

# Dungeons & Dragons 3.0 Edition Index – Creatures

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## Races

## Human Subraces

Human Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Human (PH p13)	–	any	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• 30' movement</li> </ul>	<ul style="list-style-type: none"> <li>• Standard Vision</li> <li>• 1 extra feat at 1<sup>st</sup> level</li> <li>• 4 extra skill points at 1<sup>st</sup> level</li> <li>• 1 extra skill point at following levels</li> </ul>
Changeling (DR304 p59)	+2 Dex +2 Char -2 Str -2 Con	Bard	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Considered a 'Humanoid' <u>and</u> a 'Fey'</li> <li>• +2 Racial bonus on saves against spells &amp; effects that explicitly target 'humanoids' (i.e., <i>Charm Person</i>)</li> <li>• +2 Racial bonus on Disguise checks</li> <li>• Able to cast the following spells 1/day at 1<sup>st</sup> level: <i>Guidance</i> (PH p211) <i>Resistance</i> (PH p245) <i>Virtue</i> (PH p269)</li> </ul>
Shade' (human whose father died before it was born) (DR307 p65)	+2 Dex +2 Int -2 Wis -2 Cha	Rogue	<same>	<ul style="list-style-type: none"> <li>• Standard Vision</li> <li>• See Ethereal</li> <li>• Ghost Touch (able to touch / strike incorporeal creatures with unarmed &amp; armed melee attacks)</li> <li>• Cannot have children.</li> <li>• Pale skin, all-black eyes, no body hair.</li> <li>• Not believed to die from old age.</li> <li>• <b>Level Adjustment +2</b></li> </ul>

## Half-Elf Subraces

Half-Elf Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Half-Elf (PH p17) (RoF p59)+	–	any	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• 30' movement</li> <li>• +1 Racial bonus on Listen, Search, &amp; Spot checks.</li> </ul>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Immunity to magic sleep</li> <li>• +2 Racial bonus on Will Save vs. Enchantments</li> <li>• Able to use "elf only" items</li> </ul>
Half-Aquatic-Elf (RoF p60)	–	any	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Immunity to magic sleep</li> <li>• +2 Racial bonus on Will Save vs. Enchantments</li> <li>• Swim speed of 15' &amp; can "run" when swimming in a straight line.</li> <li>• +8 Racial bonus to Swim checks &amp; can always "Take 10".</li> <li>• If out of sight of the sea for more than 10 days, gain a -1 penalty on Wisdom-based checks.</li> <li>• Able to use "elf only" items</li> </ul>
Half-Drow (RoF p62)	–	any	<same>	<ul style="list-style-type: none"> <li>• Darkvision 60'</li> <li>• Immunity to magic sleep</li> <li>• +2 Racial bonus on Will Save vs. Enchantments</li> <li>• Able to use "drow only" items</li> </ul>
Aelfborn (DR307 p67)	+2 Dex +2 Int -2 Con -2 Wis	Ranger	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• 1 extra feat at 1<sup>st</sup> level</li> <li>• Every 5<sup>th</sup> level, gain Skill Focus in any skill with at least 1 rank.</li> <li>• Cannot have children.</li> <li>• Gain an <u>Inherent Penalty</u> to Wisdom of –1 per 2 lvls.</li> <li>• If the Aelfborn's magic tattoos are removed or suppressed, it is under the effect of <i>Confusion</i> (Will save vs. DC10 <u>each round</u> to act normally).</li> <li>• Able to use "elf only" items</li> </ul>

## Elf Subraces

Elf Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Elf, High (PH p15) Elf, Moon (FR p15) (RoF p38)+	+2 Dex -2 Con	Wizard	<ul style="list-style-type: none"> <li>• Medium Size</li> <li>• 30' movement</li> <li>• Immunity to magic sleep</li> <li>• +2 Racial bonus on Listen, Search, &amp; Spot checks.</li> <li>• Automatic Search check if an Elf passes within 5' of a secret or concealed door</li> <li>• +2 Racial bonus to Will saves vs. Enchantments</li> </ul>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Automatic proficiency with all straight bows</li> <li>• Automatic proficiency with longsword –or– rapier</li> </ul>
Elf, Gray (PH p15) (MM p85) (DMG p57)	+2 Dex +2 Int -2 Str -2 Con	Wizard	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Automatic proficiency with all straight bows</li> <li>• Automatic proficiency with longsword –or– rapier</li> </ul>
Elf, Wild (PH p15)(MM p85) (DMG p57) (FR p15)(FRE)+ (RoF p43)+	+2 Dex -2 Int	Sorcerer	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Automatic proficiency with all straight bows</li> <li>• Automatic proficiency with longsword –or– rapier</li> </ul>
Elf, Wood (PH p13) (MM p85) (DMG p57) (FR p15) (RoF p45)+	+2 Str +2 Dex -2 Int -2 Con -2 Char	Ranger	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Automatic proficiency with all straight bows</li> <li>• Automatic proficiency with longsword –or– rapier</li> </ul>
Elf, Sun (FR p15) (RoF p40)+	+2 Int -2 Con	Wizard	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Automatic proficiency with all straight bows</li> <li>• Automatic proficiency with longsword –or– rapier</li> </ul>
Elf, Aquatic (RoF p28)	+2 Dex -2 Int	Fighter	<same>	<ul style="list-style-type: none"> <li>• Improved Low-Light Vision (4x human in dim light)</li> <li>• Automatic proficiency with trident, long spear, &amp; net</li> <li>• Able to breath salt water. Breathing fresh water causes fatigue after 10 minutes. Able to survive out of water for 1 hour per Constitution point before suffocation begins.</li> <li>• Swim speed of 40' &amp; can “run” when swimming in a straight line.</li> <li>• +8 Racial bonus to Swim checks. Can always Take 10.</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Elf, Dark (Drow) (FR p13) (DR289 p116) (FRE)+ (RoF p34)+	+2 Dex +2 Int +2 Cha -2 Con	Wizard (males) –or– Cleric (females)	<same>	<ul style="list-style-type: none"> <li>• Darkvision 120'</li> <li>• +2 Racial bonus on Will save vs. spells/spell-like abilities</li> <li>• Light Blindness: daylight blinds the drow for 1 round; -1 to attack, saves, &amp; checks in bright light</li> <li>• Spell Resistance of (11 + character level)</li> <li>• Automatic proficiency with longsword –or– rapier</li> <li>• Automatic proficiency with hand-crossbows &amp; light crossbows</li> <li>• Able to cast the following spells 1/day @ char lvl: <i>Dancing Lights</i> (PH p190) <i>Darkness</i> (PH p190) <i>Faerie Fire</i> (PH p202)</li> <li>• <b>Level Adjustment +2</b></li> </ul>
Elf, Winged (RoF p31)	+4 Dex -2 Con +2 Int +2 Wis	Cleric	<same>	<ul style="list-style-type: none"> <li>• Flying speed of 50' (Average maneuverability) &amp; can “run” when flying in a straight line.</li> <li>• Low-Light Vision</li> <li>• Automatic proficiency with lasso and bolas.</li> <li>• Automatic proficiency with longsword –or– rapier</li> <li>• +4 Racial bonus on Spot checks.</li> <li>• +4 Racial bonus on Jump checks.</li> <li>• <b>Level Adjustment +3</b></li> </ul>
Elf, Star (UE p9)	+2 Cha -2 Con	Bard	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• Extraplanar – Star Elves are considered natives of the demi-plane Sildëyuir. If targeted with <i>Banishment</i> or a similar spell, they are driven back to that plane</li> <li>• From dusk until dawn, any weapon or armor a Star Elf touches is considered to have the ‘Ghost-Touch’ ability (i.e., solid to ethereal creatures).</li> </ul>

