)	1	Sand p48

Companions	Min Lvl	Ref
Horse, Heavy (MM p273)	1	PH p35
Horse, Light (MM p273)	1	PH p35
Hyena (MM p274)	1	Sand p48
Owl (MM p277)	1	PH p36 Frost p44 Sand p48
Pony (MM p277)	1	PH p35
Rat, Dire (MM p64)	1	PH p35
Raven (MM p278)	1	Frost p44
Serval (aka Savannah Wildcat) (Sand p194)	1	Sand p48
Snake, Medium Viper (MM p279)	1	PH p35
Snake, Small Viper (MM p279)	1	PH p35 Sand p48
Snake, Tiny Viper (MM p279)	1	Sand p48
Swindlespitter (MM3 p41)	1	MM3 p41
Vulture (Sand p195)	1	Sand p48
Wolf (MM p283)	1	PH p36 Frost p44
Ape (MM p268)	4	PH p36
Badger, Dire (MM p62)	4	PH p36
Bat, Dire (MM p62)	4	PH p36 Sand p48
Bear, Black (MM p269)	4	PH p36 Frost p44
Bison (MM p269)	4	PH p36
Boar (MM p270)	4	PH p36

Companions	Min Lvl	Ref
Branta (Frost p113)	4	Frost p44
Brixashulty (RotW p186)	4 <sup>2</sup>	RotW p186
Cheetah (MM p271)	4	PH p36
Chordevoc (RotW p188)	4 <sup>2</sup>	RotW p188
Crocodile (MM p271)	4	Sand p48 DR351 p69
Dinosaur, Dimetrodon (DR318 p64)	4	DR318 p69
Dinosaur, Fleshraker (MM3 p40)	4	MM3 p41 DR351 p69
Dinosaur, Pteranodon (DR318 p64)	4	DR318 p69
Jackal, Dire (Sand p150)	4	PH2 p41
Leopard (MM p274)	4	PH p36 Frost p44
Lizard, Monitor (MM p274)	4	PH p36 Sand p48
Peccary (Sand p48)	4	Sand p48
Puma (Sand p48)	4	Sand p48
Rat, Horrid Dire (Eb p288)	4	Eb p288
Riding Bird (DR323 p35)	4	DR323 p35
Sailsnake (MM4 p124)	4	MM4 p125
Snake, Constrictor (MM p279)	4	PH p36
Snake, Large Viper (MM p279)	4	PH p36 Sand p48
Toad, Dire (MM2 p074) (3.5up p32)+	4	Sand p48
Weasel, Dire (MM p65)	4	PH p36

<sup>1</sup> Halflings only

<sup>2</sup> Non-Halflings only

Companions	Min Lvl	Ref
Wolverine (MM p283)	4	PH p36 Frost p44
Ape, Dire (MM p62)	7	PH p36
Badger, Horrid Dire (MM p62) & (Eb p289)	7	Eb p288
Bat, Horrid Dire (MM p62) & (Eb p289)	7	Eb p288
Bear, Brown (MM p269)	7	PH p36 Frost p44
Boar, Dire (MM p63)	7	PH p36
Crocodile, Giant (MM p271)	7	PH p36 Sand p48
Dinosaur, Cryptoclidus (MM2 p070) (3.5up p32)+	7	DR351 p69
Dinosaur, Deinonychus (MM p60)	7	PH p36 Sand p48
Dinosaur, Protoceratops (Sand p147)	7	Sand p48
Eagle, Dire (RoS p186)	7	DR335 p87
Hawk, Dire (RotW p189) (MM2 p74)	7	RotW p189 Sand p48
Lion (MM p274)	7	PH p36
Megaloceros (Frost p117)	7	Frost p44
Peccary, Dire (Sand p48)	7	Sand p48
Rhinoceros (MM p278)	7	PH p36 Sand p48
Snake, Huge Viper (MM p279)	7	PH p36 Sand p48
Terror Bird (FF p175)	7	Frost p44 DR351 p69
Tiger (MM p281)	7	PH p36
Weasel, Horrid Dire (MM p65) & (Eb p289)	7	Eb p288
Wolf, Dire (MM p65)	7	PH p36 Frost p44
Wolverine, Dire (MM p66)	7	PH p36 Frost p44
Ape, Horrid Dire (MM p62) & (Eb p289)	10	Eb p288
Bear, Polar (MM p269)	10	PH p36 Frost p44
Boar, Horrid Dire (MM p63) & (Eb p289)	10	Eb p288
Dinosaur, Allosaurus (MM2 p70)	10	PH2 p41

Companions	Min Lvl	Ref
Dinosaur, Bloodsticker (MM3 p39)	10	MM3 p40 DR351 p69
Dinosaur, Megaraptor (MM p60)	10	PH p36
Dinosaur, Pachycephalosaurus (DR318 p67)	10	DR318 p69
Eagle, Legendary (MM2 p136) (3.5up p34)+	10	DR351 p69
Glyptodon (Frost p116)	10	Frost p44
Helicoprion (DR318 p66)	10	DR318 p69
Hippopotamus (Sand p193)	10	Sand p48
Horse, Dire (MM2 p75)	10	PH2 p41
Lion, Dire (MM p63)	10	PH p36
Puma, Dire (Sand p150)	10	Sand p48
Snake, Dire (MM2 p74)	10	Sand p48 DR335 p87
Snake, Giant Constrictor (MM p279)	10	PH p36
Tiger, Saber-Toothed (aka Smilodon) (Frost p118)	10	Frost p44
Tortoise, Dire (Sand p151)	10	Sand p48
Vulture, Dire (Sand p152)	10	Sand p48
Wolf, Horrid Dire (MM p65) & (Eb p289)	10	Eb p288
Wolverine, Horrid Dire (MM p66) & (Eb p289)	10	Eb p288
Ape, Legendary (MM2 p136) (3.5up p34)+	13	DR351 p69
Bear, Dire (MM p63)	13	PH p36 Frost p44
Dinosaur, Ankylosaurus (MM2 p70)	13	PH2 p41
Dinosaur, Parasaurolophus (DR318 p67)	13	DR318 p69
Diprotodon (Sand p148)	13	Sand p48
Elephant (MM p272)	13	PH p36
Elk, Dire (MM2 p075) (3.5up p32)+	13	Frost p44 Sand p48
Fhorge (FF p72)	13	PH2 p41

Companions	Min Lvl	Ref
Lion, Horrid Dire (MM p63) & (Eb p289)	13	Eb p288
Lizard, Giant Banded (Sand p164)	13	Sand p48
Bear, Dire Polar (Frost p115)	16	Frost p44
Bear, Horrid Dire (MM p63) & (Eb p289)	16	Eb p288
Dinosaur, Quetzalcoatus (MM2 p72)	16	PH2 p41 DR351 p69
Dinosaur, Stegosaurus (DR318 p68)	16	DR318 p69
Dinosaur, Triceratops (MM p61)	16	PH p36 Sand p48
Dinosaur, Tyrannosaurus (MM p61)	16	PH p36
Elephant, Dire (MM2 p75)	16	PH2 p41 Sand p48
Elk, Horrid Dire (MM2 p75) (3.5up p32)+ & (Eb p289)	16	Eb p288
Mammoth, Woolly (Frost p119)	16	Frost p44
Mastodon (MM3 p101) (MM3Errata)+	16	MM3 p101
Mastodon, Grizzly (MM2 p123)	16	PH2 p41
Megatherium (FF p124)	16	Frost p44
Rhinoceros, Dire (FF p061)	16	Frost p44 Sand p48
Roc (MM p215)	16	Sand p48
Snake, Legendary (MM2 p136) (3.5up p34)+	16	DR351 p69
Tiger, Dire (MM p65)	16	PH p36 Frost p44
Elephant, Horrid Dire (MM2 p75) (3.5up p32)+ & (Eb p289)	19	Eb p288
Rhinoceros, Horrid Dire (FF p061) & (Eb p289)	19	Eb p288
Tiger, Horrid Dire (MM p65) & (Eb p289)	19	Eb p288
Dinosaur, Diplodocus (DR318 p64)	21	DR318 p69
Dinosaur, Giganotosaurus (DR318 p65)	21	DR318 p69
Dinosaur, Liopleurodon (DR318 p66)	24	DR318 p69

Monstrous Animal Companions

The following creatures can be taken as Animal Companions if the Druid / Ranger has Feat: Monstrous Animal Companion.

