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’  Blindsense, Daylight Aura, Dazlling Wings |
| Brixashulty (RotW p186) | Animal | Medium | 2 | N | 2 | STD | STD | — | 30 | 75 | 40’ | — | May carry Small-sized |
| Bullette (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 |
| Dragonfly, Giant (DR355 p36) | Vermin | Large | 4 | N | — | ? | ? | ? | 4,000 | 122 | 5’ | 60’ / Perfect | — |
| 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  *Detect Good* &  *Detect Evil*, 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 | *Freedom of Movement,* 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 |
| Lodestone Marauder (MM4 p090) | Aberration | Large | 11 | N | 2 |  | 20 | 4,000 | 6,000 | Str 24 | 30’ | — | Climb 20’, Burrow 20’, magnetic powers |
| Blackwing (MM5 p012) | Undead | Large | 12 | NE | 10 |  | 25 |  |  | 612 | 30’ | 80’ / Average | Frightful Dive, Hover, Wail of Despair |
| Steelwing (MM5 p168) | Magical Beast | Huge | 15 | N | 6 |  | 35 | 10,000 | 20,000 | 1,600 | 50’ | 120’ / Average | Razorfeathers,  DR 15 / adamantine |

## 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 |
| Cervidal Guardinal (MM2 p042) (3.5up 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 |
| 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 |
| 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 |
| 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 |
| 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 4th 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 |
| Barracuda (Storm p166) | 1 | Storm p50 |
| Bat (MM p268) | 1 | Sand p48 |
| Brixashulty (RotW p186) | 1 [[1]](#footnote-1) | RotW p186 |
| Camel (MM p270) | 1 | PH p35  Sand p48 |
| Caribou (Frost p164) | 1 | Frost p44 |
| Chordevoc (RotW p188) | 1 1 | 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 |
| Eel (Storm p166) | 1 | Storm p50 |
| Hawk (MM p273) | 1 | PH p36  Frost p44  Sand p48 |
| Horned Lizard (Sand p194) | 1 | Sand p48 |
| 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 |
| Porpoise (MM p278) | 1 | Storm p50 |
| Rat, Dire (MM p64) | 1 | PH p35 |
| Raven (MM p278) | 1 | Frost p44 |
| Sea Lion (Storm p167) | 1 | Storm p50 |
| Sea Snake, Medium Viper (Storm p170) | 1 | Storm p50 |
| Sea Snake, Small Viper (Storm p170) | 1 | Storm p50 |
| Seal (Storm p167) | 1 | Storm p50 |
| Serval (aka Savannah Wildcat) (Sand p194) | 1 | Sand p48 |
| Shark, Medium (MM p279) | 1 | Storm p50 |
| 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 |
| Snapping Turtle (Storm p168) | 1 | Storm p50 |
| Squid (MM p281) | 1 | Storm p50 |
| Stingray (Storm p168) | 1 | Storm p50 |
| 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 |
| Branta (Frost p113) | 4 | Frost p44 |
| Brixashulty (RotW p186) | 4 [[2]](#footnote-2) | RotW p186 |
| Cheetah (MM p271) | 4 | PH p36 |
| Chordevoc (RotW p188) | 4 2 | 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 |
| Eel, Dire (Storm p148) | 4 | Storm p50 |
| Jackal, Dire (Sand p150) | 4 | PH2 p41 |
| Leopard (MM p274) | 4 | PH p36  Frost p44 |
| Lizard, Monitor (MM p274) | 4 | PH p36  Sand p48 |
| Lizard, Quicksilver (Drow p134) | 4 | Drow p135 |
| 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 |
| Sea Snake, Large Viper (Storm p170) | 4 | Storm p50 |
| 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 |
| 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 |
| Barracuda, Dire (Storm p147) | 7 | Storm p50 |
| 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, Elasmosaurus (MM p60) | 7 | Storm p50 |
| 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 |
| Lizard, Footpad (Drow p134) | 7 | Drow p135 |
| Megaloceros (Frost p117) | 7 | Frost p44 |
| Peccary, Dire (Sand p48) | 7 | Sand p48 |
| Rhinoceros (MM p278) | 7 | PH p36  Sand p48 |
| Sea Snake, Huge Viper (Storm p170) | 7 | Storm p50 |
| 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, Brown, Magebred (5Nat p074) | 10 | 5Nat p075 |
| 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 |
| Dinosaur, Bloodstiker (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 |
| Shark, Huge (MM p279) | 10 | Storm p50 |
| Snake, Dire (MM2 p74) | 10 | Sand p48  DR335 p87 |
| Snake, Giant Constrictor (MM p279) | 10 | PH p36 |
| Tiger, Magebred (5Nat p75) | 10 | 5Nat p75 |
| Tiger, Saber-Toothed (aka Smilodon) (Frost p118) | 10 | Frost p44 |
| Tortoise, Dire (Sand p151) | 10 | Sand p48 |
| Vulture, Dire (Sand p152) | 10 | Sand p48 |
| Whale, Orca (MM p283) | 10 | Storm p50 |
| 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, Ichthyosaur (Storm p145) | 13 | Storm p50 |
| 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 |
| Lion, Horrid Dire (MM p63) & (Eb p289) | 13 | Eb p288 |
| Lizard, Giant Banded (Sand p164) | 13 | Sand p48 |
| Octopus, Giant (MM p276) | 13 | Storm p50 |
| Bear, Dire Polar (Frost p115) | **16** | Frost p44 |
| Bear, Horrid Dire (MM p63) & (Eb p289) | 16 | Eb p288 |
| Dinosaur, Archelon (Storm p144) | 16 | Storm p50 |
| 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 |
| Shark, Dire (MM p64) | 16 | Storm p50 |
| Snake, Legendary (MM2 p136) (3.5up p34)+ | 16 | DR351 p69 |
| Squid, Giant (MM p281) | 16 | Storm p50 |
| Tiger, Dire (MM p65) | 16 | PH p36  Frost p44 |
| Dinosaur, Mosasaur (Storm p146) | **19** | Storm p50 |
| Dinosaur, Plesiosaur (Storm p146) | 19 | Storm p50 |
| 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.