## Dwarf Subraces

Dwarf Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Dwarf, Hill (PH p14) Dwarf, Shield (FR p13) (RoF p17)+	+2 Con -2 Char	Fighter	<ul style="list-style-type: none"> <li>• Darkvision 60'</li> <li>• 20' movement</li> <li>• Stonecunning: <ul style="list-style-type: none"> <li>- +2 Racial bonus to notice unusual stonework</li> <li>- Automatic Search check if a Dwarf passes within 10' of unusual stonework</li> <li>- Search for stone-based traps as a Rogue</li> </ul> </li> <li>• +4 Dodge bonus to AC vs. giants</li> <li>• +2 Racial bonus on saves vs. poison</li> <li>• +2 Racial bonus on saves vs. spells</li> </ul>	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• +1 Racial bonus on attacks vs. Orcs &amp; Goblins</li> <li>• +2 Racial bonus on Appraise checks for metal &amp; stone</li> <li>• +2 Racial bonus on Craft checks for metal &amp; stone</li> </ul>
Dwarf, Gold (FR p13) (RoF p11)+	+2 Con -2 Dex	Fighter	<same>	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• +1 Racial bonus on attacks vs. Aberrations</li> <li>• +2 Racial bonus on Appraise checks for metal &amp; stone</li> <li>• +2 Racial bonus on Craft checks for metal &amp; stone</li> </ul>
Dwarf, Wild (RoF p23)	+2 Con -2 Char	Barbarian	<same>	<ul style="list-style-type: none"> <li>• Small size<sup>1</sup></li> <li>• +1 Racial bonus on attacks vs. Orcs &amp; Goblins</li> <li>• Proficient with Hand Axe &amp; Blowgun.</li> <li>• Fire Resistance 5.</li> <li>• +3 Racial bonus on saves vs. poison &amp; immunity to Wild Dwarf Knockout Poison.</li> <li>• +4 Racial bonus on saves vs. disease</li> </ul>
Dwarf, Arctic (RoF p9)	+4 Str -2 Dex +2 Con -2 Cha	Ranger	<same>	<ul style="list-style-type: none"> <li>• Small size<sup>1</sup></li> <li>• +1 Racial bonus on attacks vs. Orcs &amp; Goblins</li> <li>• +2 Racial bonus on Appraise checks for metal &amp; stone</li> <li>• +2 Racial bonus on Craft checks for metal &amp; stone</li> <li>• Immune to Cold</li> <li>• <b>Level Adjustment +2</b></li> </ul>
Dwarf, Grey (Duergar) (FR p11) (RoF p14)+	+2 Con -4 Char	Fighter	<same>	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• Darkvision 120'</li> <li>• +1 Racial bonus on attacks vs. Orcs &amp; Goblins</li> <li>• +2 Racial bonus on Appraise checks for metal &amp; stone</li> <li>• +2 Racial bonus on Craft checks for metal &amp; stone</li> <li>• +1 Racial bonus on Listen &amp; Spot checks</li> <li>• +4 Racial bonus on Move Silently checks</li> <li>• Immune to paralysis, phantasms, &amp; magical / alchemical poisons</li> <li>• -2 to attack, saves, &amp; skill checks in daylight.</li> <li>• Able to cast the following spells 1/day as a caster twice their level (minimum of 3<sup>rd</sup>): <ul style="list-style-type: none"> <li><i>Enlarge</i> (self only) (PH p200)</li> <li><i>Invisibility</i> (self only) (PH p217)</li> </ul> </li> <li>• <b>Level Adjustment +2</b></li> </ul>
Dwarf, Urdunnir (RoF p20)	+2 Con -2 Char	Expert	<same>	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• +1 Racial bonus on attacks vs. Orcs &amp; Goblins</li> <li>• +2 Racial bonus on Appraise checks for metal &amp; stone</li> <li>• +2 Racial bonus on Craft checks for metal &amp; stone</li> <li>• +4 Racial bonus on saves vs. poison</li> <li>• Able to walk through stone while carrying up to 2x their weight (including other living creatures). There is no air, so everyone must hold their breath.</li> <li>• <i>Stone Shape</i> @ 8<sup>th</sup>, at will.</li> <li>• <i>Shape Metal</i>(RoF p191) @ 8<sup>th</sup>, at will.</li> <li>• <b>Level Adjustment +4</b></li> </ul>

<sup>1</sup> Small: +1 AC, +1 to hit, +4 on Hide checks, Must use smaller weapon, Lower carrying limits.

Gnome Subraces

Gnome Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Gnome, Rock (PH p16) (FR p16) (RoF p55)+	+2 Con -2 Str	Illusionist	<ul style="list-style-type: none"> <li>• Small Size<sup>1</sup></li> <li>• 20' movement</li> <li>• +2 Racial bonus save vs. Illusions</li> <li>• +2 Racial bonus on Listen &amp; Alchemy checks</li> </ul>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• +1 Racial bonus on attacks against Kobolds &amp; Goblinoids.</li> <li>• +4 Dodge bonus to AC vs. Giants</li> <li>• Able to cast the following spells 1/day at 1<sup>st</sup> level: <i>Dancing Lights</i> (PH p190) <i>Ghost Sound</i> (PH p209) <i>Prestidigitation</i> (PH p238) <i>Speak with Animals</i> (<i>burrowing mammals only</i>) (PH p254)</li> </ul>
Gnome, Forest (PH p16) (MM p106) (DMG p57)	+2 Con -2 Str	Illusionist	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• +1 Racial bonus on attacks against Kobolds, Goblins, Orcs, &amp; Reptilian Humanoids</li> <li>• +4 Dodge bonus to AC vs. Giants</li> <li>• <i>Pass without Trace</i> (PH p234)</li> <li>• an additional +4 on Hide checks if in wooded areas</li> </ul>
Gnome, Forest' (RoF p52)+	+2 Con -2 Str	Illusionist	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• +1 Racial bonus on attacks against Kobolds, Goblins, Orcs, &amp; Reptilian Humanoids</li> <li>• +4 Dodge bonus to AC vs. Giants</li> <li>• <i>Pass without Trace</i>, at will.</li> <li>• <i>Speak with Animals</i>, at will.</li> <li>• +4 Racial bonus on Hide checks</li> <li>• +8 Racial bonus on Hide checks in wooded areas</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Gnome, River (DR291 p34)	+2 Con -2 Str	Illusionist	<same>	<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• +1 Racial bonus on attacks against Kobolds &amp; Goblinoids</li> <li>• +4 Dodge bonus to AC vs. Giants</li> <li>• +1 Racial bonus to Initiative.</li> <li>• Swim speed of 20'. Can swim with a "run" action.</li> <li>• +8 Racial bonus on Swim checks.</li> <li>• Can always "Take 10" on Swim checks.</li> <li>• Can hold breath 4xCon rounds.</li> <li>• Able to cast the following spells 1/day at 1<sup>st</sup> level: <i>Speak with Animals</i> (<i>river animals only</i>) (PH p254)</li> </ul>
Gnome, Arcane	+2 Con +2 Int  -2 Wis	Wizard		<ul style="list-style-type: none"> <li>• Low-Light Vision</li> <li>• +1 Racial bonus on attacks against Kobolds &amp;</li> <li>• +4 Dodge bonus to AC vs. Giants</li> <li>• Use Magical Device is always a Class Skill <sup>st</sup> level:  (PH p190) <i>Ghost Sound</i> <i>Prestidigitation</i> (PH p238)</li> </ul>
(Svirfneblin)  (MM p106) (DMG p57)  (RoF p49)+	+2 Dex  -2 Str -4 Char		<same>	<ul style="list-style-type: none"> <li>• Darkvision 120'</li> <li>• +4 Dodge bonus to AC vs. all creatures</li> <li>• +2 Racial bonus on all saving throws  underground areas).</li> <li>• (PH p232), always on.</li> <li>• Able to cast the following spells 1/day at the character level: <i>Blindness</i> (PH p180) (PH p181) (PH p183)</li> <li>• <b>Level Adjustment +3</b></li> </ul>

### Halfling Subraces

Halfling Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Halfling, Lightfoot (PH p19) (FR p18) (RoF p77)+	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> <li>• Small size<sup>1</sup></li> <li>• 20' movement</li> <li>• Standard Vision</li> <li>• +2 Racial bonus on Listen, Climb, Jump, &amp; Move Silently checks</li> <li>• +1 Racial bonus to hit with thrown weapons</li> </ul>	<ul style="list-style-type: none"> <li>• +1 Racial bonus on all saves</li> <li>• +3 Racial bonus on saves vs. Fear effects</li> </ul>
Halfling, Tallfellow (PH p19) (MM p116) (DMG p57)	+2 Dex -2 Str	Rogue	<same>	<ul style="list-style-type: none"> <li>• +2 Racial bonus on Search &amp; Spot checks</li> <li>• Automatic Search check if a Tallfellow passes within 5' of a secret or concealed door</li> </ul>
Halfling, Strongheart (FR p18) (RoF p78)+	+2 Dex -2 Str	Rogue	<same>	<ul style="list-style-type: none"> <li>• Bonus Feat at 1<sup>st</sup> level.</li> </ul>
Halfling, Ghostwise (FR p18) (RoF p74)+	+2 Dex -2 Str	Barbarian	<same>	<ul style="list-style-type: none"> <li>• Can telepathically “speak” a shared language with a sentient being within 20'.</li> </ul>