<u>Monstrous Companions</u>	Min Lvl	Ref
Celestial Owl (MM p268)	<b>1</b>	DR326 p33
Darkmantle (MM p038)	1	DR326 p33
Fiendish Raven (MM p278) & (MM p107)	1	DR326 p33
Giant Fire Beetle (MM p285)	1	DR326 p33
Stirge (MM p236)	1	DR326 p33
Grick (MM p139)	<b>4</b>	DR326 p33
Krenshar (MM p163)	4	DR326 p33
Pseudo-Dragon (MM p210)	4	DR326 p33
Shocker Lizard (MM p224)	4	DR326 p33
Worg (MM p256)	4	DR326 p33

<u>Monstrous Companions</u>	Min Lvl	Ref
Displacer Beast (MM p066)	<b>6</b>	DR326 p33
Griffon (MM p139)	6	DR326 p33
Owlbear (MM p206)	6	DR326 p33
Pegasus (MM p206)	6	DR326 p33
Sea Cat (MM p220)	6	DR326 p33
Arrowhawk, Juvenile (MM p019)	<b>9</b>	DR326 p33
Hell Hound (MM p151)	9	DR326 p33
Manticore (MM p179)	9	DR326 p33
Shadow Mastiff (MM p222)	9	DR326 p33
Tojanida, Adult (MM p244)	9	DR326 p33

<u>Monstrous Companions</u>	Min Lvl	Ref
Digester (MM p059)	<b>12</b>	DR326 p33
Dragonne (MM p089)	12	DR326 p33
Girallon (MM p126)	12	DR326 p33
Wyvern (MM p259)	12	DR326 p33
Xorn, Adult (MM p260)	12	DR326 p33
Arrowhawk, Elder (MM p019)	<b>15</b>	DR326 p33
Behir (MM p024)	15	DR326 p33
Gray Render (MM p138)	15	DR326 p33
Hydra, 8-headed (MM p157)	15	DR326 p33
Roc (MM p215)	15	DR326 p33

**Mounts for Paladins**

Levels above Min	Level Up <sup>3</sup>	Natural AC	Strength Adjust	Int	Special Abilities
0-2	+2d8 HD	+4	+1	6	<ul style="list-style-type: none"> <li>– Mount gets Improved Evasion (if succeeds on a Reflex save, the Mount takes no damage, else half damage).</li> <li>– If the Mount stays within 5 feet, the Master can share personal spells with the Mount.</li> <li>– The Master <u>cannot</u> see through the Mount’s eyes, but the Mount can telepathically tell the Master what it sees.</li> <li>– The Mount gets its Master’s base save if it is higher.</li> <li>– The Mount is considered a ‘Magical Beast’ for purposes of being targeted by spells.</li> </ul>
3-5	+4d8 HD	+6	+2	7	– The Mount gains +10’ movement.
6-9	+6d8 HD	+8	+3	8	– The Mount can now <i>Command</i> similar creatures (a horse can command horses, donkey, ponies, mules, etc.) that have fewer HD, usable (Master’s Level / 2) times per day. If being ridden, the Mount must make a Concentration check vs. DC 21.
10+	+8d8 HD	+10	+4	9	– The Mount gains Spell Resistance of (5 + Master’s level).

**Mounts for Medium-sized Paladins**

Mount	Min Lv.	Reference
Camel (MM p270)	5	DMG p205
Horse, Heavy War (MM p273)	5	PH p45
Horse, Light War (MM p273)	5	DMG p205
Riding Bird (DR323 p35)	5	DR323 p35
Sea Tiger (MM3 p147)	5	MM3 p147
Celestial Warhorse, Heavy (MM p273) & (MM p31)	6	DMG p204
Celestial Warhorse, Light (MM p273) & (MM p31)	6	DMG p205
Dire Wolf (MM p65)	6	DMG p204
Dinosaur, Dinonychus (MM p60)	6	DR351 p70
Hippogriff (MM p152)	6	DMG p204
Monstrous Spider, Large (MM p289)	6	DMG p204
Shark, Large (MM p279)	6	DMG p204
Unicorn (MM p249)	6	DMG p204
Dire Boar (MM p63)	7	DMG p204
Dire Wolverine (MM p66)	7	DMG p204
Giant Eagle (MM p93)	7	DMG p204
Giant Owl (MM p205)	7	DMG p204
Guardian Steed (DR309 p30)	7	DR309 p33
Pegasus (MM p206)	7	DMG p204
Rhinoceros (MM p278)	7	DMG p204
Sea Cat (MM p220)	7	DMG p204
Terror Bird (FF p175)	7	DR351 p70
Dire Lion (MM p63)	8	DMG p204

Mount	Min Lv.	Reference
Griffon (MM p139)	8	DMG p204
Dinosaur, Bloodstriker (MM3 p039)	9	DR351 p70
Dinosaur, Megaraptor (MM p060)	9	DR351 p70
Dinosaur, Allosaurus (MM2 p070) (3.5up p32)+	10	DR351 p70
Dinosaur, Ankylosaurus (MM2 p070) (3.5up p32)+	10	DR351 p70
Dinosaur, Mastodon (MM3 p101) (MM3Errata)+	12	DR351 p70
Dinosaur, Quetzalcoatlus (MM2 p072) (3.5up p32)+	12	DR351 p70
Dinosaur, Triceratops (MM p061)	12	DR351 p70
Dinosaur, Tyrannosaurus (MM p61)	12	DR351 p70

**Mounts for Small-sized Paladins**

Mount	Min Lv.	Reference
Monstrous Spider, Medium-sized (MM p288)	5	DMG p205
Porpoise (MM p278)	5	DMG p205
Dog, Riding (MM p277)	5	PH p45
Shark, Medium-sized (MM p279)	5	PH p45
Pony, War (MM p277)	5	PH p45
Celestial Riding Dog (MM p272) & (MM p31)	6	DMG p205
Celestial Warpony (MM p277) & (MM p31)	6	DMG p205
Dire Bat (MM p62)	6	DMG p205
Dire Badger (MM p62)	6	DMG p205
Dire Weasel (MM p65)	6	DMG p205
Lizard, Monitor (MM p275)	6	DMG p205

<sup>3</sup> Also improve Base Attack Bonus & Base Saves

## Fiendish Servants for Blackguards

If dismissed or slain, the Blackguard must wait a year and a day before calling a new one.

Character Level	Level Up <sup>4</sup>	Natural AC	Strength Adjust	Int	Special Abilities
up to 12 <sup>th</sup>	+2d8 HD	+1	+1	6	<ul style="list-style-type: none"> <li>– Servant gets Improved Evasion.</li> <li>– If the Servant stays within 5 feet, the Master can share ‘Personal’ spells with the Servant.</li> <li>– The Master <u>cannot</u> see through the Servant’s eyes, but the Servant can empathically inform the Master of how it feels.</li> <li>– The Servant gets its Master’s Base Saving Throws (if higher).</li> </ul>
13 – 15	+4d8 HD	+3	+2	7	– The Master and the Servant can communicate verbally, though no other creature can understand them.
16 – 18	+6d8 HD	+5	+3	8	– If the Servant sees the Master threatened and/or harmed, it gains a +2 bonus on attacks, checks, & saves for as long as the danger is immediate & apparent.
20+	+8d8 HD	+7	+4	9	– The Servant gains Spell Resistance of (5 + Master’s level).

## Servants

Servants	Requirement	Reference
Fiendish Bat (MM p268) & (MM p107)	—	DMG p183
Fiendish Cat (MM p270) & (MM p107)	—	DMG p183
Fiendish Dire Rat (MM p64) & (MM p107)	—	DMG p183
Fiendish Horse (MM p273) & (MM p107)	—	DMG p183
Fiendish Pony (MM p277) & (MM p107)	—	DMG p183
Fiendish Raven (MM p278) & (MM p107)	—	DMG p183
Fiendish Toad (MM p282) & (MM p107)	—	DMG p183
Fiendish Ape (MM p268) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Black Bear (MM p269) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Boar (MM p270) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Constrictor Snake (MM p279) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Crocodile (MM p271) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Dire Badger (MM p062) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Dire Bat (MM p062) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Dire Weasel (MM p065) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Heavy Warhorse (MM p273) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Large Viper Snake (MM p280) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Leoard (MM p274) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Monitor Lizard (MM p275) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82
Fiendish Wolverine (MM p283) & (MM p107)	Feat: Improved Fiendish Servant	DU115 p82

<sup>4</sup> Also improve Base Attack Bonus & Base Saves

## Familiars for Wizards &amp; Sorcerers

Familiars have the following, but only if the value is better than the creature's natural value:

- The Master's Base Attack Bonus, Saving Throw Bonus, Level (for spells like *Sleep*), Skill Bonuses, and ½ their Master's hit points.
- An 'Animal' Familiar becomes a 'Magical Beast'. Others, such as Constructs (e.g., Homunculus) retain their creature type.

Level	AC bonus	Int	Special Abilities
1-2	+1	6	– Master gets Feat: <i>Alertness</i> (+2 to Spot & Listen checks) while familiar is within arm's reach. – Familiar gets <i>Improved Evasion</i> (if succeeds on a Reflex save, the Familiar takes no damage, else half damage). – If the Familiar stays within 5 feet, the Master can share personal spells with the Familiar. – The Master <u>cannot</u> see through the Familiar's eyes, but the Familiar can empathetically tell the Master what it sees.
3-4	+2	7	– The Familiar can now deliver "touch" spells for the Master.
5-6	+3	8	– The Master & the Familiar can now communicate at a speaking level.
7-8	+4	9	– The Familiar can now communicate with similar animals (cats can speak to felines, rats can speak to rodents, etc.).
9-10	+5	10	
11-12	+6	11	– The Familiar gains <i>Spell Resistance</i> of (5 + Master's level).
13-14	+7	12	– The Master may use <i>Scrying</i> (as the spell) on the Familiar once per day.
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

The Master gets the Familiar of his or her choice off the following list.

Familiars with a minimum level of 3<sup>rd</sup> or higher require Feat: *Improved Familiar*(DMG p202).

Swarm Familiars (such as a Bat Swarm Familiar) do not grant their Master the Feat: *Alertness* or the ability to communicate with similar creatures, but the Master is immune to the Swarm's *Distraction* ability, and any special attack it may have, such as *Disease* or *Poison*.