| Monstrous Companions | Min Lvl | Ref |
| --- | --- | --- |
| Celestial Owl (MM p268) | **1** | 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) | **4** | 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 |
| Displacer Beast (MM p066) | **6** | 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) | **9** | 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 |
| Digester (MM p059) | **12** | 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) | **15** | 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 |

## Special Mounts for Paladins

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Levels above Min | Level Up[[3]](#footnote-3) | Natural AC | Strength Adjust | Int | Special Abilities |
| 0-2 | +2d8 HD | +4 | +1 | 6 | – Mount gets Improved Evasion (if succeeds on a Reflex save, the Mount takes no damage, else half damage).  – If the Mount stays within 5 feet, the Master can share personal spells with the Mount.  – The Master cannot see through the Mount’s eyes, but the Mount can telepathically tell the Master what it sees.  – The Mount gets its Master’s base save if it is higher.  – The Mount is considered a ‘Magical Beast’ for purposes of being targeted by spells. |
| 3-5 | +4d8 HD | +6 | +2 | 7 | – The Mount gains +10’ movement. |
| 6-9 | +6d8 HD | +8 | +3 | 8 | – The Mount can now *Command* 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). |

### Special Mounts for Medium-sized Paladins

| Mount | Min Lvl | Reference |
| --- | --- | --- |
| Camel (MM p270) | **5** | DMG p205 |
| Hippocampus (Storm p153) | 5 | Storm p51 |
| 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 |
| 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 |

### Special Mounts for Small-sized Paladins

| Mount | Min Lvl | Reference |
| --- | --- | --- |
| Monstrous Spider, Medium-sized (MM p288) | **5** | DMG p205 |
| Porpoise (MM p278) | 5 | DMG p205  Storm p51 |
| 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 |