### Spirit Folk Races

Spirit Folk Races	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Spirit Folk, Mountain (descended from a human and a mountain spirit) (UA p13)	—	any	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• 30' movement</li> <li>• Low-Light Vision</li> </ul>	<ul style="list-style-type: none"> <li>• +2 Racial bonus on Balance, Jump, &amp; Tumble checks.</li> <li>• +8 Racial bonus on Climb checks &amp; can always “Take 10”. Can double move on a successful check with a –5 penalty. Retain Dexterity bonus to AC while climbing &amp; opponents do not get a special bonus to attack them.</li> <li>• <i>Speak with Animal (bird only)</i>, 1/day for 1 minute.</li> </ul>
Spirit Folk, River (descended from a human and a river spirit) (UA p14)	—	any	<same>	<ul style="list-style-type: none"> <li>• Water-breathing</li> <li>• Has a base Swim speed of 30'. +8 Racial bonus on Swim checks &amp; can always “Take 10”. Can take a “run” action while swimming in a straight line.</li> <li>• +2 Racial bonus on Saving Throws vs. spells &amp; spell-like effects related to water.</li> <li>• <i>Speak with Animal (fish only)</i>, 1/day for 1 minute.</li> </ul>

## Planetouched Races – Elemental Planes

Planetouched Races - Elemental	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Air Genasi (descended from an Air Outsider) (FR p19) (DR293 p57) (DR307 p22) (RoF p114)+	+2 Dex +2 Int -2 Wis -2 Cha	Fighter	<ul style="list-style-type: none"> <li>• Medium Size</li> <li>• 30' movement</li> <li>• Outsider (native)</li> <li>• Darkvision 60'</li> <li>• <b>Level Adjustment +1</b></li> </ul>	<ul style="list-style-type: none"> <li>• +1 save vs. air spells &amp; effects, +1 for every 5 lvls.</li> <li>• Doesn't need to breath.</li> <li>• <i>Levitate</i>(PH p222) (1/day) at 5<sup>th</sup> level.</li> <li>• Air Genais Clerics must take Air Domain from an appropriate deity.</li> </ul>
Dust Para-Genasi (descended from Air & Earth Outsiders) (DR297 p64)	+4 Dex +2 Int -2 Con -2 Cha	Rogue	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. dust spells &amp; effects, +1 for every 5 lvls.</li> <li>• Doesn't need to breath.</li> <li>• Create a 20' radius dust cloud that lasts for 5 minutes (1/day). Anyone 5' apart in the cloud have a 10% miss chance due to concealment. Anyone breathing in the cloud must make a Fortitude save vs. DC (10 + ½ character level + Charisma bonus) or receive a -2 penalty on attack &amp; skill check due to coughing while in the cloud.</li> <li>• Dust Para-Genais Clerics must take Air or Earth Domain from an appropriate deity.</li> </ul>
Earth Genasi (descended from an Earth Outsider) (FR p19) (DR293 p58) (RoF p116)+	+2 Dex +2 Int -2 Wis -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. earth spells &amp; effects, +1 for every 5 lvls.</li> <li>• <i>Pass without Trace</i>(PH p232) (1/day) at 5<sup>th</sup> level.</li> <li>• Earth Genais Clerics must take Earth Domain from an appropriate deity.</li> </ul>
Fire Genasi (descended from a Fire Outsider) (FR p20) (DR293 p60) (RoF p121)+	+2 Dex +2 Int -2 Wis -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. fire spells &amp; effects, +1 for every 5 lvls.</li> <li>• <i>Control Flame</i>(FR p20) (1/day) at 5<sup>th</sup> level.</li> <li>• Fire Genais Clerics must take Fire Domain from an appropriate deity.</li> </ul>
Ice Para-Genasi (descended from Air & Water Outsiders) (DR297 p64)	+4 Con +2 Wis -2 Dex -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. cold spells &amp; effects, +1 for every 5 lvls.</li> <li>• <i>Chill Metal</i>(PH p183) (1/day) at character level.</li> <li>• Ice Para-Genais Clerics must take Air or Water Domain from an appropriate deity.</li> </ul>
Magma Para-Genasi (descended from Earth & Fire Outsiders) (DR297 p65)	+2 Str +2 Con -2 Int -2 Wis	Fighter	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. fire spells &amp; effects, +1 for every 5 lvls.</li> <li>• <i>Heat Metal</i>(PH p183) (1/day) at character level.</li> <li>• Magma Para-Genais Clerics must take Earth or Fire Domain from an appropriate deity.</li> </ul>
Ooze Para-Genasi (descended from Earth & Water Outsiders) (DR297 p65)	+4 Con -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. acid spells &amp; effects, +1 for every 5 lvls.</li> <li>• <i>Grease</i>(PH p210) (1/day) at character level.</li> <li>• Ooze Para-Genais Clerics must take Earth, Water, or Slime Domain from an appropriate deity.</li> </ul>
Smoke Para-Genasi (descended from Air & Fire Outsiders) (DR297 p65)	+2 Dex +2 Int -2 Cha	Wizard	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. smoke and cloud-based spells &amp; effects, +1 for every 5 lvls.</li> <li>• <i>Pyrotechnics (smoke cloud)</i> (PH p241) (1/day) at character level, but with no need for a flame.</li> <li>• Smoke Para-Genais Clerics must take Air or Fire Domain from an appropriate deity.</li> </ul>
Steam Para-Genasi (descended from Fire & Water Outsiders) (DR297 p66)	+2 Dex -2 Cha	Rogue	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. heat (but not fire) spells &amp; effects, +1 for every 5 lvls.</li> <li>• <i>Obscuring Mist</i>(PH p233) (1/day) at character level.</li> <li>• Reduces miss chance due to smoke &amp; fog concealment by 10%.</li> <li>• Steam Para-Genais Clerics must take Fire or Water Domain from an appropriate deity.</li> </ul>
Water Genasi (descended from a Water Outsider) (FR p20) (DR293 p62) (RoF p127)+	+2 Dex +2 Int -2 Wis -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> <li>• +1 save vs. water spells &amp; effects, +1 for every 5 lvls.</li> <li>• Can breath water.</li> <li>• <i>Create Water</i>(PH p189) (1/day) at 5<sup>th</sup> level.</li> <li>• Water Genais Clerics must take Water Domain from an appropriate deity.</li> </ul>