Familiar	Lv.	Bonus to Master	Popular with...	Requires...	Reference
–Imbued Staff– (DR338 p58)	1	See page 17 of this Index	—	—	DR338 p58
Albatross (Storm p165)	1	+1 bonus on all Spot checks	Masters at Sea	—	Storm p52
Bat (MM p268) (DMG p203)	1	+3 bonus on Listen checks	—	—	PH p52 DMG p203
Butterfly (DR323 p98)	1	+3 bonus on Spellcraft checks	Transmuters	—	DR323 p90
Cat (MM p270)	1	+3 bonus to Move Silently checks	—	—	PH p52
Caterpillar (DR323 p98)	1	+3 bonus on Disguise checks	Transmuters	—	DR323 p90
Chameleon (DR341 p88)	1	+3 bonus to Disguise checks	—	—	DR341 p88
Compsognathus (DR318 p64)	1	+3 bonus to Hide checks	Dinosaur-wrangers	—	DR318 p69
Crow (DR341 p88)	1	+2 bonus to Fortitude saves	—	—	DR341 p88
Dark Chanting Goshawk (DR341 p88)	1	+2 bonus to Will saves	—	—	DR341 p88
Dog (small) (MM p271)	1	+3 bonus to Sense Motive checks	—	—	DR341 p88
Eel (Storm p166)	1	+3 bonus on Escape Artist checks	Masters at Sea	—	Storm p52
Ferret (DMG p203)	1	+2 bonus to Reflex saves	—	—	DMG p203
Fly (DR323 p98)	1	+3 bonus on Gather Information checks	Diviners	—	DR323 p90
Flying Fox (MM p271)	1	+3 bonus to Sleight of Hand checks	—	—	DR341 p88
Fox (DR323 p98)	1	+2 bonus on Will saves	Illusionists	—	DR323 p90
Fox, Arctic (Frost p165)	1	+3 bonus to Move Silently checks	Masters in the Arctic	—	Frost p45
Gyrfalcon (Frost p45)	1	+3 bonus to Spot checks	Masters in the Arctic	—	Frost p45

Familiar	Lv.	Bonus to Master	Popular with...	Requires...	Reference
Hawk (MM p273)	1	+3 bonus to Spot checks in bright light	—	—	PH p52
Hedgehog (DMG p203)	1	+1 Natural Armor bonus to AC	—	—	DMG p203
Hummingbird (DR323 p98)	1	+4 bonus on Initiative checks	Conjurers	—	DR323 p90
Iguana (DR341 p88)	1	+3 bonus to Climb checks	—	—	DR341 p89
Lizard (MM p275)	1	+3 bonus to Climb checks	—	—	PH p52
Lizard, Horned (Sand p194)	1	+2 bonus to Will saves	Masters in the Desert	—	Sand p49
Lemming (Frost p45)	1	+2 bonus to Listen checks +2 bonus to Spot checks	Masters in the Arctic	—	Frost p45
Lizard, Night (MM p275)	1	+3 bonus to Hide checks	—	—	DR341 p89
Mink (DR323 p98)	1	+3 bonus on Diplomacy checks	Enchanters	—	DR323 p90
Monkey (MM p276)	1	+3 bonus to Tumble checks	—	—	DR341 p89
Monkey <sup>7</sup> (MM p276)	1	+3 bonus to Climb checks	—	—	DR351 p69
Moth (DR323 p98)	1	+3 bonus on Spellcraft checks	Transmuters	—	DR323 p90
Mouse (DMG p203)	1	+3 bonus to Move Silently checks	—	—	DMG p203
Needletooth (DR351 p69)	1	+3 bonus to Hide checks in forests or jungles	—	—	DR351 p69
Octopus (MM p276)	1	+3 bonus to Grapple checks	Masters at Sea	—	Storm p52
Owl (tiny) (MM p277)	1	+3 bonus to Spot checks in dim light	—	—	PH p52 Storm p52
Owl, Snowy (Frost p45)	1	+3 bonus to Move Silently checks	Masters in the Arctic	—	Frost p45
Parrot (Storm p52)	1	+3 bonus to Appraise checks The Parrot can speak 1 language	Masters at Sea	—	Storm p52 DR351 p69
Penguin (Frost p165)	1	+2 bonus to Fortitude saves	Masters in the Arctic	—	Frost p45
Puffin (Frost p45)	1	+2 bonus to Swim checks +2 bonus to Survival checks	Masters in the Arctic	—	Frost p45
Platypus (DR341 p88)	1	+3 bonus to Swim checks	—	—	DR341 p89
Rabbit (DR341 p88)	1	+3 bonus to Listen checks	—	—	DR341 p89
Rat (MM p278)	1	+2 bonus to Fortitude saves	—	—	PH p52 Frost p45
Raven (tiny) (MM p278)	1	+3 bonus to Appraise checks The Raven can speak 1 language	—	—	PH p52 Frost p45
Rhamphorhynchus (DR318 p69)	1	+3 bonus to Initiative checks	Dinosaur-wranglers	—	DR318 p69
Screech Owl (diminutive) (DMG p203)	1	+3 bonus to Move Silently checks	—	—	DMG p203
Shark (tiny) (DU107 p95)	1	+3 bonus to Spot checks	Masters at Sea	—	DU107 p95
Snake, Viper (tiny) (MM p280)	1	+3 bonus to Bluff checks The Snake has a poisonous bite	—	—	PH p52
Snake, Sea (tiny) (Storm p170) (MM p280)+	1	+3 bonus to Bluff checks The Snake has a poisonous bite	Masters at Sea	—	Storm p52
Spider (diminutive) (DR323 p98)	1	+3 bonus on Sleight of Hand checks	Evokers	—	DR323 p90
Squirrel (DR341 p88)	1	+3 bonus to Jump checks	—	—	DR341 p89
Thrush (DMG p203)	1	The Thrush can speak 1 language	—	—	DMG p203
Toad (MM p282) (DMG p203)	1	+3 hit-points	—	—	PH p52 DMG p203

Familiar	Lv.	Bonus to Master	Popular with...	Requires...	Reference
Turtle (DR323 p98)	1	+1 bonus to AC when Prone or behind Cover	Abjurers	—	DR323 p90
Vampire Bat (DR341 p88)	1	—	—	—	DR341 p89
Vulture (DR323 p98)	1	+4 bonus on Fortitude saves vs. Disease	Necromancers	—	DR323 p90
Weasel (MM p203)	1	+2 bonus to Reflex saves	—	—	PH p52
Copper Asp (DR341p35)	3	—	Do-It-Yourself Masters	Feat: Improved Familiar	DR341 p35
Flying Snake (RoF p177)	3	—	—	Feat: Improved Familiar	PGF p039
Hawk, Celestial (MM p273) (DMG p201)	3	—	Masters aligned with Good	Feat: Improved Familiar	DMG p200
Krenshar (MM p163)	3	—	Masters aligned with Neutral	Feat: Improved Familiar	CWar p100
Lizard, Spitting Crawler (FR p308)	3	—	—	Feat: Improved Familiar	PGF p039
Lynx (RoF p174)	3	—	—	Feat: Improved Familiar	PGF p039
Owl, Great Horned (MM p227) (DR341 p88)+	3	—	—	Feat: Improved Familiar	DR341 p89
Razor Hawk (DR341p38)	3	—	Do-It-Yourself Masters	Feat: Improved Familiar	DR341 p35
Snake, Fiendish Viper (tiny) (MM p280) (DMG p201)	3	—	Masters aligned with Evil	Feat: Improved Familiar	DMG p200
Snake, Viper (large) (MM p280)	3	—	—	Feat: Improved Familiar	DR341 p89
Swarm, Spider (MM p239)	3	Immune to his/her swarm's distract & poison effects	Masters aligned with Neutral	Feat: Improved Familiar	DR329 p98
Worg (MM p256)	3	—	Masters aligned with Neutral Evil	Feat: Improved Familiar	CWar p100
Blink Dog (MM p28)	5	—	Masters aligned with Lawful Good	Feat: Improved Familiar	CWar p100
Cat (MM p270)	5	+3 bonus to Move Silently checks 50% chance to Stabalize (instead of 10%)	Masters who <u>already</u> have a Cat familiar	Feat: Improved Familiar	DR331 p93
Clockwork Mender (MM4 p30)	5	—	Masters aligned with Lawful Neutral	Feat: Improved Familiar	MM4 p31
Crystal Cat (DR341p36)	5	—	Do-It-Yourself Masters	Feat: Improved Familiar	DR341 p35
Elemental, Air (small) (MM p96) (DMG p202)	5	—	Masters aligned with Air	Feat: Improved Familiar	DMG p200
Elemental, Earth (small) (MM p97) (DMG p202)	5	—	Masters aligned with Earth	Feat: Improved Familiar	DMG p200
Elemental, Fire (small) (MM p99) (DMG p202)	5	—	Masters aligned with Fire	Feat: Improved Familiar	DMG p200
Elemental, Water (small) (MM p100) (DMG p202)	5	—	Masters aligned with Water	Feat: Improved Familiar	DMG p200
Glass Dragonfly (DR341p37)	5	—	Do-It-Yourself Masters	Feat: Improved Familiar	DR341 p35
Hell Hound (MM p151)	5	—	Masters aligned with Lawful Evil	Feat: Improved Familiar	CWar p100
Night Hunter Bat (MoF p18)	5	—	Masters aligned with <alignment>	Feat: Darkness Familiar	DR322 p67
Osquip (RoF p176)	5	—	Masters aligned with Neutral Evil	Feat: Improved Familiar	PGF p039