## 

## 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[[4]](#footnote-4) | Natural AC | Strength Adjust | Int | Special Abilities |
| up to 12th | +2d8 HD | +1 | +1 | 6 | – Servant gets Improved Evasion.  – If the Servant stays within 5 feet, the Master can share ‘Personal’ spells with the Servant.  – The Master cannot see through the Servant’s eyes, but the Servant can empathically inform the Master of how it feels.  – The Servant gets its Master’s Base Saving Throws (if higher). |
| 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 |

## Familiars for Wizards & 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: Alertness (+2 to Spot & Listen checks) while familiar is within arm’s reach.  – Familiar gets Improved Evasion (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 cannot 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 Spell Resistance of (5 + Master’s level). |
| 13-14 | +7 | 12 | – The Master may use *Scrying* (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 3rd 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 has, such as Disease or Poison.

| Familiar | Lv. | Bonus to Master | Popular with… | Requires… | Reference |
| --- | --- | --- | --- | --- | --- |
| –Imbued Staff– (DR338 p58) | **1** | See page 18 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-wranglers | — | 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 |
| 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’ (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 |
| 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 already 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 |
| Gem Scarab (MM5 p062) | 5 | — | — | Feat: Improved Familiar | MM5 p063 |
| Modron, Monodrone (DR354 p45) | 5 | — | Masters aligned with Lawful | Feat: Improved Familiar | DR354 p49 |
| 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 |
| 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 already have a Raven familiar | Feat: Improved Familiar | DR331 p93 |
| Sailsnake (MM4 p125) | 5 | — | Yuan-Ti | Feat: Improved Familiar | MM4 p126 |
| Salvage Rat (DR341p38) | 5 | — | Do-It-Yourself Masters | Feat: Improved Familiar | DR341 p35 |
| Shocker Lizard (MM p224) (DMG p202) | 5 | — | Masters who are within 1 step of Neutral –or– Masters aligned with Electricity | Feat: Improved Familiar | DMG p200 |
| Stirge (MM p236) (DMG p202) | 5 | — | Masters who are within 1 step of Neutral | Feat: Improved Familiar | DMG p200 |
| Swarm, Bat  (MM p237) | 5 | Immune to his/her swarm’s distract effect | Masters aligned with Neutral | Feat: Improved Familiar | DR329 p98 |
| Swarm, Rat  (MM p239) | 5 | Immune to his/her swarm’s distract & disease effects | Masters aligned with Neutral | Feat: Improved Familiar | DR329 p98 |
| Tirabana Eyewing (MM5 p172) | 5 | — | Masters aligned with Lawful Neutral or Lawful Evil | Feat: Improved Familiar | MM5 p172 |
| Shadow Asp  (FF p152) | **6** | — | Masters aligned with Neutral | Feat: Darkness Familiar | DR322 p67 |
| Coure Eladrin (BoED p168) | **7** | — | Masters aligned with Chaotic Good | Feat: Celestial Familiar | BoVD p41 |
| Erudite Owl (DR341p36) | 7 | — | Do-It-Yourself Masters | Feat: Improved Familiar | DR341 p35 |
| Formian Worker (MM p108) (DMG p201) | 7 | — | Masters who are within 1 step of Lawful Neutral | Feat: Improved Familiar | DMG p200 |
| Hippogriff (MM p152) | 7 | — | Masters aligned with Neutral | Feat: Improved Familiar | CWar p100 |
| Homunculus (MM p154) (DMG p201) | 7 | — | Do-It-Yourself Masters | Feat: Improved Familiar | DMG p200 |
| Howler (MM p154) | 7 | — | Masters aligned with Chaotic Evil | Feat: Improved Familiar | CWar p100 |
| Imp (MM p56) (DMG p201) | 7 | — | Masters who are within 1 step of Lawful Evil | Feat: Improved Familiar | DMG p200 |
| Imp, Choleric (DR338 p33) | 7 | — | Masters who are within 1 step of Lawful Evil | Feat: Improved Familiar | DR338 p34 |