Planetouched Races – Outer Planes

Planetouched Races - Outer	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Aasimar (descended from a Good Outsider and a Human) (FR p18) (RoF p112)+	+2 Wis +2 Cha	Paladin	<ul style="list-style-type: none"> <li>• Medium Size</li> <li>• Outsider (native)</li> <li>• Darkvision 60'</li> </ul>	<ul style="list-style-type: none"> <li>• 30' movement</li> <li>• Acid, Cold, &amp; Electricity Resistance 5</li> <li>• <i>Light</i> (PH p222) (1/day) at Character level.</li> <li>• +2 Racial bonus on Listen &amp; Spot checks</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Axani (descended from a Lawful Outsider and a Human) (DR297 p63)	+2 Int +2 Wis	Monk	<same>	<ul style="list-style-type: none"> <li>• 30' movement</li> <li>• Cold &amp; Sonic Resistance 5</li> <li>• <i>Calm Emotions</i>(PH p182) (1/day) at Character level.</li> <li>• +2 Racial bonus on Diplomacy &amp; Spot checks</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Cansin (descended from a Chaotic Outsider and a Human) (DR297 p63)	+2 Int +2 Cha	Sorcerer	<same>	<ul style="list-style-type: none"> <li>• 30' movement</li> <li>• Acid &amp; Fire Resistance 5</li> <li>• <i>Entropic Shield</i>(PH p200) (1/day) at Character level.</li> <li>• +2 Racial bonus on Bluff &amp; Search checks</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Chaond (descended from a Chaotic Outsider and a Human) (MM2 p170)	—	First class counts as their favored class	<same>	<ul style="list-style-type: none"> <li>• 30' movement</li> <li>• Acid &amp; Cold Resistance 5</li> <li>• <i>Shatter</i>(PH p250) (1/day) at Character level. (DC11)</li> <li>• +2 on Escape Artist &amp; Tumble checks</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Tiefling (descended from an Evil Outsider and a Human) (FR p20) (RoF p125)+	+2 Dex +2 Int -2 Cha	Rogue	<same>	<ul style="list-style-type: none"> <li>• 30' movement</li> <li>• Fire, Cold, &amp; Electricity Resistance 5</li> <li>• <i>Darkness</i>(PH p190) (1/day) at character level.</li> <li>• +2 Racial bonus on Bluff &amp; Hide checks</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Zenythr (descended from a Lawful Outsider and a Human) (MM2 p171)	—	Monk	<same>	<ul style="list-style-type: none"> <li>• 30' movement</li> <li>• Electrical, Fire, &amp; Sonic Resistance 5</li> <li>• <i>True Strike</i>(PH p267) (1/day) at Character level.</li> <li>• +2 Racial bonus on Balance &amp; Intuit Direction checks</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Fey'ri (descended from an Evil Outsider and an Elf) (RoF p118)	+2 Dex +2 Int -2 Con	Sorcerer	<same>	<ul style="list-style-type: none"> <li>• 30' movement</li> <li>• When possessing wing, able to fly at 40' with Poor maneuverability</li> <li>• Low-Light Vision</li> <li>• Immunity to magic sleep</li> <li>• +2 Racial bonus on Will Save vs. Enchantments</li> <li>• +1 Racial bonus on Bluff, Hide, Listen, Search, &amp; Spot checks.</li> <li>• Able to use "elf only" items</li> <li>• <i>Alter Self</i> (unlimited duration), at will</li> <li>• 4 of the following (DC is Charisma-based): <ul style="list-style-type: none"> <li>- <i>Charm Person</i>, 1/day</li> <li>- <i>Clairaudience / Clairvoyance</i>, 1/day</li> <li>- <i>Darkness</i>, 1/day</li> <li>- <i>Detect Thoughts</i>, 1/day</li> <li>- <i>Suggestion</i>, 1/day</li> <li>- Fire Resistance 10</li> <li>- +2 Racial bonus on saves vs. Electricity</li> <li>- +2 Racial bonus on saves vs. Poison</li> </ul> </li> <li>&lt;only <u>one</u> of the following can be chosen &amp; doing so increases the level adjustment to +3&gt; <ul style="list-style-type: none"> <li>- <i>Dimension Door</i>, 1/day</li> <li>- <i>Enervation</i>, 1/day</li> <li>- Damage Reduction 10/+1</li> </ul> </li> <li>• <b>Level Adjustment +2 or +3</b></li> </ul>

Planetouched Races - Outer	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Tanarukk (descended from an Evil Outsider and an Orc) (RoF p123)	+4 Str +2 Dex -2 Wis -4 Cha	Barbarian	<same>	<ul style="list-style-type: none"> <li>• 20' movement</li> <li>• Fire Resistance 10</li> <li>• Spell Resistance 15 + Class level</li> <li>• +4 Natural Armor bonus to AC</li> <li>• Proficient with all Martial weapons</li> <li>• Control Flame, 1/day. Non-magical fire within 10' can have its illumination reduced to "coals" or doubled for up to 5 minutes.</li> <li>• Starts as a 5HD Outsider, including the appropriate number of Feats, Skills, Attack bonuses, Save bonuses, etc.</li> <li>• 1d6 bite attack</li> <li>• <b>Effective Character Level +8</b> (5HD &amp; Level Adjustment +3)</li> </ul>

### Orc Subraces

Orc Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Half-Orc (PH p18) (RoF p67)+	+2 Str -2 Int -2 Cha	Barbarian	• Medium size	<ul style="list-style-type: none"> <li>• Darkvision 60'</li> <li>• 30' movement</li> <li>• Able to use "orc only" items</li> </ul>
Orc, Gray (RoF p65)	+2 Str -2 Int +2 Wis -2 Cha	Cleric	<same>	<ul style="list-style-type: none"> <li>• Darkvision 60'</li> <li>• 40' movement</li> <li>• Proficient with Great Axe &amp; Longbow.</li> <li>• -1 penalty on attacks in sunlight (including <i>Daylight</i>)</li> <li>• Scent ability</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Orc, Mountain (RoF p68)	+4 Str -2 Int -2 Wis -2 Cha	Barbarian	<same>	<ul style="list-style-type: none"> <li>• Darkvision 60'</li> <li>• 30' movement</li> <li>• Proficient with Great Axe &amp; Javelin.</li> <li>• -1 penalty on attacks in sunlight (including <i>Daylight</i>)</li> </ul>
Orc, Deep (Orog) (RoF p71)	+6 Str -2 Dex -2 Wis +2 Cha	Fighter	<same>	<ul style="list-style-type: none"> <li>• Darkvision 120'</li> <li>• 30' movement</li> <li>• Proficient with Greatsword &amp; Throwing Axe.</li> <li>• +2 Racial bonus on Craft(armorsmithing) and Craft(weaponsmithing) checks.</li> <li>• +2 Natural Armor bonus to AC.</li> <li>• -1 penalty on attacks in sunlight (including <i>Daylight</i>)</li> <li>• Fire Resistance 5</li> <li>• Cold Resistance 5</li> <li>• <b>Level Adjustment +2</b></li> </ul>

## Other Races

Other Races	Ability Mods	Favored Class	Racial Features
Gnoll (UA p10)	+4 Str +2 Con -2 Int -2 Cha	Ranger	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• 30' movement</li> <li>• Darkvision 60'</li> <li>• +1 Natural Armor bonus to AC.</li> <li>• Battleaxe &amp; Shortbow are treated as Simple Weapons.</li> <li>• Starts as a 2HD Humanoid, including the appropriate number of Feats, Skills, Attack bonuses, Save bonuses, etc.</li> <li>• <b>Effective Character Level +3</b> (2HD &amp; Level Adjustment +1)</li> </ul>
Hagspawn (male child of a hag) (UA p11)	+2 Str +2 Con -2 Cha	Barbarian	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• 30' movement</li> <li>• Darkvision 60'</li> <li>• Considered a Monstrous Humanoid</li> <li>• Spell Resistance 11 + Character level</li> <li>• +2 Natural Armor bonus to AC.</li> <li>• <b>Level Adjustment +2</b></li> </ul>
Half-Ogre (Sav p217)	+6 Str -2 Dex +2 Con -2 Int -2 Cha	Barbarian	<ul style="list-style-type: none"> <li>• Large size<sup>2</sup></li> <li>• 30' movement</li> <li>• Darkvision 60'</li> <li>• +4 Natural Armor bonus to AC.</li> <li>• Able to use "giant only" items</li> <li>• <b>Level Adjustment +1</b></li> </ul>
Kender (DU86 p39)	+2 Dex -2 Str -2 Wis	Rogue	<ul style="list-style-type: none"> <li>• Small size<sup>1</sup></li> <li>• 20' movement</li> <li>• Standard Vision</li> <li>• +2 Racial bonus on Climb, Jump, Move Silently, &amp; Pick Pockets checks</li> <li>• Immune to all Fear effects</li> <li>• Automatic proficiency &amp; +1 Racial bonus to attack rolls with a Hoopak</li> <li>• Kender Taunt – Contested Bluff vs. Sense Motive check. If successful, the target must attack the taunting Kender &amp; is at -2 AC until he succeeds with a Will save (DC 15 + Kender Charisma modifier) once per round.</li> </ul>
Taer (yeti-like creature) (UA p14)	+4 Str +2 Con -4 Int -2 Cha	Barbarian	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• 30' movement</li> <li>• Darkvision 60'</li> <li>• Starts as a 2HD <u>Giant</u>, including the appropriate number of Feats, Skills, Attack bonuses, Save bonuses, etc.</li> <li>• Climb speed of 30'. +8 Racial bonus on Climb checks &amp; can always "Take 10". Can double move on a successful check with a -5 penalty. Retain Dexterity bonus to AC while climbing &amp; opponents do not get a special bonus to attack them.</li> <li>• Greatclubs &amp; Longspears are considered Simple Weapons to Taers.</li> <li>• +2 Natural Armor bonus to AC.</li> <li>• Cold Subtype – Immune to cold damage, but take +50% fire damage.</li> <li>• <b>Effective Character Level +3</b> (2HD &amp; Level Adjustment +1)</li> </ul>
Volodni (plant / humanoid hybrid) (UA p15)	+2 Con +2 Wis -2 Int -2 Cha	Druid	<ul style="list-style-type: none"> <li>• Medium size</li> <li>• 30' movement</li> <li>• Low-Light Vision</li> <li>• Plant – immune to poison, sleep spells, paralysis, stunning, polymorphing, critical hits, &amp; mind-affecting effects.</li> <li>• Half damage from piercing weapons.</li> <li>• +4 Racial bonus on Hide checks in wooded terrain.</li> <li>• Cold resistance 5.</li> <li>• Only require 2 hours of sleep and only ¼ the food &amp; water of a human.</li> <li>• <b>Level Adjustment +2</b></li> </ul>

<sup>2</sup> Large: -1 AC, -1 to hit, -4 on Hide checks, Can use larger weapons, Higher carrying limits.

