

Dungeons & Dragons 3rd Edition Index – Animals

<http://www.crystalkeep.com/d20/rules>

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Key to Sourcebooks:

PH	– Player’s Handbook	– TRS 11550
DMG	– Dungeon Master’s Guide	– TSR 11551
DMGe	– Dungeon Master’s Guide errata	– http://shadow.wizards.com/dnd/files/DMGErrata.pdf
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
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFErrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCserrata.pdf
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– http://www.wizards.com/dnd/files/MoFerrataV3012002.zip
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
RL	– Ravenloft	– WW 15099
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)	

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

1. Animals

1.1. Tricks

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

- 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.
- 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) – 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.

1.2. Unusual Riding Creatures

Training a young or adult specimen requires a Handle Animal check vs. the designated DC.
 Magic bridle give +5 bonus to the training check & reduces the rearing time by half. (MM p114)

<u>Mounts</u>	Category	Size	HD	Algn	Int	DC child	DC adult	Worth Eggs	Worth Young	Light Load	Run	Fly	Misc.
Asperi (MM 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' / Ave.	
Giant Eagle (MM p102)	Magical Beast	Large	4	NG	10	24	29	2,500	4,000	300	10'	80' / Ave.	Speaks Common & Sylvan
Giant Owl (MM p103)	Magical Beast	Large	4	NG	10	24	29	2,500	4,000	300	10'	70' / Ave.	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' / Ave.	
Hippogriff (MM p118)	Beast	Large	3	N	4	21	28	2,000	3,000	300	50'	100' / Ave.	
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' / Ave.	
Spider Eater (MM p171)	Magical Beast	Huge	4	N	2	24	29	2,000	3,000	612	30'	60' / Good	
Veserab (DR299 p57)	Magical Beast	Large	5	N	2	30	35	—	12,000	350	20'	120' / Ave.	

1.3. 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	I
Bat (MM p193)	¼	D	1/10	2
Chipmunk (DR277 p65)	¼	D	–	2
Groundhog (DR277 p65)	¼	T	–	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
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	I
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

Name	HD	S	CR	I
Dire Hawk (MotW p37) (MM2 p74)	5	M	2	2
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
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)	20	L	9	2
Legendary Tiger (MotW p40) (MM2 p137)	26	L	10	2

2. Magical Beasts

2.1. Paladin Mounts

Levels above Min	Level Up ¹	Natural AC	Strength Adjust	Int	Special Abilities
0-2	+2d8 hd	4	+1	6	<ul style="list-style-type: none"> 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 <u>cannot</u> 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.
3-5	+4d8 hd	6	+2	7	
6-9	+6d8 hd	8	+3	8	<ul style="list-style-type: none"> 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.
10+	+8d8 hd	10	+4	9	<ul style="list-style-type: none"> The Mount gains Spell Resistance of (5 + Master's level).

Mounts for Medium-sized Paladins

Mount	Min Lv.
Camel (DotF p13)	5
Warhorse, Heavy (DotF p13)	5
Warhorse, Light (DotF p13)	5
Celestial Warhorse, Heavy (DotF p13)	6
Celestial Warhorse, Light (DotF p13)	6
Dire Wolf (DotF p13)	6
Hippogriff (DotF p13)	6
Monstrous Spider, Large (DotF p13)	6
Shark, Large (DotF p13)	6
Unicorn (DotF p13)	6
Dire Boar (DotF p13)	7
Dire Wolverine (DotF p13)	7
Giant Eagle (DotF p13)	7
Giant Owl (DotF p13)	7
Pegasus (DotF p13)	7
Rhinoceros (DotF p13)	7
Sea Lion (DotF p13)	7
Dire Lion (DotF p13)	8
Griffon (DotF p13)	8

Mounts for Small-sized Paladins

Mount	Min Lv.
Monstrous Spider, Medium-sized (DotF p13)	5
Porpoise (DotF p13)	5
Riding Dog (DotF p13)	5
Shark, Medium-sized (DotF p13)	5
Warpony (DotF p13)	5
Celestial Riding Dog (DotF p13)	6
Celestial Warpony (DotF p13)	6
Dire Bat (DotF p13)	6
Dire Badger (DotF p13)	6
Dire Weasel (DotF p13)	6
Lizard, Giant (DotF p13)	6
Bronze Dragon (young) (DotF p15)	11
Silver Dragon (young) (DotF p15)	12

¹ Also improve Base Attack Bonus & Base Saves

2.2. Familiars

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

- ½ their Master’s hit points.
- The Master’s Base Attack Bonus, Saving Throw Bonus, Level (for spells like *Sleep*), & Skill Bonuses.

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

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

Familiar	Lv.	Bonus to Master	Popular with...
Leopard (T&B p14)	1	+2 to Move Silently checks	Huge Masters
Octopus (FR p27)	1	+2 to Spot checks	
Otter (DR277 p65)	1	+2 to Swim checks	Elves
Owl (tiny) (PH p51) (T&B p13)	1	+2 to Move Silently checks	Elves, Tiny Masters
Owl (med.) (T&B p14)	1	+2 to Move Silently checks	Huge Masters
Parrot (DR280 p60)	1	The Parrot can speak one language	Humans
Raccoon (DR280 p61)	1	+2 to Pick Pocket checks	Rogues
Rat (PH p51)	1	+2 to Fortitude saves	Half-Orcs
Raven (PH p51) (T&B p14)	1	The Raven can speak one language	Half-Orcs, Huge Masters
Shrew (T&B p13)	1	The Shrew has a poisonous bite	Tiny Masters
Skunk (DR280 p61)	1	The Skunk gets a Musk Attack	
Snake (small constrictor) (DR277 p65)	1	The Snake can constrict	Gnomes, Half-Orcs
Snake (tiny venomous) (PH p51)	1	The Snake has a poisonous bite	Gnomes, Half-Orcs
Snake (med. venomous) (T&B p14)	1	The Snake has a poisonous bite	Huge Masters
Squirrel (DR280 p61)	1	+2 to Reflex saves	Gnomes
Thrush (T&B p13)	1	The Thrush can speak one language	Tiny Masters
Toad (PH p51) (T&B p13)	1	+2 to Constitution score	Dwarves, Tiny Masters
Weasel (PH p51)	1	+2 to Reflex saves	Gnomes