| Imp, Melancholic (DR338 p33) | 7 | — | Masters who are within 1 step of Lawful Evil | Feat: Improved Familiar | DR338 p33 |
| Imp, Phlegmatic (DR338 p34) | 7 | — | Masters who are within 1 step of Lawful Evil | Feat: Improved Familiar | DR338 p35 |
| Imp, Sanguine (DR338 p35) | 7 | — | Masters who are within 1 step of Lawful Evil | Feat: Improved Familiar | DR338 p35 |
| Lantern Archon (MM p016) | 7 | — | Masters aligned with Lawful Good | Feat: Celestial Familiar | 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 already have a Lizard familiar | Feat: Improved Familiar | DR331 p93 |
| Mephit, Ice  (MM p182) (DMG p201) | 7 | — | Masters aligned with Cold | Feat: Improved Familiar | DMG p200 |
| Mercurial Spider (DR341p37) | 7 | — | Do-It-Yourself Masters | Feat: Improved Familiar | DR341 p35 |
| Musteval Guardinal (BoVD p174) | 7 | — | Masters aligned with Neutral Good | Feat: Celestial Familiar | BoVD p41 |
| Pseudodragon  (MM p210) (DMG p201) | 7 | — | Masters who are within 1 step of Neutral Good | Feat: Improved Familiar | DMG p200 |
| Pseudo-Elmental, Darkness (small)  (DR322 p66) | 7 | — | Masters aligned with Darkness | Feat: Darkness Familiar | DR322 p67 |
| Quasit (MM p46) (DMG p201) | 7 | — | Masters who are within 1 step of Chaotic Evil | Feat: Improved Familiar | 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 already have a Snake familiar | Feat: Improved Familiar | DR331 p93 |
| Spark Guardian (CWar p119) | 7 | — | Do-It-Yourself Masters | Feat: Improved Familiar | CWar p119 |
| 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 already 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 already 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 already 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 already 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 already 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 |
| Silver Dragon, Wyrmling (MM p086) | 12 | — | Masters with an alignment of Lawful Good, Neutral Good, or Neutral | Feat: Dragon Familiar | Dnc p141 |
| Swarm,  Dread Bloom  (MM3 p45) | **13** | Immune to his/her swarm’s distract effect | Masters aligned with Plants | Feat: Improved Familiar | DR329 p98 |
| Swarm, Bloodmote Cloud  (LM p88) | 13 | Immune to his/her swarm’s distract effect | Masters aligned with Undead | Feat: Improved Familiar | DR329 p98 |
| Swarm, Needletooth  (MM3 p109) | 13 | Immune to his/her swarm’s distract effect | Masters aligned with little Dinosaurs | Feat: Improved Familiar | DR329 p98 |
| Cloaker  (MM p36) | **14** | — | Masters aligned with Chaotic Neutral | Feat: Darkness Familiar | DR322 p67 |
| Gold Dragon, Wyrmling (MM p084) | 14 | — | Masters with an alignment of Lawful Good, Neutral Good, or Lawful Neutral | Feat: Dragon Familiar | Dnc p141 |
| Shadow Mastiff  (MM p222) | 14 | — | Masters aligned with Neutral Evil | Feat: Darkness Familiar | DR322 p67 |
| Wraith  (MM p257) | 14 | — | Masters aligned with Lawful Evil | Feat: Darkness Familiar | DR322 p67 |
| Swarm, Hellwasp  (MM p238) | **16** | Immune to his/her swarm’s distract effect | Masters aligned with Evil | Feat: Improved Familiar | DR329 p98 |
| Swarm, Shimmerling  (MM3 p152) | 16 | Immune to his/her swarm’s distract effect | Masters aligned with Fey | Feat: Improved Familiar | DR329 p98 |
| Swarm, Brood Keeper Larva  (MM3 p109) | **19** | Immune to his/her swarm’s distract effect | Masters aligned with Magical Beasts | Feat: Improved Familiar | DR329 p98 |

Note: Celestial & Fiendish versions of basic (i.e., available at 1st level) familiars are available at 3rd 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 0th 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 looses 500 XP per Wizard / Sorcerer level (Fort½, DC 15). The Staff cannot be replaced for 1 year and 1 day.