## Animal Companions

Anyone class who can cast *Animal Friendship* can have 2 times his/her level in HD of Animal Companions, though no individual animal may have more HD than the caster's level.

Name	HD	S	CR	Int
Bat (MM p193)	¼	D	1/10	2
Chipmunk (DR277 p65)	¼	D	–	2
Groundhog (DR277 p65)	¼	T	–	2
Ibis (RoF p174)	¼	T	¼	2
Mouse (DR280 p61)	¼	F	–	2
Rat (MM p201)	¼	T	1/8	2
Raven (MM p201)	¼	T	1/6	2
Snake, Viper (MM p201)	¼	T	1/3	1
Squirrel (DR280 p61)	¼	D	¼	2
Toad (MM p203)	¼	D	1/10	1
Cat (MM p195)	½	T	¼	2
Fox (DR280 p64) (DR291 p49)	½	S	¼	2
Hare (DR280 p61)	½	T	–	2
Lizard (MM p198)	½	T	1/6	2
Lizard, Spitting Crawler (FR p308)	½	T	1/3	2
Otter (DR277 p65) (DR280 p61)	½	T	–	2
Skunk (DR280 p61)	½	T	¼	2
Weasel (MM p203)	½	T	¼	2
Baboon (MM p193)	1	M	½	2
Badger (MM p193)	1	T	½	2
Dire Rat (MM p56)	1	S	1/3	1
Dog (MM p195)	1	S	1/3	2
Eagle (MM p196)	1	S	½	2
Hawk (MM p197)	1	T	1/3	2
Lynx (RoF p174)	1	S	½	2
Monkey (MM p198)	1	T	1/6	2
Owl (MM p199)	1	T	¼	2
Raccoon (DR280 p61)	1	T	1/3	2
Snake, Constrictor (DR277 p65)	1	S	–	1
Snake, Two-Headed Adder (FR p309)	1	S	1	1
Snake, Viper (MM p202)	1	S	½	1
Deer (SM p119)	2	M	1/6	2
Dog, Riding (MM p196)	2	M	1	2
Donkey (MM p196)	2	M	1/6	1

Name	HD	S	CR	Int
Hound, Mastiff (RoF p174)	2	M	1	2
Pony (MM p200)	2	M	¼	2
Pony, War (MM p200)	2	M	¼	2
Snake, Viper (MM p202)	2	M	1	1
Wolf (MM p204)	2	M	1	2
Bear, Black (MM p193)	3	M	2	2
Boar (MM p194)	3	M	2	2
Camel (MM p195)	3	L	1	1
Cheetah (MM p195)	3	M	2	2
Dire Badger (MM p56)	3	M	2	2
Dire Fox (DR291 p49)	3	M	2	2
Dire Opossum (DU91 p61)	3	M	1	2
Dire Weasel (MM p56)	3	M	2	2
Elk (SM p119)	3	L	1	2
Horse, Heavy (MM p197)	3	L	1	2
Horse, Light (MM p197)	3	L	1	2
Horse, Light War (MM p197)	3	L	1	2
Leopard (MM p198)	3	M	2	2
Lizard, Giant (MM p198)	3	M	2	2
Mule (MM p198)	3	L	1	2
Snake, Constrictor (MM p201)	3	M	2	1
Snake, Viper (MM p202)	3	L	2	1
Snake, Winged Viper (FR p309)	3	L	2	1
Wolverine (MM p204)	3	M	2	1
Ape (MM p193)	4	L	2	2
Dire Bat (MM p57)	4	L	2	2
Dire Toad (MotW p37) (MM2 p74)	4	S	2	2
Guard Bat (MM2 p66)	4	L	3	2
Horse, Heavy War (MM p197)	4	L	2	2
Hunting Bat (MM2 p65)	4	M	3	2
Lizard, Riding (FR p308)	4	L	2	2
Snake, Viper (MM p202)	4	H	3	1
Bison (MM p194)	5	L	2	2
Dire Ape (MM p57)	5	L	3	2
Dire Hawk (MotW p37) (MM2 p74)	5	M	2	2

Name	HD	S	CR	Int
Dire Wolverine (MM p57)	5	L	4	2
Lion (MM p198)	5	L	3	2
Bear, Brown (MM p193)	6	L	4	2
Dire Wolf (MM p57)	6	L	3	2
Tiger (MM p203)	6	L	4	2
Dire Boar (MM p57)	7	L	4	2
Dire Snake (MotW p37) (MM2 p74)	7	L	4	1
Bear, Polar (MM p194)	8	L	4	2
Dire Horse (MotW p38) (MM2 p75)	8	L	4	2
Dire Lion (MM p57)	8	L	5	2
Lizard, Pack (FR p308)	8	L	3	2
Rhinoceros (MM p201)	8	L	4	2
Tiger, Red (SM p119)	8	L	4	2
War Bat (MM2 p66)	10	H	5	2
Elephant (MM p197)	11	H	8	2
Snake, Giant Constrictor (MM p201)	11	H	5	1
Dire Bear (MM p58)	12	L	7	2
Dire Elk (MotW p38) (MM2 p75)	12	H	7	2
Legendary Eagle (MotW p40) (MM2 p136)	12	S	6	2
Legendary Ape (MotW p40) (MM2 p136)	13	M	7	2
Legendary Wolf (MotW p40) (MM2 p136)	14	M	7	2
Dire Tiger (MM p58)	16	H	8	2
Legendary Snake (MotW p40) (MM2 p136)	16	L	8	1
Mastodon (DU87 p108)	16	H	10	2
Dire Rhinoceros (FF p61)	17	H	9	2
Legendary Horse (MotW p40) (MM2 p137)	18	L	8	2
Dire Elephant (MotW p38) (MM2 p76)	20	G	10	2
Legendary Bear (MotW p40) (MM2 p137) (ELH p202)	20	L	9	2
Legendary Tiger (MotW p40) (MM2 p137) (ELH p201)	26	L	10	2

## Animal Companion Tricks

For each point of Intelligence, an ‘animal’ can learn three “tricks” from the following list:

- Alert(A&E p75) – Makes a distinctive noise when an intruder is detected or attacked.
- Armor(MotW p18) – Accepts wearing armor. Horses, ponies, riding lizards, & riding dogs have this trick for free(MotW p36).
- Assist Attack(MotW p18) – Makes an attack vs. DC 10 to give a +2 Circumstance bonus on a designated ally’s attacks for 1 round.
- Assist Defend(MotW p18) – Makes an attack vs. DC 10 to give a +2 Circumstance bonus on a designated ally’s AC for 1 round.
- Assist Track(MotW p18) – Makes a Wilderness Lore check vs. DC 10 to give its master a +2 Circumstance bonus on Wilderness Lore checks to track.
- Attack(DMG p46) – Attacks an apparent enemy or a designated one.
- Attack Unnatural Creature(DMG p46) – Attacks a creature it normally would avoid. Prerequisite: Attack trick.
- Calm(MotW p18) – Calmly travels through a dungeon.
- Come(DMG p46) – Follows its master, even into strange places.
- Defend(DMG p46) – Defends master from an attacker, or prepares to do so.
- Disable(A&E p75) – Stops attacking when an opponent falls down and no longer fights back.
- Disarm(A&E p75) – Attempts to disarm its opponent.
- Don’t Attack(A&E p75) – Animal is trained to never attack a designated person or creature.
- Fetch(DMG p46) – Gets a designated object.
- Guard(DMG p46) – Stays in a designated place and keeps others away.
- Heel(DMG p46) – Follows right behind master, even into strange circumstances.
- Hold(MotW p19) – Initiates a grapple attack followed by a hold.
- Home(MotW p19) – Returns to a designated location.
- Hunt(MotW p19) – Makes a Wilderness Lore check to bring back food.
- Perform(DMG p46) – Does entertaining acts.
- Protect(DMG p46) – Defends a designated person from attack.
- Seek(DMG p46) – Enters an area & makes a Spot check.
- Stay(DMG p46) – Stays in a designated locations, though others may approach.
- Subdue(MotW p19)(A&E p75) – Makes a subdual attack at -4. Prerequisite: Attack trick.
- Stalk(MotW p19) – Follows a designated target while trying to be unnoticed. If the target is wounded or resting, it attacks.
- Steal(MotW p19) – Grabs an object away from a designated target.
- Track(DMG p46) – Follows a designated scent.
- Trip(A&E p75) – Attempts to trip its opponent.
- Use Special Ability(A&E p75) – Uses its special ability on command. Each ability must be trained separately.