Familiar	Lv.	Bonus to Master	Popular with...	Requires...	Reference
Raven (tiny) (MM p278)	5	+3 bonus to Appraise checks The Raven can speak 1 language The Raven may 'aid other' when its Master makes a Knowledge check	Masters who <u>already</u> have a Raven familiar	<a href="#">Feat: Improved Familiar</a>	DR331 p93
Sailsnake (MM4 p125)	5	—	Yuan-Ti	<a href="#">Feat: Improved Familiar</a>	MM4 p126
Salvage Rat (DR341p38)	5	—	Do-It-Yourself Masters	<a href="#">Feat: Improved Familiar</a>	DR341 p35
Shocker Lizard (MM p224) (DMG p202)	5	—	Masters who are within 1 step of Neutral –or– Masters aligned with Electricity	<a href="#">Feat: Improved Familiar</a>	DMG p200
Stirge (MM p236) (DMG p202)	5	—	Masters who are within 1 step of Neutral	<a href="#">Feat: Improved Familiar</a>	DMG p200
Swarm, Bat (MM p237)	5	Immune to his/her swarm's distract effect	Masters aligned with Neutral	<a href="#">Feat: Improved Familiar</a>	DR329 p98
Swarm, Rat (MM p239)	5	Immune to his/her swarm's distract & disease effects	Masters aligned with Neutral	<a href="#">Feat: Improved Familiar</a>	DR329 p98
Shadow Asp (FF p152)	6	—	Masters aligned with Neutral	<a href="#">Feat: Darkness Familiar</a>	DR322 p67
Coure Eladrin (BoED p168)	7	—	Masters aligned with Chaotic Good	<a href="#">Feat: Celestial Familiar</a>	BoVD p41
Erudite Owl (DR341p36)	7	—	Do-It-Yourself Masters	<a href="#">Feat: Improved Familiar</a>	DR341 p35
Formian Worker (MM p108) (DMG p201)	7	—	Masters who are within 1 step of Lawful Neutral	<a href="#">Feat: Improved Familiar</a>	DMG p200
Hippogriff (MM p152)	7	—	Masters aligned with Neutral	<a href="#">Feat: Improved Familiar</a>	CWar p100
Homunculus (MM p154) (DMG p201)	7	—	Do-It-Yourself Masters	<a href="#">Feat: Improved Familiar</a>	DMG p200
Howler (MM p154)	7	—	Masters aligned with Chaotic Evil	<a href="#">Feat: Improved Familiar</a>	CWar p100
Imp (MM p56) (DMG p201)	7	—	Masters who are within 1 step of Lawful Evil	<a href="#">Feat: Improved Familiar</a>	DMG p200
Imp, Choleric (DR338 p33)	7	—	Masters who are within 1 step of Lawful Evil	<a href="#">Feat: Improved Familiar</a>	DR338 p34
Imp, Melancholic (DR338 p33)	7	—	Masters who are within 1 step of Lawful Evil	<a href="#">Feat: Improved Familiar</a>	DR338 p33
Imp, Phlegmatic (DR338 p34)	7	—	Masters who are within 1 step of Lawful Evil	<a href="#">Feat: Improved Familiar</a>	DR338 p35
Imp, Sanguine (DR338 p35)	7	—	Masters who are within 1 step of Lawful Evil	<a href="#">Feat: Improved Familiar</a>	DR338 p35
Lantern Archon (MM p016)	7	—	Masters aligned with Lawful Good	<a href="#">Feat: Celestial Familiar</a>	BoVD p41
Lizard (MM p275)	7	+3 bonus to Climb checks Able to heal yourself (½ Arcane caster level times Charisma modifier) hp per day	Masters who <u>already</u> have a Lizard familiar	<a href="#">Feat: Improved Familiar</a>	DR331 p93
Mephit, Ice (MM p182) (DMG p201)	7	—	Masters aligned with Cold	<a href="#">Feat: Improved Familiar</a>	DMG p200
Mercurial Spider (DR341p37)	7	—	Do-It-Yourself Masters	<a href="#">Feat: Improved Familiar</a>	DR341 p35
Musteval Guardinal (BoVD p174)	7	—	Masters aligned with Neutral Good	<a href="#">Feat: Celestial Familiar</a>	BoVD p41
Pseudodragon (MM p210) (DMG p201)	7	—	Masters who are within 1 step of Neutral Good	<a href="#">Feat: Improved Familiar</a>	DMG p200
Pseudo-Elemental, Darkness (small) (DR322 p66)	7	—	Masters aligned with Darkness	<a href="#">Feat: Darkness Familiar</a>	DR322 p67
Quasit (MM p46) (DMG p201)	7	—	Masters who are within 1 step of Chaotic Evil	<a href="#">Feat: Improved Familiar</a>	DMG p200
Snake, Viper (tiny) (MM p280)	7	+3 bonus to Bluff checks The Snake has a poisonous bite Master gains the Scent ability	Masters who <u>already</u> have a Snake familiar	<a href="#">Feat: Improved Familiar</a>	DR331 p93
Spark Guardian (CWar p119)	7	—	Do-It-Yourself Masters	<a href="#">Feat: Improved Familiar</a>	CWar p119

Familiar	Lv.	Bonus to Master	Popular with...	Requires...	Reference
Swarm, Locust (MM p239)	7	Immune to his/her swarm's distract effect	Masters aligned with Neutral	Feat: Improved Familiar	DR329 p98
Weasel (MM p203)	7	+2 bonus to Reflex saves Master gains the Scent ability	Masters who <u>already</u> have a Weasel familiar	Feat: Improved Familiar	DR331 p93
White Dragon, Wyrmling (MM p077)	7	—	Masters with an alignment of Neutral, Chaotic Neutral, or Chaotic Evil	Feat: Dragon Familiar	Dnc p141
Winter Wolf (MM p256)	7	—	Masters aligned with Neutral Evil	Feat: Improved Familiar	CWar p100
Bat, Sinister (MoF p18)	8	—	Masters aligned with <alignment>	Feat: Darkness Familiar	DR322 p67
Black Dragon, Wyrmling (MM p070)	8	—	Masters with an alignment of Neutral, Neutral Evil, or Chaotic Evil	Feat: Dragon Familiar	Dnc p141
Brass Dragon, Wyrmling (MM p070)	9	—	Masters with an alignment of Neutral Good, Chaotic Good, or Chaotic Neutral	Feat: Dragon Familiar	Dnc p141
Deathfang (RoF p175)	9	—	Masters aligned with Neutral Evil	Feat: Improved Familiar	PGF p039
Gauntlet Guardian (CWar p120)	9	—	Do-It-Yourself Masters	Feat: Improved Familiar	CWar p120
Green Dragon, Wyrmling (MM p074)	9	—	Masters with an alignment of Neutral, Lawful Evil, or Neutral Evil	Feat: Dragon Familiar	Dnc p141
Hawk (MM p273)	9	+3 bonus to Spot checks in bright light +2 bonus on Move Silently checks Master gain Low-Light vision	Masters who <u>already</u> have a Hawk familiar	Feat: Improved Familiar	DR331 p93
Owl (tiny) (MM p277)	9	+3 bonus to Spot checks in dim light +2 bonus on Move Silently checks Master gain Low-Light vision	Masters who <u>already</u> have an Owl familiar	Feat: Improved Familiar	DR331 p93
Rat (MM p278)	9	+2 bonus to Fortitude saves Sacrifice a spell to convert lethal damage to non-lethal damage. Free Action, use 1/day, spell level = #hp converted	Masters who <u>already</u> have a Rat familiar	Feat: Improved Familiar	DR331 p93
Shadow (MM p221)	9	—	Masters aligned with Chaotic Evil —or— Undead	Feat: Darkness Familiar	DR322 p67
Swarm, Bone Rat (LM p88)	9	Immune to his/her swarm's distract effect	Masters aligned with Undead	Feat: Improved Familiar	DR329 p98
Swarm, Centipede (MM p239)	9	Immune to his/her swarm's distract effect	Masters aligned with Neutral	Feat: Improved Familiar	DR329 p98
Toad (MM p282) (DMG p203)	9	+3 hit-points If the Master is bit by a creature vulnerable to poison, the creature is Confused for 1d4 rounds (DC is Constitution-based)	Masters who <u>already</u> have a Toad familiar	Feat: Improved Familiar	DR331 p93
Blue Dragon, Wyrmling (MM p072)	10	—	Masters with an alignment of Lawful Neutral, Lawful Evil, or Neutral Evil	Feat: Dragon Familiar	Dnc p141
Copper Dragon, Wyrmling (MM p082)	10	—	Masters with an alignment of Chaotic Good, Neutral, or Chaotic Neutral	Feat: Dragon Familiar	Dnc p141
Dark Creeper (FF p038)	10	—	Masters aligned with Chaotic Neutral	Feat: Darkness Familiar	DR322 p67
Blade Guardian (CWar p120)	11	—	Do-It-Yourself Masters	Feat: Improved Familiar	CWar p120
Bronze Dragon, Wyrmling (MM p080)	11	—	Masters with an alignment of Lawful Good, Lawful Neutral, or Neutral	Feat: Dragon Familiar	Dnc p141
Swarm, Corpse Rat (LM p92)	11	Immune to his/her swarm's distract effect	Masters aligned with Undead	Feat: Improved Familiar	DR329 p98
Swarm, Emphemeral (MM3 p50)	11	Immune to his/her swarm's distract effect	Masters aligned with Undead	Feat: Improved Familiar	DR329 p98
Swarm, Swamp Strider (MM3 p171)	11	Immune to his/her swarm's distract effect	Masters aligned with Neutral	Feat: Improved Familiar	DR329 p98
Darkenbeast (MoF p30)	12	—	Masters aligned with <alignment>	Feat: Darkness Familiar	DR322 p67
Red Dragon, Wyrmling (MM p075)	12	—	Masters with an alignment of Chaotic Neutral, Chaotic Evil, or Neutral Evil	Feat: Dragon Familiar	Dnc p141