The Staff may be futher 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 | – *Light*, 3/day on the staff only. May be dismissed as a Free Action.  – One 0th 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 *Clairvoyance* (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 one of the following (chosen when 15th 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 5th  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 1st  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 (in addition 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 3rd  ability to Imbue a Staff | When attacking with your Imbued Staff, add your Wisdom modifier to the damage instead of your Strength modifier.  Requires a 12 hour ritual that consumes 500 gp. |
| Invest Spell [Item Creation] | (DR338 p60) | Caster level 9th  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 loose 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 12th  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** |
| Carrionette (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 |
| Scarecrow (DR355 p49) | 7 |
| Spark Guardian  (CWar p119) | 7 |
| Flesh Golem  (MM p135) | **8** |
| Maggot Golem  (DR339 p58) | 8 |
| Gauntlet Guardian  (CWar p120) | **9** |
| Magmacore Golem  (MM5 p70) | 9 |
| Rune Golem  (DR343 p45) | 9 |
| Scarecrow, Conscious (DR355 p51) | 9 |
| Shardsoul Slayer (MM5 p150) | 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 |
| Scarecrow, Dread (DR355 p51) | 11 |
| Scarecrow, Quested (DR355 p51) | 11 |
| Adamantine Spider (Drow p106) | **12** |
| Force Golem (MM5 p68) | 12 |
| 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 |
| 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 |
| Cannon Golem (DR355 p44) | **17** |
| 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 |
| Ironwyrm Golem (Dcn p165) | 18 |
| Juggernaut (MM2 p132) (3.5up p34)+ | 18 |
| Nimblewright (MM2 p162) (3.5up p35)+ | 18 |
| Scouring Slinger (MM5 p147) | 18 |
| Scouring Stanchion (MM5 p147) | 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.