## Mounts

### Unusual Riding Creatures

Training a young or adult specimen requires a Handle Animal check vs. the designated DC.

Bridle of Ease(A&E p79) gives a +5 bonus to the training check & reduces the rearing time by half. (MM p114)

Mounts	Category	Size	H D	Algn	Int	DC child	DC adult	Worth Eggs	Worth Young	Light Load	On Foot	Fly	Misc.
Asperi (MM2 p25)	Magical Beast	Large	4	NG	13	22	29	—	7,000	150	60'	40'+ / Good	Telepathy Can cast <i>Feather Fall</i>
Blood Horse (DR299 p53)	Magical Beast	Large	4	CE	6	29	34	—	8,000	300	40'	80' / Average	
Giant Eagle (MM p102)	Magical Beast	Large	4	NG	10	24	29	2,500	4,000	300	10'	80' / Average	Speaks Common & Sylvan
Giant Owl (MM p103)	Magical Beast	Large	4	NG	10	24	29	2,500	4,000	300	10'	70' / Average	Speaks Common & Auran
Giant Raven (SM p121)	Magical Beast	Large	3	N	12	23	28	1,500	3,000	150	20'	70' / Poor	
Griffon (MM p113)	Beast	Large	7	N	5	21	28	3,500	7,000	300	30'	80' / Average	
Hippocampus (MM p118)	Magical Beast	Large	4	CG	10	22	29	—	2,500	459	—	—	Swim 60'. Speak Aquan.
Hippogriff (MM p118)	Beast	Large	3	N	4	21	28	2,000	3,000	300	50'	100' / Average	
Howler (MM p121)	Outsider	Large	6	CE	6	23	30	—	—	460	60'	—	
Pegasus (MM p148)	Magical Beast	Large	4	CG	10	22	29	2,000	3,000	300	60'	120' / Average	
Spider Eater (MM p171)	Magical Beast	Huge	4	N	2	24	29	2,000	3,000	612	30'	60' / Good	
Steeder (RoF p177)	Magical Beast	Large	6	N	5	24	29	500	—	300	40'	—	Climb 20' <i>Invisibility</i> , 1/day
Veserab (DR299 p57)	Magical Beast	Large	5	N	2	30	35	—	12,000	350	20'	120' / Average	

**Paladin Mounts**

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> </ul>
3-5	+4d8 hd	6	+2	7	
6-9	+6d8 hd	8	+3	8	<ul style="list-style-type: none"> <li>The Mount can now <i>Command</i> similar creatures (horse → 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.</li> </ul>
10+	+8d8 hd	10	+4	9	<ul style="list-style-type: none"> <li>The Mount gains Spell Resistance of (5 + Master's level).</li> </ul>

**Mounts for Medium-sized Paladins**

Mount	Min Lv.	Reference
Camel (MM p195)	5	DotF p13
Horse, Heavy War (MM p197)	5	DotF p13
Horse, Light War (MM p197)	5	DotF p13
Celestial Warhorse, Heavy (MM p197) & (MM p211)	6	DotF p13
Celestial Warhorse, Light (MM p197) & (MM p211)	6	DotF p13
Dire Wolf (MM p57)	6	DotF p13
Hippogriff (MM p118)	6	DotF p13
Monstrous Spider, Large (MM p210)	6	DotF p13
Shark, Large (MM p201)	6	DotF p13
Unicorn (MM p181)	6	DotF p13
Dire Boar (MM p57)	7	DotF p13
Dire Wolverine (MM p57)	7	DotF p13
Giant Eagle (MM p102)	7	DotF p13
Giant Owl (MM p103)	7	DotF p13
Pegasus (MM p148)	7	DotF p13
Rhinoceros (MM p201)	7	DotF p13
Sea Lion (MM p160)	7	DotF p13
Dire Lion (MM p57)	8	DotF p13
Griffon (MM p113)	8	DotF p13

**Mounts for Small-sized Paladins**

Mount	Min Lv.	Reference
Monstrous Spider, Medium-sized (MM p210)	5	DotF p13
Porpoise (MM p200)	5	DotF p13
Dog, Riding (MM p196)	5	DotF p13
Shark, Medium-sized (MM p200)	5	DotF p13
Pony, War (MM p200)	5	DotF p13
Celestial Riding Dog (MM p196) & (MM p211)	6	DotF p13
Celestial Warpony (MM p200) & (MM p211)	6	DotF p13
Dire Bat (MM p57)	6	DotF p13
Dire Badger (MM p56)	6	DotF p13
Dire Weasel (MM p56)	6	DotF p13
Lizard, Giant (MM p198)	6	DotF p13
Bronze Dragon (young) (MM p71)	11	DotF p15
Silver Dragon (young) (MM p76)	12	DotF p15

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

## Spellcaster Assistants

### Familiars

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.

Level	AC bonus	Int	Special Abilities
1-2	+1	6	<ul style="list-style-type: none"> <li>Master gets Feat: Alertness (+2 to Spot &amp; Listen checks) while familiar is within arm's reach.</li> <li>Familiar gets Improved Evasion (if succeeds on a Reflex save, the Familiar takes no damage, else half damage).</li> <li>If the Familiar stays within 5 feet, the Master can share personal spells with the Familiar.</li> <li>The Master cannot see through the Familiar's eyes, but the Familiar can empathetically tell the Master what it sees.</li> </ul>
3-4	+2	7	<ul style="list-style-type: none"> <li>The Familiar can now deliver "touch" spells for the Master.</li> </ul>
5-6	+3	8	<ul style="list-style-type: none"> <li>The Master &amp; the Familiar can now communicate at a speaking level.</li> </ul>
7-8	+4	9	<ul style="list-style-type: none"> <li>The Familiar can now communicate with similar animals (cats → felines, rats → rodents, etc.).</li> </ul>
9-10	+5	10	
11-12	+6	11	<ul style="list-style-type: none"> <li>The Familiar gains Spell Resistance of (5 + Master's level).</li> </ul>
13-14	+7	12	<ul style="list-style-type: none"> <li>The Master may use <i>Scrying</i>(PH p247) (as the spell) on the Familiar once per day.</li> </ul>
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:

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Badger (MM p193)	1	+2 to Will saves	Dwarves, Gnomes	DR277 p65
Bat (dimin.) (MM p193)	1	—	Dwarves, Tiny Masters	PH p51 T&B p13
Bat (small) (T&B p14)	1	—	Huge Masters	T&B p14
Cat (MM p195)	1	+2 to Move Silently checks	Elves	PH p51
Chipmunk (DR277 p65)	1	+2 to Reflex saves	Gnomes	DR277 p65
Dire Rat (MM p56)	1	+2 to Fortitude saves	Huge Masters	T&B p14
Dog (MM p195)	1	+2 to Sense Motive checks	Halflings	DR277 p65
Eagle (med.) (T&B p14)	1	—	Huge Masters	T&B p14
Eagle (small) (MM p196)	1	—	Elves	DR277 p65
Ferret (T&B p13)	1	+2 to Reflex saves	Tiny Masters	T&B p13
Fox (DR280-p64) (DR291 p49)	1	+2 to Reflex saves	Elves, Gnomes	DR280-p64 DR291 p49
Groundhog (DR277 p65)	1	+2 to Fortitude saves	Gnomes	DR277 p65
Hairy Spider (MMF p80)	1	The Hairy Spider has darkvision & a poisonous bite	—	FR p27
Hare (DR280 p61)	1	+2 to Listen checks	Elves, Gnomes	DR280 p61
Hawk (MM p197)	1	—	Elves, Tiny Masters	PH p51
Hedgehog (T&B p13)	1	+1 Natural Armor bonus to AC	Tiny Masters	T&B p13
Leopard (MM p198)	1	+2 to Move Silently checks	Huge Masters	T&B p14
Lizard (MM p198)	1	+2 to Climb checks	Dwarves	DR277 p65 FR p27
Lizard, Giant (MM p198)	1	+2 to Constitution score	Huge Masters	T&B p14
Monkey (MM p198)	1	+2 to Pick Pocket checks	Halflings, Rogues	DR277 p65
Mouse (DR280 p61)	1	+2 to Hide checks	Rogues	DR280 p61