Familiar	Lv.	Bonus to Master	Popular with...	Requires...	Reference
Silver Dragon, Wyrmling (MM p086)	12	—	Masters with an alignment of Lawful Good, Neutral Good, or Neutral	<a href="#">Feat: Dragon Familiar</a>	Dnc p141
Swarm, Dread Bloom (MM3 p45)	13	Immune to his/her swarm's distract effect	Masters aligned with Plants	<a href="#">Feat: Improved Familiar</a>	DR329 p98
Swarm, Bloodmote Cloud (LM p88)	13	Immune to his/her swarm's distract effect	Masters aligned with Undead	<a href="#">Feat: Improved Familiar</a>	DR329 p98
Swarm, Needletooth (MM3 p109)	13	Immune to his/her swarm's distract effect	Masters aligned with little Dinosaurs	<a href="#">Feat: Improved Familiar</a>	DR329 p98
Cloaker (MM p36)	14	—	Masters aligned with Chaotic Neutral	<a href="#">Feat: Darkness Familiar</a>	DR322 p67
Gold Dragon, Wyrmling (MM p084)	14	—	Masters with an alignment of Lawful Good, Neutral Good, or Lawful Neutral	<a href="#">Feat: Dragon Familiar</a>	Dnc p141
Shadow Mastiff (MM p222)	14	—	Masters aligned with Neutral Evil	<a href="#">Feat: Darkness Familiar</a>	DR322 p67
Wraith (MM p257)	14	—	Masters aligned with Lawful Evil	<a href="#">Feat: Darkness Familiar</a>	DR322 p67
Swarm, Hellwasp (MM p238)	16	Immune to his/her swarm's distract effect	Masters aligned with Evil	<a href="#">Feat: Improved Familiar</a>	DR329 p98
Swarm, Shimmerling (MM3 p152)	16	Immune to his/her swarm's distract effect	Masters aligned with Fey	<a href="#">Feat: Improved Familiar</a>	DR329 p98
Swarm, Brood Keeper Larva (MM3 p109)	19	Immune to his/her swarm's distract effect	Masters aligned with Magical Beasts	<a href="#">Feat: Improved Familiar</a>	DR329 p98

Note: Celestial & Fiendish versions of basic (i.e., available at 1<sup>st</sup> level) familiars are available at 3<sup>rd</sup> level.

## Familiars Sorted by Bonus Granted

Bonus	Category	Familiar Options
+1 on Spot checks (all)	Skill	Albatross
+2 on Listen & Spot checks	Skill	Lemming
+2 on Swim & Survival checks	Skill	Puffin
+3 on Appraise checks	Skill	Parrot, Raven
+3 on Bluff checks	Skill	Snake, Sea Snake
+3 on Climb checks	Skill	Iguana, Lizard, Monkey'
+3 on Disguise checks	Skill	Caterpillar, Chameleon, Mink
+3 on Escape Artist checks	Skill	Eel
+3 on Gather Information checks	Skill	Fly
+3 on Hide checks	Skill	Compsognathus, Needletooth, Night Lizard
+3 on Jump checks	Skill	Squirrel
+3 on Listen checks	Skill	Bat, Rabbit
+3 on Move Silently checks	Skill	Arctic Fox, Cat, Mouse, Screech Owl, Snowy Owl
+3 on Sense Motive checks	Skill	Dog
+3 on Sleight of Hand checks	Skill	Flying Fox, Spider (diminutive)
+3 on Spellcraft checks	Skill	Butterfly / Moth
+3 on Spot checks (all)	Skill	Gyrfalcon, Shark
+3 on Spot checks (bright light)	Skill	Hawk
+3 on Spot checks (dim light)	Skill	Owl
+3 on Swim checks	Skill	Platypus
+3 on Tumble checks	Skill	Monkey
+2 on Fortitude saves	Save	Crow, Horned Lizard, Penguin, Rat
+4 on Fortitude saves vs. Disease	Save	Vulture
+2 on Reflex saves	Save	Ferret, Weasel
+2 on Will saves	Save	Dark Chanting Goshawk, Fox
+4 on Initiative checks	Initiative	Hummingbird, Rhamphorhynchus
+3 hp	HP	Toad
+1 bonus to AC when Prone or behind Cover	AC	Turtle
+1 Natural Bonus to AC	AC	Hedgehog
+3 on Grapple checks	Combat	Octopus

## Imbued Staff for Wizards & Sorcerers

As an alternative to a creature as a familiar, a Wizard / Sorcerer may instead imbue a non-magical staff with his/her personal energy (DR338 p58). This requires 24 hours and a 500 gp gem that is mounted on the staff's finial. During this time, the caster chooses one 0<sup>th</sup> level spell that the Staff will be able to generate 1/day. At the end of the process, the Staff is linked to the Master and is treated as a magic item.

If the Staff is destroyed, the Master loses 500 XP per Wizard / Sorcerer level (Fort½, DC 15). The Staff cannot be replaced for 1 year and 1 day.

The Staff may be further enchanted with Craft Staff, but the creation cost is +20% due to the difficulty of combining the two types of magic (DR338 p61).

Level	Hardness	Hit Points	Special Abilities
1-2	5	15	– <i>Light</i> , 3/day on the staff only. May be dismissed as a Free Action. – One 0 <sup>th</sup> level spell (chosen when the staff is imbued), 1/day. – May be used to deliver Touch Spells as a Touch attack –or– as a normal attack which also does Quarterstaff damage.
3-4	5	15	– When wielded by the Master, treated as a +1 / +1 Quarterstaff (i.e., both ends are magical).
5-6	5	15	– Remote Viewing: the Master may use <i>Clairvoyance</i> (as if seeing out of the finial) on the Staff at will (duration of Concentration). When this effect is in use, the finial glows with the brightness of a candle.
7-8	10	20	
9-10	10	20	– Vital Transfer: the Master may forego natural healing to cause the Staff to heal instead (Character level) hp for one night. A Heal check does not increase this amount.
11-12	10	20	– When wielded by the Master, treated as a +3 / +3 Quarterstaff (i.e., both ends are magical).
13-14	15	25	– Perfect Location: by spending a Full Round action, the Master knows the distance and direction to the Staff
15-16	15	25	– Mighty Weapon: when wielded by the Master, both ends of the Staff gain <u>one</u> of the following (chosen when 15 <sup>th</sup> level is achieved): Bane, Defending, Flaming, Frost, Merciful, Shock, or Thundering.
17-18	15	25	– Return: the Master may summon the Staff to his/her hand as a Standard Action. This is a teleportation effect.
19-20	20	30	– When wielded by the Master, treated as a +3 / +3 Quarterstaff (i.e., both ends are magical).

The following Feats can be used with the Imbued Staff:

Name	Source	Prerequisite	Description
Enchant Staff [Item Creation]	(DR338 p60)	Caster level 5 <sup>th</sup> ability to Imbue a Staff	Choose a spell you can cast that is no higher than one level below the highest you can cast. Your Imbued Staff grants you (and only you) ability to cast this spell as a Spell-like ability once per day when held. Requires a 24 hour ritual that consumes 100 gp per spell level. This feat may be taken multiple times. Each time a new spell is added.
Imbued Defense [Item Creation]	(DR338 p60)	Caster level 1 <sup>st</sup> ability to Imbue a Staff	When defensively casting a spell while holding your Imbued Staff, receive your Wisdom modifier as a bonus to your AC ( <u>in addition</u> to your Dexterity modifier) until your next Action. Requires a 12 hour ritual that consumes 500 gp.
Imbued Strength [Item Creation]	(DR338 p60)	Caster level 3 <sup>rd</sup> ability to Imbue a Staff	When attacking with your Imbued Staff, add your Wisdom modifier to the damage <u>instead</u> of your Strength modifier. Requires a 12 hour ritual that consumes 500 gp.
Invest Spell [Item Creation]	(DR338 p60)	Caster level 9 <sup>th</sup> ability to Imbue a Staff	Choose a spell you can cast that is no higher than two levels below the highest you can cast. Your Imbued Staff grants you (and only you) ability to cast this spell as a Spell-like ability three times per day when held. You permanently lose a spell slot of the same level as the invested spell. Requires a 24 hour ritual that consumes 250 gp per spell level. This feat may be taken multiple times. Each time a new spell is added.
Recharge Staff [Item Creation]	(DR338 p60)	Caster level 12 <sup>th</sup> Craft Staff ability to Imbue a Staff	If you have used Craft Staff to add spell charges to your Imbued Staff, you may expend prepared spell / unused spell slots to add charges back into your Imbued Staff. For each 5 Spell levels expended, the Staff regains one charge (max 50 charges).

Constructs

The following Constructs include instruction on how to create them.