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# Alternate Forms

## Wild Shape Forms

Starting at 5th 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 |
| 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 |
| Brixashulty | (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 |
| 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, 3Small | (Storm p170) (MM p280)+ | Animal | Small | 1 | 5 |
| Sea Snake, Viper, 4Medium | (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, 4Medium (aquatic) | (MM p279) | Animal | Med. | 3 | 5 |
| Snake, Constrictor | (MM p279) | Animal | Med. | 3 | 5 |
| Snake, Viper, 3Small | (MM p280) | Animal | Small | 1 | 5 |
| Snake, Viper, 4Medium (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 | (MM p268) | Animal | Large | 4 | 8 |
| 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 |
| Dire Bat | (MM p062) | Animal | Large | 4 | 8 |
| Dire Boar | (MM p063) | Animal | Large | 7 | 8 |
| Dire Eagle | (RoS p186) | Animal | Large | 5 | 8 |
| Dire Eel (aquatic) | (Storm p148) | Animal | Large | 6 | 8 |
| Dire Horse | (MM2 p075) (3.5up p32)+ | Animal | Large | 8 | 8 |
| Dire Jackal | (Sand p150) | Animal | Large | 4 | 8 |
| Dire Lion | (MM p063) | Animal | Large | 8 | 8 |
| Dire Puma | (Sand p150) | Animal | Large | 6 | 8 |
| Dire Vulture | (Sand p152) | Animal | Large | 6 | 8 |
| Dire Wolf | (MM p065) | Animal | Large | 6 | 8 |
| Dire Wolverine | (MM p066) | Animal | Large | 5 | 8 |
| Elk | (DR333 p087) | Animal | Large | 3 | 8 |
| Hippopotamus | (Sand p193) | Animal | Large | 8 | 8 |
| Horse, Heavy | (MM p273) | Animal | Large | 3 | 8 |
| Horse, Light | (MM p273) | Animal | Large | 3 | 8 |
| Jagendar | (DR345 p087) | Animal | Large | 7 | 8 |
| Lion | (MM p274) | Animal | Large | 5 | 8 |
| Megaloceros | (Frost p117) | Animal | Large | 6 | 8 |
| Moose | (DR327 p087) | Animal | Large | 3 | 8 |
| Mule | (MM p276) | Animal | Large | 3 | 8 |
| Octopus, Giant (aquatic) | (MM p276) | Animal | Large | 8 | 8 |
| Rhinoceros | (MM p278) | Animal | Large | 8 | 8 |
| Riding Bird  (aka “Chocobo”) | (DR323 p35) | Animal | Large | 4 | 8 |
| Riding Bird, Black  (aka “Black Chocobo”) | (DR323 p035) | Animal | Large | 4 | 8 |
| Sea Snake, Viper, 5Large | (Storm p170) (MM p280)+ | Animal | Large | 3 | 8 |
| Seahorse, Giant (aquatic) | (DR327 p087) | Animal | Large | 3 | 8 |
| Seal Lion | (Storm p167) | Animal | Large | 3 | 8 |
| Shark, 5Large (aquatic) | (MM p279) | Animal | Large | 7 | 8 |
| Snake, Viper, 5Large | (MM p280) | Animal | Large | 3 | 8 |
| Taga’rivvin | (DR345 p087) | Animal | Large | 3 | 8 |
| Terror Bird | (FF p175) | Animal | Large | 7 | 8 |
| Tiger | (MM p281) | Animal | Large | 6 | 8 |
| Walrus | (Frost p165) | Animal | Large | 5 | 8 |
| Warhorse, Heavy | (MM p273) | Animal | Large | 4 | 8 |
| Warhorse, Light | (MM p274) | Animal | Large | 3 | 8 |
| Dinosaur, Bloodstriker | (MM3 p039) | Animal | Large | 9 | 9 |
| Smilodon (aka “Saber-Toothed Tiger”) | (Frost p118) | Animal | Large | 9 | 9 |
| Dinosaur, Ichthyosaur (aka “Maultooth”) | (Storm p145) | Animal | Large | 10 | 10 |
| Glyptodon | (Frost p116) | Animal | Large | 10 | 10 |
| Cat | (MM p270) | Animal | Tiny | 0.5 | 11 |
| Chordevoc | (RotW p188) | Animal | Tiny | 1 | 11 |
| Dinosaur, Compsognathus | (DR318 p064) | Animal | Tiny | 1 | 11 |
| Dinosaur, Rhamphorhynchus | (DR318 p068) | Animal | Tiny | 1 | 11 |
| 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 |
| Rat | (MM p278) | Animal | Tiny | 0.25 | 11 |
| Raven | (MM p278) | Animal | Tiny | 0.25 | 11 |
| Sea Snake, Viper, 2Tiny | (Storm p170) (MM p280)+ | Animal | Tiny | 0.25 | 11 |
| Snake, Viper, 2Tiny | (MM p280) | Animal | Tiny | 0.25 | 11 |
| Squirrel, Flying | (DR327 p087) | Animal | Tiny | 0.5 | 11 |
| Weasel | (MM p282) | Animal | Tiny | 0.5 | 11 |
| Dire Bear | (MM p063) | Animal | Large | 12 | 12 |
| Assassin Vine | (MM p020) | Plant | Large | 4 | 12 |
| Basidirond | (DR337 p048) | Plant | Med. | 8 | 12 |
| Battlebriar, Lesser (aka “Warbound Impaler”) | (MM3 p014)  (MM3Errata)+ | Plant | Large | 12 | 12 |
| Briarvex | (MM4 p026) | Plant | Large | 8 | 12 |
| Dusanu | (DR339 p054) | Plant | Small | 3 | 12 |