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Mouse* (T&B p13)	1	+2 to Move Silently checks	Tiny Masters	T&B p13
Octopus (MM p199)	1	+2 to Spot checks	—	FR p27
Otter (DR277 p65) (DR280 p61)	1	+2 to Swim checks	Elves	DR277 p65
Owl (med.) (T&B p14)	1	+2 to Move Silently checks	Huge Masters	T&B p14
Owl (tiny) (MM p199)	1	+2 to Move Silently checks	Elves, Tiny Masters	PH p51 T&B p13
Parrot (DR280 p61)	1	The Parrot can speak 1 language	Humans	DR280 p61
Raccoon (DR280 p61)	1	+2 to Pick Pocket checks	Rogues	DR280 p61
Rat (MM p201)	1	+2 to Fortitude saves	Half-Orcs	PH p51
Raven (MM p201)	1	The Raven can speak one language	Half-Orcs, Huge Masters	PH p51 T&B p14
Shrew (T&B p13)	1	The Shrew has a poisonous bite	Tiny Masters	T&B p13
Skunk (DR280 p61)	1	The Skunk gets a Musk Attack	—	DR280 p61
Snake (med. venomous) (MM p201)	1	The Snake has a poisonous bite	Huge Masters	T&B p14
Snake (small constrictor) (DR277 p65)	1	The Snake can constrict	Gnomes, Half-Orcs	DR277 p65
Snake (tiny venomous) (PH p51)	1	The Snake has a poisonous bite	Gnomes, Half-Orcs	PH p51
Squirrel (DR280 p61)	1	+2 to Reflex saves	Gnomes	DR280 p61
Thrush (T&B p13)	1	The Thrush can speak 1 language	Tiny Masters	T&B p13
Toad (MM p203)	1	+2 to Constitution score	Dwarves, Tiny Masters	PH p51 T&B p13
Weasel (MM p203)	1	+2 to Reflex saves	Gnomes	PH p51
Wolverine (MM p204)	1	+2 to Reflex saves	Large Masters	T&B p14

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Hawk, Celestial (MM p197) & (MM p211)	3	—	Masters aligned with Good	T&B p41
Viper, Fiendish (MM p202) & (MM p211)	3	—	Masters aligned with Evil	T&B p41
Lizard, Spitting Crawler (FR p308)	3	+2 bonus on saves vs. acid	Masters who are Neutral	RoF p165
Lynx (RoF p174)	3	+2 to Move Silently checks	—	RoF p165
Snake, Flying (RoF p177)	3	+2 bonus on saves vs. acid	—	RoF p165
Bat, Nighthunter (MMF p18)	5	—	Masters aligned with Evil	FR p35
Beholderkin, Eyeball (MMF p23)	5	—	Masters aligned with Evil	FR p35
Cat, Tressym (FR p309)	5	—	Masters who are Neutral	FR p35
Elemental, Air (small) (MM p81)	5	—	Masters aligned with Air	T&B p41
Elemental, Earth (small) (MM p82)	5	—	Masters aligned with Earth	T&B p41
Elemental, Fire (small) (MM p83)	5	—	Masters aligned with Fire	T&B p41

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Elemental, Water (small) (MM p84)	5	—	Masters aligned with Water	T&B p41
Osquip (RoF p176)	5	+2 to Listen & Move Silently checks	Masters who are Neutral	RoF p165
Shocker Lizard (MM p164)	5	—	Masters aligned with Electricity	T&B p41 FR p35
Stirge (MM p173)	5	—	Masters who are Neutral	T&B p40 FR p35
Formian Worker (MM p90)	7	—	Masters aligned with Law	T&B p40 FR p35
Homunculus (MM p120)	7	—	Do-It-Yourself Masters	T&B p41
Ice Mephit (MM p132)	7	—	Masters aligned with Cold	T&B p41
Imp (MM p48)	7	—	Masters aligned with Lawful Evil	T&B p40 FR p35
Pseudodragon (MM p152)	7	—	Masters aligned with Good	T&B p40 FR p35
Quasit (MM p41)	7	—	Masters aligned with Chaotic Evil	T&B p40 FR p35
Deathfang (RoF p175)	9	—	Masters who are Evil	RoF p165
Fire Bat (MM2 p102)	15	—	Masters aligned with Fire	MM2 p103

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

### Constructs

The following Constructs include instruction on how to create them.

Construct Name	Min Lv.
Necrophidius (FF p126)	1
Bogun (MotW p82) (MM2 p34)	7
Homunculus (MM p120)	7
Caryatid Column (FF p30)	10
Golden, the Clockwork Cat (DR299 p64)	11
Equine Golem (A&E p87)	12
Iron Cobra (FF p103)	12
Shield Guardian (MM p163)	12
Alchemical Golem (DR302 p57)	14
Blood Golem of Hextor (FF p84) (DR292 p96)	14
Flesh Golem (MM p108)	14
Mud Golem (DR302 p59)	14
Web Golem (DR302 p57)	14
Dread Guard (MM2 p87)	15

Construct Name	Min Lv.
Battle Horror (DR302 p69)	16
Brain Golem (FF p85)	16
Brass Golem (MM2 p117)	16
Bronze Serpent (MM2 p40)	16
Clay Golem (MM p108)	16
Dragonflesh Golem (MM2 p117)	16
Ice Golem (DU87 p104)	16
Iron Golem (MM p109)	16
Living Catapult (DR285 p99)	16
Metal Destrier (ELH p308)	16
Minogon (DR302 p70)	16
Old One Guardian (DR302 p67)	16
Puzzle Golem (DR302 p61)	16
Rope Golem (DR302 p60)	16
Runic Guardian (MM2 p182)	16

Construct Name	Min Lv.
Siege Golem (DR295 p86)	16
Stained Glass Golem (MM2 p116)	16
Stone Golem (MM p108)	16
Wicker Man (FF p188)	16
Demonflesh Golem (FF p86)	18
Hellfire Golem (FF p88)	18
Juggernaut (MM2 p132)	18
Nimblewright (MM2 p162)	18
Blackstone Gigant (FF p21)	20
Mithral Golem (ELH p193)	25
Stone Colossus (ELH p171)	25
Flesh Colossus (ELH p172)	29
Adamantine Golem (ELH p194)	30
Iron Colossus (ELH p173)	35

## 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. As the Druid goes up in level, creature forms of different sizes become available.

## Druid Level 5 (Small, Medium)

Name	HD	Size	CR
Dog (MM p195)	1	S	1/3
Eagle (MM p196)	1	S	1/2
Fox (DR280 p64) (DR291 p49)	1/2	S	1/4
Lynx (RoF p174)	1	S	1/2
Octopus (MM p199)	2	S	1
Snake, Constrictor (DR277 p65)	1	S	–
Snake, Two-Headed Adder (FR p309)	1	S	1
Snake, Viper (MM p202)	1	S	1/2
Baboon (MM p193)	1	M	1/2
Bear, Black (MM p193)	3	M	2
Boar (MM p194)	3	M	2
Cheetah (MM p195)	3	M	2
Crocodile (MM p195)	3	M	2
Deer (SM p119)	1	M	1/6
Dog, Riding (MM p196)	2	M	1
Donkey (MM p196)	2	M	1/6
Leopard (MM p198)	3	M	2
Lizard, Giant (MM p198)	3	M	2
Hound, Mastiff (RoF p174)	2	M	1
Hunting Bat (MM2 p65)	4	M	3
Pony (MM p200)	2	M	1/4
Pony, War (MM p200)	2	M	1/4
Porpoise (MM p200)	2	M	1/2
Shark (MM p200)	3	M	1
Snake, Constrictor (MM p201)	3	M	2
Snake, Viper (MM p202)	2	M	1
Squid (MM p201)	3	M	1
Wolf (MM p204)	2	M	1
Wolverine (MM p204)	3	M	2

## Druid Level 8 (Large)

Name	HD	Size	CR
Ape (MM p193)	4	L	2
Bear, Brown (MM p193)	6	L	4
Bear, Polar (MM p194)	8	L	4
Bison (MM p194)	5	L	2
Camel (MM p195)	3	L	1
Elk (SM p119)	3	L	1
Guard Bat (MM2 p66)	4	L	3
Horse, Heavy (MM p197)	3	L	1
Horse, Heavy War (MM p197)	4	L	2
Horse, Light (MM p197)	3	L	1
Horse, Light War (MM p197)	3	L	1
Lion (MM p198)	5	L	3
Lizard, Pack (FR p308)	8	L	3
Lizard, Riding (FR p308)	4	L	2
Mule (MM p198)	3	L	1
Octopus, Giant (MM p199)	8	L	8
Rhinoceros (MM p201)	8	L	4
Shark (MM p201)	7	L	2
Snake, Viper (MM p202)	3	L	2
Snake, Winged Viper (FR p309)	3	L	2
Tiger (MM p203)	6	L	4
Tiger, Red (SM p119)	8	L	4