Construct Name	Min Lv.
Arbalester (MoE p152)	—
Dedicated Wright (Eb p285)	—
Expeditious Messenger (Eb p285)	—
Furtive Filcher (Eb p286)	—
Packmate (MoE p152)	—
Persistent Harrier (MoE p153)	—
Copper Asp (DR341 p35)	3
Razor Hawk (DR341 p35)	3
Bogun (MM2 p34) (3.5up p30)+	4
Homunculus (MM p154)	4
Clockroach (MM4 p28)	4
Clockwork Steed (MM4 p32)	4
Iron Defender (Eb p287)	4
Alchemy Beetle (SoX p74)	5
Carionette (DR339 p48)	5
Crystal Cat (DR341 p36)	5
Clockwork Mender (MM4 p31)	5
Dread Guard (MM2 p87) (3.5up p32)+	5
Glass Dragonfly (DR341 p37)	5
Paper Golem (DR341 p42)	5
Salvage Rat (DR341 p38)	5
Tin Golem (DR341 p43)	5
Wax Golem (DR344 p43)	5
Wood Golem (DR341 p45)	5
Clockwork Eunuch (DR334 p38)	7
Erudite Owl (DR341 p36)	7
Fang Golem (MM4 p72)	7
Fungus Golem (DR341 p41)	7
Junk Golem (DR341 p41)	7
Mercurial Spider (DR341 p38)	7
Spark Guardian (CWar p119)	7
Flesh Golem (MM p135)	8

Construct Name	Min Lv.
Maggot Golem (DR339 p58)	8
Gauntlet Guardian (CWar p120)	9
Rune Golem (DR343 p45)	9
Caryatid Column (FF p30) (3.5up p24)+	10
Flying Fingers (DR127 p88)	10
Ice Golem (Frost p137)	10
Blade Guardian (CWar p120)	11
Clay Golem (MM p134)	11
Gloom Golem (MM3 p68) (MM3Errata)+	11
Grave Dirt Golem (LM p106)	11
Iron Cobra (FF p103) (3.5up p24)+	12
Necrophidius (FF p126) (3.5up p24)+	12
Relief Golem (DR334 p42)	12
Dragonbone Golem (Dcn p164)	13
Necromancer Knuckles (DR127 p88)	13
Shredstorm (MM3 p153)	13
Topiary Guardian (MM3 p173) (MM3Errata)+	13
Alchemical Golem (MM3 p66) (MM3Errata)+	14
Blood Golem of Hextor (FF p84) (3.5up p24)+	14
Coral Golem (Storm p150)	14
Golem Swarm (DR309 p28)	14
Mud Golem (MM3 p70) (MM3Errata)+	14
Sand Golem (Sand p182)	14
Stone Golem (MM p137)	14
Stone Golem, Greater (MM p137)	14
Tombstone Golem (LM p105)	14
Tombstone Golem, Greater (LM p105)	14
Web Golem (MM3 p74) (MM3Errata)+	14
Shield Guardian (MM p223)	15
Black Ice Golem (DR324 p59)	16
Brain Golem (FF p85) (3.5up p24)+	16
Brass Golem (MM2 p117) (3.5up p33)+	16

Construct Name	Min Lv.
Bronze Serpent (MM2 p40) (3.5up p31)+	16
Drakestone Golem (Dcn p164)	16
Dragonflesh Golem (MM2 p117) (3.5up p33)+	16
Hangman Golem (MM3 p69) (MM3Errata)+	16
Iron Golem (MM p136)	16
Metal Destrier (ELH p308)	16
Runic Guardian (MM2 p182) (3.5up p36)+	16
Slaughterstone Eviscerator (MM3 p160) (MM3Errata)+	16
Stained Glass Golem (MM2 p116) (3.5up p33)+	16
Wicker Man (FF p188) (3.5up p24)+	16
Ice Golem? (DR317 p74)	17
Prismatic Golem (MM3 p71) (MM3Errata)+	17
Shadesteel Golem (MM3 p72) (MM3Errata)+	17
Demonflesh Golem (FF p86) (3.5up p24)+	18
Hellfire Golem (FF p88) (3.5up p24)+	18
Ironwyrms Golem (Dcn p165)	18
Juggernaut (MM2 p132) (3.5up p34)+	18
Nimblewright (MM2 p162) (3.5up p35)+	18
Slaughterstone Behemoth (MM3 p159) (MM3Errata)+	18
Grisgol (MM3 p76)	19
Blackstone Gigant (FF p21) (3.5up p24)+	20
Guardian Ship (DR333 p76)	20
Mithral Golem (ELH p193) (3.5up p20)+	25
Stone Colossus (ELH p171) (3.5up p20)+	25
Flesh Colossus (ELH p172) (3.5up p20)+	29
Adamantine Golem (ELH p194) (3.5up p20)+	30
Iron Colossus (ELH p173) (3.5up p20)+	35

Construct Modifications:

Advanced Binding (DR327 p73) – removes the chance of certain types of Constructs from going berserk.

Extra Arms (DR327 p73) – +2 arms for +25% cost.

Rudimentary Intelligence (DR327 p73) – Construct with no Intelligence gains an Intelligence score of ½ Caster level, plus the appropriate number of Feats and Skill points.

## Alternate Forms

## Wild Shape Forms

Starting at 5<sup>th</sup> level, a Druid can take the form of an animal using its Wild Shape ability. The animal's base HD must be less than or equal to the Druid's level. As the Druid goes up in level, creature forms of different sizes become available. (PH p37)

Lvl 5 – Small & Medium Animals.

Lvl 8 – Large Animals.

Lvl 11 – Tiny Animals.

Lvl 12 – Tiny to Large Plant Creatures.

Lvl 15 – Huge Animals & Plant Creatures.

Lvl 16 – Small to Large Elementals.

Name	Reference	Type	Size	HD	Min Lvl
Albatross	(Storm p165)	Animal	Small	1	5
Ape	(MM p268)	Animal	Large	4	5
Baboon	(MM p268)	Animal	Med.	1	5
Badger	(MM p268)	Animal	Small	1	5
Barracuda (aquatic)	(Storm p166)	Animal	Med.	2	5
Bear, Black	(MM p269)	Animal	Med.	3	5
Boar	(MM p270)	Animal	Med.	3	5
Briashultry	(RotW p186)	Animal	Med.	2	5
Carcass Eater	(LM p091)	Animal	Small	1	5
Caribou	(Frost p164)	Animal	Med.	2	5
Cheetah	(MM p271)	Animal	Med.	3	5
Crocodile	(MM p271)	Animal	Med.	3	5
Desmodu Hunting Bat	(MM2 p066) (3.5up p32)+	Animal	Med.	4	5
Dinosaur, Fleshraker	(MM3 p040)	Animal	Med.	4	5
Dinosaur, Leaellynasaura (aka "Fastieth")	(Eb p280) (Eb p280)+	Animal	Med.	2	5
Dinosaur, Protoceratops	(Sand p147)	Animal	Med.	5	5
Dinosaur, Pteranodon	(DR318 p068)	Animal	Med.	5	5
Dinosaur, Swindlespitter	(MM3 p041) (MM3Errata)+	Animal	Small	2	5
Dinosaur, Troodon	(DR318 p074)	Animal	Med.	1	5
Dinosaur, Velociraptor (aka "Clawfoot")	(Eb p279) (Eb p280)+	Animal	Med.	2	5
Dire Badger	(MM p062)	Animal	Med.	3	5
Dire Hawk	(RotW p189) (MM2 p074) (3.5up p32)+	Animal	Med.	5	5
Dire Rat	(MM p064)	Animal	Small	1	5
Dire Toad	(MM2 p074) (3.5up p32)+	Animal	Med.	4	5
Dire Weasel	(MM p065)	Animal	Med.	3	5
Dog	(MM p271)	Animal	Small	1	5
Dog, Riding	(MM p272)	Animal	Med.	2	5
Donkey	(MM p272)	Animal	Med.	2	5
Eagle	(MM p272)	Animal	Small	1	5
Eel (aquatic)	(Storm p166)	Animal	Med.	2	5
Fox, Arctic	(Frost p165)	Animal	Small	1	5
Hyena	(MM p274)	Animal	Med.	2	5
Killer Frog	(DU126 p060)	Animal	Med.	4	5
Komodo Dragon	(DR328 p084) (MM p271)+	Animal	Med.	3	5
Leopard	(MM p274)	Animal	Med.	3	5
Lizard, Monitor	(MM p275)	Animal	Med.	3	5
Manta Ray (aquatic)	(MM p275)	Animal	Med.	4	5
Moray Eel (aquatic)	(DR328 p084)	Animal	Med.	2	5
Octopus (aquatic)	(MM p276)	Animal	Small	2	5
Otter, Sea	(Frost p165)	Animal	Med.	2	5
Pony	(MM p277)	Animal	Med.	2	5

Name	Reference	Type	Size	HD	Min Lvl
Pony, War	(MM p277)	Animal	Med.	2	5
Porpoise	(MM p278)	Animal	Med.	2	5
Sailsnake	(MM4 p124)	Animal	Med.	3	5
Sea Snake, Viper, Small	(Storm p170) (MM p280)+	Animal	Small	1	5
Sea Snake, Viper, Medium	(Storm p170) (MM p280)+	Animal	Med.	2	5
Seal	(Frost p165) (Storm p167)	Animal	Med.	2	5
Serval (aka "Savannah Wildcat")	(Sand p194)	Animal	Small	1	5
Shark, Medium (aquatic)	(MM p279)	Animal	Med.	3	5
Snake, Constrictor	(MM p279)	Animal	Med.	3	5
Snake, Viper, Small	(MM p280)	Animal	Small	1	5
Snake, Viper, Medium (aquatic)	(MM p280)	Animal	Med.	2	5
Squid	(MM p281)	Animal	Med.	3	5
Stingray (aquatic)	(Storm p168)	Animal	Small	1	5
Turtle, Snapping	(Storm p168)	Animal	Small	2	5
Vulture	(Sand p195)	Animal	Small	1	5
Wolf	(MM p283)	Animal	Med.	2	5
Wolverine	(MM p283)	Animal	Med.	3	5
Ape, Snow	(DR328 p084) (MM p268)+	Animal	Large	8	8
Bear, Brown	(MM p269)	Animal	Large	6	8
Bear, Polar	(MM p269)	Animal	Large	8	8
Bison	(MM p269)	Animal	Large	5	8
Camel	(MM p270)	Animal	Large	3	8
Camel, Dromedary	(Sand p192)	Animal	Large	3	8
Camel, Two-Humped	(Sand p193)	Animal	Large	3	8
Camel, War	(Sand p193)	Animal	Large	4	8
Dekayi	(DR345 p086)	Animal	Large	3	8
Desmodu Guard Bat	(MM2 p066) (3.5up p32)+	Animal	Large	4	8
Dinosaur, Cryptoclidus (aka "Fintail") (aquatic)	(MM2 p070) (3.5up p32)+ (Eb p280)+	Animal	Large	3	8
Dinosaur, Deinonychus (aka "Carver")	(MM p060) (Eb p280)+	Animal	Large	4	8
Dinosaur, Dimetrodon	(DR318 p064)	Animal	Large	4	8
Dinosaur, Dipotodon	(Sand p148)	Animal	Large	9	8
Dinosaur, Elgonn	(DR345 p087)	Animal	Large	9	8
Dinosaur, Helicoprion (aquatic)	(DR318 p066)	Animal	Large	8	8
Dinosaur, Pachycephalosaurus	(DR318 p067)	Animal	Large	7	8
Dinosaur, Pteranodon (aka "Glidewing")	(Eb p280) (Eb p280)+	Animal	Large	3	8
Dire Ape	(MM p062)	Animal	Large	5	8
Dire Barracuda (aquatic)	(Storm p147)	Animal	Large	8	8