| Ironthorn | (Sand p166) | Plant | Large | 9 | 12 |
| Kelp Angler (aquatic) | (FF p112) | Plant | Large | 11 | 12 |
| Myconid, 1Junior Worker | (MM2 p155) (3.5up p35)+ | Plant | Tiny | 1 | 12 |
| Myconid, 2Average Worker | (MM2 p155) (3.5up p35)+ | Plant | Small | 2 | 12 |
| Myconid, 3Elder Worker | (MM2 p155) (3.5up p35)+ | Plant | Med. | 3 | 12 |
| Myconid, 4Guard | (MM2 p156) (3.5up p35)+ | Plant | Med. | 4 | 12 |
| Myconid, 5Circle Leader | (MM2 p156) (3.5up p35)+ | Plant | Large | 5 | 12 |
| Myconid, 6Sovereign | (MM2 p156) (3.5up p35)+ | Plant | Large | 6 | 12 |
| Needlefolk | (MM2 p158) (3.5up p35)+ | Plant | Med. | 3 | 12 |
| Phantom Fungus | (MM p207) | Plant | Med. | 2 | 12 |
| Phycomid | (DR337 p050) | Plant | Small | 3 | 12 |
| Shambling Mound | (MM p222) | Plant | Large | 8 | 12 |
| Shrieker | (MM p113) | Plant | Med. | 2 | 12 |
| Tumbling Mound | (Sand p191) | Plant | Med. | 6 | 12 |
| Twig Blight | (MM2 p197) (3.5up p37)+ | Plant | Small | 1 | 12 |
| Vine Horror (aquatic) | (DU141 p044) ~~(FF p185)~~ | Plant | Med. | 5 | 12 |
| Violet Fungus | (MM p113) | Plant | Med. | 2 | 12 |
| Wizended Elder | (MM4 p180) | Plant | Med. | 4 | 12 |
| Wood Woad | (MM3 p196) | Plant | Med. | 8 | 12 |
| Wortling | (MM2 p165) (3.5up p35)+ | Plant | Small | 3 | 12 |
| Forest Sloth | (MM2 p106) (3.5up p33)+ | Animal | Large | 14 | 14 |
| Bilge Eel (aquatic) | (DU138 p053) | Animal | Huge | 12 | 15 |
| Crocodile, Giant | (MM p271) | Animal | Huge | 7 | 15 |
| Desmodu War Bat | (MM2 p066) (3.5up p32)+ | Animal | Huge | 10 | 15 |
| Dinosaur, Allosaurus (aka “Bladetooth”) | (MM2 p070) (3.5up p32)+ (Eb p280)+ | Animal | Huge | 10 | 15 |
| Dinosaur, Ankylosaurus (aka “Hammertail”) | (MM2 p070) (3.5up p32)+  (Eb p280)+ | Animal | Huge | 9 | 15 |
| Dinosaur, Archelon  (aka “Giant Snapper”) | (Storm p144) | Animal | Huge | 12 | 15 |
| Dinosaur, Elasosaurus (aka “Great Fintail”) | (MM p060)  (Eb p280)+ | Animal | Huge | 10 | 15 |
| Dinosaur, Megaraptor (aka “Great Carver”) | (MM p060)  (Eb p280)+ | Animal | Huge | 8 | 15 |
| Dinosaur, Mosasaur (aka “Sea Render”) | (Storm p146) | Animal | Huge | 15 | 15 |
| Dinosaur, Parasaurolophus | (DR318 p067) | Animal | Huge | 14 | 15 |
| Dinosaur, Quetzalcoatlus (aka “Soarwing”) | (MM2 p072) (3.5up p32)+  (Eb p280)+ | Animal | Huge | 10 | 15 |
| Dire Elk | (MM2 p075) (3.5up p32)+ | Animal | Huge | 12 | 15 |
| Dire Snake | (MM2 p074) (3.5up 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) (3.5up 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, 6Huge | (Storm p170) (MM p280)+ | Animal | Huge | 6 | 15 |
| Shark, 6Huge (aquatic) | (MM p279) | Animal | Huge | 10 | 15 |
| Snake, Constrictor, Giant | (MM p280) | Animal | Huge | 11 | 15 |
| Snake, Viper, 6Huge | (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) (3.5up 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) (3.5up 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 |
| Treant | (MM p244) | Plant | Huge | 7 | 15 |
| Umbral Banyan | (MotP p170)  (3.5up 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, 3Small | (MM p096) | Elemental | Small | 2 | 16 |
| Air Elemental, 4Med. | (MM p096) | Elemental | Med. | 4 | 16 |
| Air Elemental, 5Large | (MM p096) | Elemental | Large | 8 | 16 |
| Earth Elemental, 3Small | (MM p097) | Elemental | Small | 2 | 16 |
| Earth Elemental, 4Med. | (MM p097) | Elemental | Med. | 4 | 16 |
| Earth Elemental, 5Large | (MM p097) | Elemental | Large | 8 | 16 |
| Fire Elemental, 3Small | (MM p099) | Elemental | Small | 2 | 16 |
| Fire Elemental, 4Med. | (MM p099) | Elemental | Med. | 4 | 16 |
| Fire Elemental, 5Large | (MM p099) | Elemental | Large | 8 | 16 |
| Water Elemental, 3Small | (MM p099) | Elemental | Small | 2 | 16 |
| Water Elemental, 4Med. | (MM p099) | Elemental | Med. | 4 | 16 |
| Water Elemental, 5Large | (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 *Reincatenate*(PH p270), the target looses one level, but then keeps the remaining Levels (+Base Attack Bonus, Base HP, etc.). Any previous Racial bonuses & penalties are remove & new Racial bonuses & penalties (listed below) are applied.