## Druid Level 11 (Tiny)

Name	HD	Size	CR
Badger (MM p193)	1	T	1/2
Cat (MM p195)	1/2	T	1/4
Groundhog (DR277 p65)	1/4	T	–
Hare (DR280 p61)	1/2	T	–
Hawk (MM p197)	1	T	1/3
Lizard (MM p198)	1/2	T	1/6
Lizard, Spitting Crawler (FR p308)	1/2	T	1/3
Monkey (MM p198)	1	T	1/6
Otter (DR277 p65) (DR280 p61)	1/2	T	–
Owl (MM p199)	1	T	1/4
Raccoon (DR280 p61)	1	T	1/3
Rat (MM p201)	1/4	T	1/8
Raven (MM p201)	1/4	T	1/6
Skunk (DR280 p61)	1/2	T	1/4
Snake, Viper (MM p201)	1/4	T	1/3
Weasel (MM p203)	1/2	T	1/4

Level 12 (Dire)

Name	HD	Size	CR
Dire Rat (MM p56)	1	<b>S</b>	1/3
Dire Toad (MotW p37) (MM2 p74)	4	<b>S</b>	2
Dire Badger (MM p56)	3	<b>M</b>	2
Dire Fox (DR291 p49)	3	<b>M</b>	2
Dire Hawk (MotW p37) (MM2 p74)	5	<b>M</b>	2
Dire Opossum (DU91 p61)	3	<b>M</b>	1
Dire Weasel (MM p56)	3	<b>M</b>	2
Dire Ape (MM p57)	5	<b>L</b>	3
Dire Bat (MM p57)	4	<b>L</b>	2
Dire Bear (MM p58)	12	<b>L</b>	7
Dire Boar (MM p57)	7	<b>L</b>	4
Dire Horse (MotW p38) (MM2 p75)	8	<b>L</b>	4
Dire Lion (MM p57)	8	<b>L</b>	5
Dire Snake (MotW p37) (MM2 p74)	7	<b>L</b>	4
Dire Wolf (MM p57)	6	<b>L</b>	3
Dire Wolverine (MM p57)	5	<b>L</b>	4

Level 15 (Huge)

Name	HD	Size	CR
Crocodile, Giant (MM p195)	7	<b>H</b>	4
Dire Elk (MotW p38) (MM2 p75)	12	<b>H</b>	7
Dire Rhinoceros (FF p61)	17	<b>H</b>	9
Dire Shark (MM p58)	18	<b>H</b>	9
Dire Tiger (MM p58)	16	<b>H</b>	8
Mastodon (DU87 p108)	16	<b>H</b>	10
Snake, Giant Constrictor (MM p201)	11	<b>H</b>	5
Squid, Giant (MM p202)	12	<b>H</b>	9
War Bat (MM2 p66)	10	<b>H</b>	5
Whale, Orca (MM p204)	9	<b>H</b>	5

Level 16 (Elemental)

Name	HD	Size	CR
Elemental, Air (MM p81)	2	<b>S</b>	1
Elemental, Earth (MM p82)	2	<b>S</b>	1
Elemental, Fire (MM p83)	2	<b>S</b>	1
Elemental, Water (MM p84)	2	<b>S</b>	1
Elemental, Air (MM p81)	4	<b>M</b>	3
Elemental, Earth (MM p82)	4	<b>M</b>	3
Elemental, Fire (MM p83)	4	<b>M</b>	3
Elemental, Water (MM p84)	4	<b>M</b>	3
Elemental, Air (MM p81)	8	<b>L</b>	5
Elemental, Earth (MM p82)	8	<b>L</b>	5
Elemental, Fire (MM p83)	8	<b>L</b>	5
Elemental, Water (MM p84)	8	<b>L</b>	5

### Reincarnation Forms

When reincarnated, 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%
Badger (MM p193)	+4	+8	+4	01–03
Bear, Black (MM p193)	+8	+2	+4	04–09
Bear, Brown (MM p193)	+15	+2	+8	10–13
Boar (MM p194)	+4	+0	+6	14–17
Centaur (MM p33)	+8	+4	+4	18–25
Dryad (MM p78)	+0	+4	+0	26–28
Eagle (MM p196)	+0	+4	+2	29–32

Incarnation	Str	Dex	Con	d%
Elf (PH p13)	+0	+2	-2	33–42
Gnome (PH p16)	-2	+0	+2	43–46
Hawk (MM p197)	-4	+6	+0	47–48
Halfling (PH p19)	-2	+2	+0	49–58
Human (PH p13)	+0	+0	+0	59–78
Leopard (MM p198)	+6	+8	+4	79–80
Owl (MM p199)	-4	+6	+0	81–82

Incarnation	Str	Dex	Con	d%
Pixie (MM p172)	-4	+8	+0	83–85
Satyr (MM p160)	+0	+2	+2	86–88
Sprite (MM p172)	-4	+6	+0	89–90
Wolf (MM p204)	+2	+4	+4	91–96
Wolverine (MM p204)	+10	+8	+8	97–99
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 p56)	+0	+6	+2	01–13
Dire Weasel (MM p56)	+4	+8	+0	14–26
Dire Badger (MM p56)	+4	+6	+8	27–39
Dire Bat (MM p57)	+6	+12	+6	40–50

Incarnation	Str	Dex	Con	d%
Dire Ape (MM p57)	+12	+4	+4	51–59
Dire Wolverine (MM p57)	+12	+6	+8	60–68
Dire Wolf (MM p57)	+14	+4	+6	69–77
Dire Boar (MM p57)	+16	+0	+6	78–84

Incarnation	Str	Dex	Con	d%
Dire Lion (MM p57)	+14	+4	+6	85–90
Dire Bear (MM p58)	+20	+2	+4	91–96
Dire Tiger (MM p58)	+16	+4	+6	97–00

## Appendix

### Revision History

- August 24, 2002 – Split Animals Index from the Basic Index.
- December 1, 2003 – Fixed some layout problems.  
Added Dragon Magazine #299 - #302.  
Added Monster Manual 2
- March 15, 2003 – Changed name to the more accurate ‘Creature Index’.  
Added an index of Constructs.  
Added Epic Level Handbook.  
Added Dragon Magazine #303 - #305.
- July 22, 2003 – Added Savage Species, Races of Faerûn, Fiend Folio, & Unapproachable East  
Added Dragon Magazine #306 - #308.  
Added Dungeon Magazine #98 - #100.  
Absorbed Races section of the deprecated ‘Basic Index’.

### Key to Sourcebooks

PH	– Player’s Handbook	– TRS 11550
DMG	– Dungeon Master’s Guide	– TSR 11551
DMGe	– Dungeon Master’s Guide errata	– <a href="http://shadow.wizards.com/dnd/files/DMGerrata.pdf">http://shadow.wizards.com/dnd/files/DMGerrata.pdf</a>
MM	– Monster Manual	– TSR 11552
MM2	– Monster Manual II	– 882680000
MotP	– Manual of the Planes	– WTC11850
D&D	– Deities and Demigods	– 881650000
BoVD	– Book of Vile Darkness	– 881610000
Sav	– Savage Species	– 881580000
FF	– Fiend Folio	
A&E	– Arms & Equipment	
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– <a href="http://www.wizards.com/dnd/files/SnFEerrataV2.pdf">http://www.wizards.com/dnd/files/SnFEerrataV2.pdf</a>
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– <a href="http://www.wizards.com/dnd/files/TB_Enh.zip">http://www.wizards.com/dnd/files/TB_Enh.zip</a>
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– <a href="http://www.wizards.com/dnd/files/FRCSErrata.pdf">http://www.wizards.com/dnd/files/FRCSErrata.pdf</a>
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– <a href="http://www.wizards.com/dnd/files/MoFerrataV3012002.zip">http://www.wizards.com/dnd/files/MoFerrataV3012002.zip</a>
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
SMw	– Silver Marches web enhancement	– <a href="http://www.wizards.com/dnd/files/WE_More_Marches.zip">http://www.wizards.com/dnd/files/WE_More_Marches.zip</a>
RoF	– Races of Faerûn	– 885780000
UE	– Unapproachable East	– 176650000
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	
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>

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