Name	Reference	Type	Size	HD	Min Lvl	Name	Reference	Type	Size	HD	Min Lvl
Dire Bat	(MM p062)	Animal	Large	4	8	Rat	(MM p278)	Animal	Tiny	0.25	11
Dire Boar	(MM p063)	Animal	Large	7	8	Raven	(MM p278)	Animal	Tiny	0.25	11
Dire Eagle	(RoS p186)	Animal	Large	5	8	Sea Snake, Viper, Tiny	(Storm p170) (MM p280)+	Animal	Tiny	0.25	11
Dire Eel (aquatic)	(Storm p148)	Animal	Large	6	8	Snake, Viper, Tiny	(MM p280)	Animal	Tiny	0.25	11
Dire Horse	(MM2 p075) (3.5up p32)+	Animal	Large	8	8	Squirrel, Flying	(DR327 p087)	Animal	Tiny	0.5	11
Dire Jackal	(Sand p150)	Animal	Large	4	8	Weasel	(MM p282)	Animal	Tiny	0.5	11
Dire Lion	(MM p063)	Animal	Large	8	8	Dire Bear	(MM p063)	Animal	Large	12	12
Dire Puma	(Sand p150)	Animal	Large	6	8	Assassin Vine	(MM p020)	Plant	Large	4	12
Dire Vulture	(Sand p152)	Animal	Large	6	8	Basidiron	(DR337 p048)	Plant	Med.	8	12
Dire Wolf	(MM p065)	Animal	Large	6	8	Battlebriar, Lesser (aka "Warbound Impaler")	(MM3 p014) (MM3Errata)+	Plant	Large	12	12
Dire Wolverine	(MM p066)	Animal	Large	5	8	Briarvex	(MM4 p026)	Plant	Large	8	12
Elk	(DR333 p087)	Animal	Large	3	8	Dusanu	(DR339 p054)	Plant	Small	3	12
Hippopotamus	(Sand p193)	Animal	Large	8	8	Ironthorn	(Sand p166)	Plant	Large	9	12
Horse, Heavy	(MM p273)	Animal	Large	3	8	Kelp Angler (aquatic)	(FF p112)	Plant	Large	11	12
Horse, Light	(MM p273)	Animal	Large	3	8	Myconid, Junior Worker	(MM2 p155) (3.5up p35)+	Plant	Tiny	1	12
Jagendar	(DR345 p087)	Animal	Large	7	8	Myconid, Average Worker	(MM2 p155) (3.5up p35)+	Plant	Small	2	12
Lion	(MM p274)	Animal	Large	5	8	Myconid, Elder Worker	(MM2 p155) (3.5up p35)+	Plant	Med.	3	12
Megaloceros	(Frost p117)	Animal	Large	6	8	Myconid, Guard	(MM2 p156) (3.5up p35)+	Plant	Med.	4	12
Moose	(DR327 p087)	Animal	Large	3	8	Myconid, Circle Leader	(MM2 p156) (3.5up p35)+	Plant	Large	5	12
Mule	(MM p276)	Animal	Large	3	8	Myconid, Sovereign	(MM2 p156) (3.5up p35)+	Plant	Large	6	12
Octopus, Giant (aquatic)	(MM p276)	Animal	Large	8	8	Needlefolk	(MM2 p158) (3.5up p35)+	Plant	Med.	3	12
Rhinoceros	(MM p278)	Animal	Large	8	8	Phantom Fungus	(MM p207)	Plant	Med.	2	12
Riding Bird (aka "Chocobo")	(DR323 p35)	Animal	Large	4	8	Phycomid	(DR337 p050)	Plant	Small	3	12
Riding Bird, Black (aka "Black Chocobo")	(DR323 p035)	Animal	Large	4	8	Shambling Mound	(MM p222)	Plant	Large	8	12
Sea Snake, Viper, Large	(Storm p170) (MM p280)+	Animal	Large	3	8	Shrieker	(MM p113)	Plant	Med.	2	12
Seahorse, Giant (aquatic)	(DR327 p087)	Animal	Large	3	8	Tumbling Mound	(Sand p191)	Plant	Med.	6	12
Seal Lion	(Storm p167)	Animal	Large	3	8	Twig Blight	(MM2 p197) (3.5up p37)+	Plant	Small	1	12
Shark, Large (aquatic)	(MM p279)	Animal	Large	7	8	Vine Horror (aquatic)	(DU141 p044) (FF p185)	Plant	Med.	5	12
Snake, Viper, Large	(MM p280)	Animal	Large	3	8	Violet Fungus	(MM p113)	Plant	Med.	2	12
Taga'rivvin	(DR345 p087)	Animal	Large	3	8	Wizended Elder	(MM4 p180)	Plant	Med.	4	12
Terror Bird	(FF p175)	Animal	Large	7	8	Wood Woad	(MM3 p196)	Plant	Med.	8	12
Tiger	(MM p281)	Animal	Large	6	8	Wortling	(MM2 p165) (3.5up p35)+	Plant	Small	3	12
Walrus	(Frost p165)	Animal	Large	5	8	Forest Sloth	(MM2 p106) (3.5up p33)+	Animal	Large	14	14
Warhorse, Heavy	(MM p273)	Animal	Large	4	8	Bilge Eel (aquatic)	(DU138 p053)	Animal	Huge	12	15
Warhorse, Light	(MM p274)	Animal	Large	3	8	Crocodile, Giant	(MM p271)	Animal	Huge	7	15
Dinosaur, Bloodstriker	(MM3 p039)	Animal	Large	9	9	Desmodu War Bat	(MM2 p066) (3.5up p32)+	Animal	Huge	10	15
Smilodon (aka "Saber- Toothed Tiger")	(Frost p118)	Animal	Large	9	9	Dinosaur, Allosaurus (aka "Bladetooth")	(MM2 p070) (3.5up p32)+ (Eb p280)+	Animal	Huge	10	15
Dinosaur, Ichthyosaur (aka "Maultooth")	(Storm p145)	Animal	Large	10	10	Dinosaur, Ankylosaurus (aka "Hammerail")	(MM2 p070) (3.5up p32)+ (Eb p280)+	Animal	Huge	9	15
Glyptodon	(Frost p116)	Animal	Large	10	10	Dinosaur, Archelon (aka "Giant Snapper")	(Storm p144)	Animal	Huge	12	15
Cat	(MM p270)	Animal	Tiny	0.5	11	Dinosaur, Elasosaurus (aka "Great Fintail")	(MM p060) (Eb p280)+	Animal	Huge	10	15
Chordevoc	(RotW p188)	Animal	Tiny	1	11	Dinosaur, Megaraptor (aka "Great Carver")	(MM p060) (Eb p280)+	Animal	Huge	8	15
Dinosaur, Compsognathus	(DR318 p064)	Animal	Tiny	1	11	Dinosaur, Mosasaur (aka "Sea Render")	(Storm p146)	Animal	Huge	15	15
Dinosaur, Rhamphorhynchus	(DR318 p068)	Animal	Tiny	1	11	Dinosaur, Parasaurolophus	(DR318 p067)	Animal	Huge	14	15
Hawk	(MM p273)	Animal	Tiny	1	11						
Horned Lizard	(Sand p194)	Animal	Tiny	1	11						
Lizard	(MM p275)	Animal	Tiny	0.5	11						
Monkey	(MM p276)	Animal	Tiny	1	11						
Otter	(Storm p167)	Animal	Tiny	0.5	11						
Owl	(MM p277)	Animal	Tiny	1	11						
Penguin	(Frost p165)	Animal	Tiny	0.5	11						