All the races listed in this tabled 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 |
| 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 |
| 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 looses one level, but then keeps the remaining Levels (+Base Attack Bonus, Base HP, etc.). Any previous Racial bonuses & penalties are remove & 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 |
| 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 |
| 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

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.

March 2, 2007 – TBD

## Key to Sourcebooks

|  |  |  |
| --- | --- | --- |
| PH | – | Player’s Handbook v.3.5 |
| DMG | – | Dungeon Master’s Guide v.3.5 |
| MM | – | Monster Manual v.3.5 |
| MM3 | – | Monster Manual |
|  |  |  |
| CWar | – | Complete Warrior |
| CDiv | – | Complete Divine |
| CArc | – | Complete Arcane |
| CAdv | – | Complete Adventurer |
|  |  |  |
| RoS | – | Races of Stone |
| RoD | – | Races of Destiny |
| RotW | – | Races of the Wild |
| RoE | – | Races of Eberron |
|  |  |  |
| BoED | – | Book of Exalted Deeds |
| UA | – | Unearthed Arcana |
|  |  |  |
| FR | – | Forgotten Realms Campaign Setting |
| MoF | – | Magic of Faerûn |
| LoD | – | Lords of Darkness |
| RoF | – | Races of Faerûn |
| SM | – | Silver Marches |
| Und | – | Underdark |
| PGF | – | Player’s Guide to Faerûn |
|  |  |  |
| Eb | – | Eberron Campaign Setting |
| RoE | – | Races of Eberron |
| SoX | – | Secrets of Xen’drik |
|  |  |  |
| DR### | – | Dragon Magazine (with issue number) |
| DU## | – | Dungeon Magazine (with issue number) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 3.5up | – | D&D v.3.5 Accessory Update | – | <http://www.wizards.com/dnd/files/DnD35_update_booklet.zip> |
| PH3.5e | – | Player’s Handbook v.3.5 Errata | – | <http://www.wizards.com/dnd/files/PHB_Errata09242003.zip> |
| PGFe | – | Player’s Guide to Faerûn Errata | – | <http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip> |
| CDivErrata | – | Complete Divine Errata | – | <http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip> |
| CArcErrata | – | Complete Arcane Errata | – | <http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip> |
| EbErrata | – | Eberron Errata | – | http://www.wizards.com/dnd/files/Eberron\_Errata10222004.zip |
| DU100w | – | Dungeon Magazine 100 Web Enhancement | – | <http://www.paizopublishing.com/dungeonissues/100/Dungeon100Enhancement.pdf> |
|  |  |  |  |  |
| MM3Errata | – | Monster Manual III Errata | – | http://www.wizards.com/dnd/files/MM3\_Errata07122006.zip |
| wWarforged | – | Dragonshards – The Warforged |  | <http://www.wizards.com/default.asp?x=dnd/ebds/20050627a> |

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

1. Halflings only [↑](#footnote-ref-1)
2. Non-Halflings only [↑](#footnote-ref-2)
3. Also improve Base Attack Bonus & Base Saves [↑](#footnote-ref-3)
4. Also improve Base Attack Bonus & Base Saves [↑](#footnote-ref-4)