Familiar	Lv.	Bonus to Master	Popular with...
Hawk, Celestial (T&B p41)	3	–	Masters aligned with Good
Viper, Fiendish (T&B p41)	3	–	Masters aligned with Evil
Beholderkin, Eyeball (FR p35)	5	–	Masters aligned with Evil
Cat, Tressym (FR p35)	5	–	Masters who are Neutral
Elemental, Air (small) (T&B p41)	5	–	Masters aligned with Air
Elemental, Earth (small) (T&B p41)	5	–	Masters aligned with Earth
Elemental, Fire (small) (T&B p41)	5	–	Masters aligned with Fire
Elemental, Water (small) (T&B p41)	5	–	Masters aligned with Water
Bat, Nighthunter (FR p35)	5	–	Masters aligned with Evil

Familiar	Lv.	Bonus to Master	Popular with...
Shocker Lizard (T&B p41) (FR p35)	5	–	Masters aligned with Electricity
Stirge (T&B p40) (FR p35)	5	–	Masters who are Neutral
Formian Worker (T&B p40) (FR p35)	7	–	Masters aligned with Law
Homunculus (T&B p41)	7	–	Do-It-Yourself Masters
Ice Mephit (T&B p41)	7	–	Masters aligned with Cold
Imp (T&B p40) (FR p35)	7	–	Masters aligned with Lawful Evil
Pseudodragon (T&B p40) (FR p35)	7	–	Masters aligned with Good
Quasit (T&B p40) (FR p35)	7	–	Masters aligned with Chaotic Evil
Fire Bat (MM2 p103)	15	–	Masters aligned with Fire

Note: Celestial & Fiendish versions of basic familiars are available at 3rd level.

3. Alternate Forms

3.1. Wild Shape Forms

Starting at 5th 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	Int
Dog (MM p195)	1	S	1/3	2
Eagle (MM p196)	1	S	1/2	2
Fox (DR280 p64) (DR291 p49)	1/2	S	1/4	2
Octopus (MM p199)	2	S	1	2
Snake, Constrictor (DR277 p65)	1	S	–	1
Snake, Two-Headed Adder (FR p309)	1	S	1	1
Snake, Viper (MM p202)	1	S	1/2	1
Baboon (MM p193)	1	M	1/2	2
Bear, Black (MM p193)	3	M	2	2
Boar (MM p194)	3	M	2	2
Cheetah (MM p195)	3	M	2	2
Crocodile (MM p195)	3	M	2	2
Deer (SM p119)	1	M	1/6	2
Dog, Riding (MM p196)	2	M	1	2
Donkey (MM p196)	2	M	1/6	1
Leopard (MM p198)	3	M	2	2
Lizard, Giant (MM p198)	3	M	2	2
Hunting Bat (MM2 p65)	4	M	3	2
Pony (MM p200)	2	M	1/4	2
Pony, War (MM p200)	2	M	1/4	2
Porpoise (MM p200)	2	M	1/2	2
Shark (MM p200)	3	M	1	1
Snake, Constrictor (MM p201)	3	M	2	1
Snake, Viper (MM p202)	2	M	1	1
Squid (MM p201)	3	M	1	1
Wolf (MM p204)	2	M	1	2
Wolverine (MM p204)	3	M	2	1

Druid Level 8 (Large)

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

Druid Level 11 (Tiny)

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

Level 12 (Dire)

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

Level 15 (Huge)

Name	HD	Size	CR	Int
Crocodile, Giant (MM p195)	7	H	4	1
Dire Elk (MotW p38) (MM2 p75)	12	H	7	2
Dire Shark (MM p58)	18	H	9	1
Dire Tiger (MM p58)	16	H	8	2
Mastodon (DU87 p108)	16	H	10	2
Snake, Giant Constrictor (MM p201)	11	H	5	1
Squid, Giant (MM p202)	12	H	9	1
War Bat (MM2 p66)	10	H	5	2
Whale, Orca (MM p204)	9	H	5	2

Level 16 (Elemental)

Name	HD	Size	CR	Int
Elemental, Air (MM p81)	2	S	1	4
Elemental, Earth (MM p82)	2	S	1	4
Elemental, Fire (MM p83)	2	S	1	4
Elemental, Water (MM p84)	2	S	1	4
Elemental, Air (MM p81)	4	M	3	4
Elemental, Earth (MM p82)	4	M	3	4
Elemental, Fire (MM p83)	4	M	3	4
Elemental, Water (MM p84)	4	M	3	4
Elemental, Air (MM p81)	8	L	5	6
Elemental, Earth (MM p82)	8	L	5	6
Elemental, Fire (MM p83)	8	L	5	6
Elemental, Water (MM p84)	8	L	5	6

3.2. 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
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	29–58

Incarnation	Str	Dex	Con	d%
Human (PH p13)	0	0	0	59–78
Leopard (MM p198)	+6	+8	+4	79–80
Owl (MM p199)	-4	+6	0	81–82
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
Other – DM's choice				00

Revision History

- August 24, 2002 – Split Animals Index from the Basic Index.
- December 1, 2002 – Fixed some layout problems.
Added Dragon Magazine #299 - #302.
Added Monster Manual 2