Name	Reference	Type	Size	HD	Min Lvl
Dinosaur, Quetzalcoatlus (aka “Soarwing”)	(MM2 p072) (3.5sup p32)+ (Eb p280)+	Animal	Huge	10	15
Dire Elk	(MM2 p075) (3.5sup p32)+	Animal	Huge	12	15
Dire Snake	(MM2 p074) (3.5sup p32)+	Animal	Huge	7	15
Dire Tortoise	(Sand p151)	Animal	Huge	14	15
Elephant	(MM p272)	Animal	Huge	11	15
Elephant Seal	(DR328 p084) (MM p283)+	Animal	Huge	9	15
Gar, Giant (aquatic)	(DR321 p060)	Animal	Huge	5	15
Giant Banded Lizard	(Sand p164)	Animal	Huge	10	15
Grizzly Mastodon	(MM2 p123) (3.5sup p34)+	Animal	Huge	15	15
Masher (aquatic)	(DU141 p046)	Animal	Huge	8	15
Mastodon	(MM3 p101) (MM3Errata)+	Animal	Huge	15	15
Megatherium	(FF p124)	Animal	Huge	13	15
Sea Snake, Viper, Huge	(Storm p170) (MM p280)+	Animal	Huge	6	15
Shark, Huge (aquatic)	(MM p279)	Animal	Huge	10	15
Snake, Constrictor, Giant	(MM p280)	Animal	Huge	11	15
Snake, Viper, Huge	(MM p280)	Animal	Huge	6	15
Squid, Giant (aquatic)	(MM p281)	Animal	Huge	12	15
Whale, Orca	(MM p283)	Animal	Huge	9	15
Woolly Mammoth	(Frost p119)	Animal	Huge	14	15
Death’s Head Tree	(DR339 p049)	Plant	Huge	10	15
Greenvice	(MM2 p120) (3.5sup p34)+	Plant	Huge	12	15
Night Twist	(MM3 p110) (MM3Errata)+	Plant	Large	15	15
Octopus Tree	(FF p130)	Plant	Huge	14	15
Red Sundew	(MM2 p179) (3.5sup p36)+	Plant	Huge	15	15
Saguaro Sentiel	(Sand p181)	Plant	Huge	12	15
Sporebat	(FF p161)	Plant	Med.	15	15
Tendriculos	(MM p241)	Plant	Huge	9	15

Name	Reference	Type	Size	HD	Min Lvl
Treant	(MM p244)	Plant	Huge	7	15
Umbral Banyan	(MotP p170) (3.5sup p28)+	Plant	Huge	15	15
Yellow Musk Creeper	(FF p190)	Plant	Huge	6	15
Dinosaur, Diplodocus, Young	(DU142 p038)	Animal	Huge	16	16
Dinosaur, Indriothere	(FF p100)	Animal	Huge	16	16
Dinosaur, Triceratops (aka “Threehorn”)	(MM p061) (Eb p280)+	Animal	Huge	16	16
Dire Tiger	(MM p065)	Animal	Large	16	16
Air Elemental, Small	(MM p096)	Elemental	Small	2	16
Air Elemental, Med.	(MM p096)	Elemental	Med.	4	16
Air Elemental, Large	(MM p096)	Elemental	Large	8	16
Earth Elemental, Small	(MM p097)	Elemental	Small	2	16
Earth Elemental, Med.	(MM p097)	Elemental	Med.	4	16
Earth Elemental, Large	(MM p097)	Elemental	Large	8	16
Fire Elemental, Small	(MM p099)	Elemental	Small	2	16
Fire Elemental, Med.	(MM p099)	Elemental	Med.	4	16
Fire Elemental, Large	(MM p099)	Elemental	Large	8	16
Water Elemental, Small	(MM p099)	Elemental	Small	2	16
Water Elemental, Med.	(MM p099)	Elemental	Med.	4	16
Water Elemental, Large	(MM p099)	Elemental	Large	8	16
Dire Rhinoceros	(FF p061)	Animal	Huge	17	17
Dinosaur, Tyrannosaurus (aka “Sawtooth Titan”)	(MM p061) (Eb p280)+	Animal	Huge	18	18
Dire Hippopotamus	(Sand p149)	Animal	Huge	18	18
Dire Polar Bear	(Frost p115)	Animal	Large	18	18
Dire Shark (aquatic)	(MM p064)	Animal	Huge	18	18
Oaken Defender	(MM4 p106)	Plant	Huge	18	18
Sea Tiger	(MM3 p147)	Animal	Huge	19	19
Dinosaur, Stegosaurus	(DR318 p068)	Animal	Huge	20	20

## Reincarnation Forms

When reincarnated with *Reincarnate* (PH p270), the target loses one level, but then keeps the remaining Levels (+Base Attack Bonus, Base HP, etc.). Any previous Racial bonuses & penalties are removed & new Racial bonuses & penalties (listed below) are applied.

All the races listed in this table are detailed in the [Races](#) section of this document.

Incarnation	Str	Dex	Con	d%
Bugbear (MM p29)	+4	+2	+2	01
Dwarf (PH p14) (MM p91)	+0	+0	+2	02–13
Elf (PH p15) (MM p101)	+0	+2	–2	14–25
Gnoll (MM p103)	+4	+0	+2	26
Gnome (PH p16) (MM p131)	–2	+0	+2	27–38

Incarnation	Str	Dex	Con	d%
Goblin (MM p133)	–2	+2	+0	39–42
Half-Elf (PH p18) (MM p102)	+0	+0	+0	43–52
Half-Orc (PH p18) (MM p204)	+2	+0	+2	53–62
Halfling (PH p19) (MM p149)	–2	+2	+0	63–74
Human (PH p12)	+0	+0	+0	75–89

Incarnation	Str	Dex	Con	d%
Kobold (MM p161)	–4	+2	–2	90–93
Lizardfolk (MM p169)	+2	+0	+2	94
Orc (MM p203)	+4	+0	+0	95–98
Troglodyte (MM p246)	+0	–2	+4	99
DM's choice	?	?	?	00

## Dire Reincarnation Forms

When reincarnated with *Dire Reincarnation* (DU100w), the target loses one level, but then keeps the remaining Levels (+Base Attack Bonus, Base HP, etc.). Any previous Racial bonuses & penalties are removed & new Racial bonuses & penalties (listed below) are applied.

Incarnation	Str	Dex	Con	d%
Dire Rat (MM p64)	+0	+6	+2	01–13
Dire Weasel (MM p65)	+4	+8	+0	14–26
Dire Badger (MM p62)	+4	+6	+8	27–39
Dire Bat (MM p62)	+6	+12	+6	40–50

Incarnation	Str	Dex	Con	d%
Dire Ape (MM p62)	+12	+4	+4	51–59
Dire Wolverine (MM p66)	+12	+6	+8	60–68
Dire Wolf (MM p65)	+14	+4	+6	69–77
Dire Boar (MM p63)	+16	+0	+6	78–84

Incarnation	Str	Dex	Con	d%
Dire Lion (MM p63)	+14	+4	+6	85–90
Dire Bear (MM p63)	+20	+2	+4	91–96
Dire Tiger (MM p65)	+16	+4	+6	97–00

## Appendix

### Revision History

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- August 19, 2003 – Initial D&D 3.5 edition release.  
Contains Player’s Handbook v.3.5, Dungeon Master’s Guide v.3.5, & Monster Manual v.3.5.  
Also includes Monster Manual II, Manual of the Planes, & Fiend Folio, with relevant parts of the D&D v.3.5 Accessory Update.  
Absorbed Races section of the deprecated ‘Basic Index’.
- March 19, 2004 – Added Complete Warrior & the Book of Exalted Deeds.  
Added Dragon #309 – Dragon #313.  
Added Dungeon #107.
- November 12, 2004 – Added Dragon #314 & #325.  
Added Eberron Campaign Setting.  
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
- April 1, 2004 – Added Dragon #324, #326 – #329.  
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.  
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG” to “DMG”.
- September 7, 2005 – Added Races of Eberron & Complete Adventurer.  
Added Dragon #330 – #335.
- December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark  
Added Dragon #336 – #338.  
Split Races off into its own index.
- April 14, 2006 – Added Libis Mortis.  
Added Dragon #339 – #343.  
Added Dungeon #104 – #134.
- February 28, 2007 – Added Dragon #344 – #352.  
Added Dungeon #135 – #144.  
Added Frostburn, Sandstorm, & Stormwrack.

### Key to Sourcebooks

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PH	–	Player’s Handbook v.3.5	BoED	–	Book of Exalted Deeds
DMG	–	Dungeon Master’s Guide v.3.5	UA	–	Unearthed Arcana
MM	–	Monster Manual v.3.5			
MM3	–	Monster Manual	FR	–	Forgotten Realms Campaign Setting
			MoF	–	Magic of Faerûn
CWar	–	Complete Warrior	LoD	–	Lords of Darkness
CDiv	–	Complete Divine	RoF	–	Races of Faerûn
CArc	–	Complete Arcane	SM	–	Silver Marches
CAdv	–	Complete Adventurer	Und	–	Underdark
			PGF	–	Player’s Guide to Faerûn
RoS	–	Races of Stone			
RoD	–	Races of Destiny	Eb	–	Eberron Campaign Setting
RotW	–	Races of the Wild			
RoE	–	Races of Eberron	DR###	–	Dragon Magazine (with issue number)
			DU##	–	Dungeon Magazine (with issue number)
3.5up	–	D&D v.3.5 Accessory Update			<a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>
PH3.5e	–	Player’s Handbook v.3.5 Errata			<a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>
PGFe	–	Player’s Guide to Faerûn Errata			<a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>
CDivErrata	–	Complete Divine Errata			<a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a>
CArcErrata	–	Complete Arcane Errata			<a href="http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip">http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip</a>
EbErrata	–	Eberron Errata			<a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>
DU100w	–	Dungeon Magazine 100 Web Enhancement			<a href="http://www.paizopublishing.com/dungeonissues/100/Dungeon100Enhancement.pdf">http://www.paizopublishing.com/dungeonissues/100/Dungeon100Enhancement.pdf</a>
MM3Errata	–	Monster Manual III Errata			<a href="http://www.wizards.com/dnd/files/MM3_Errata07122006.zip">http://www.wizards.com/dnd/files/MM3_Errata07122006.zip</a>
wWarforged	–	Dragonshards – The Warforged			<a href="http://www.wizards.com/default.asp?x=dnd/ebds/20050627a">http://www.wizards.com/default.asp?x=dnd/ebds/20050627a</a>

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.