

Dungeons & Dragons 3.5 Edition Index – Creatures

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Races

Human Subraces

Human Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Human (PH p12)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Standard Vision • 1 extra feat at 1st level • 4 extra skill points at 1st level • 1 extra skill point at following levels
Half-Elf (child of an Elf & a Human raised in a Human community) (PH p18) (MM p102)	—	any	<same>	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • +2 Racial bonus on Diplomacy & Gather Information checks.
Half-Human (child of an Elf & a Human raised in an Elf community) (DMG p171)	—	Wizard	<same>	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier.
Half-Orc (PH p18) (MM p204)	+2 Str -2 Int -2 Char	Barbarian	<same>	<ul style="list-style-type: none"> • Darkvision 60' • Able to use “orc only” items
Death-Touched (a person with some type of Undead on his/her ancestry. Often pale, which dark hair, & some undead-like feature, like sharp canine teeth, a ghoul-like tongue, or the smell of a graveyard) (DR313 p166)	-2 Con +2 Wis +4 Cha	Sorcerer	<same>	<ul style="list-style-type: none"> • Darkvision 60' • +2 Racial bonus on Intimidate and Move Silently checks. • Cold Resistance 5. • Electricity Resistance 5. • <i>Chill Touch</i>, 1/day at Character level. • Level Adjustment +1

Dwarf Subraces

Dwarf Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Dwarf, Hill (PH p14) (MM p91) Dwarf, Mountain (MM p91)	+2 Con -2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • +4 Dodge bonus to AC vs. giants • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugroshes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids
Dwarf, Deep (MM p91)	+2 Con -2 Char	<same>	<same>	<ul style="list-style-type: none"> • Darkvision 90' • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugroshes are considered Martial Weapons. • +3 Racial bonus on saves vs. poison • +3 Racial bonus on saves vs. spells & spell-like effects • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids
Dwarf, Grey (Duergar) (MM p91) (DR325 p66)+	+2 Con -4 Char	<same>	<same>	<ul style="list-style-type: none"> • Darkvision 120' • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light • Immune to paralysis, phantasms, & poisons • +4 Racial bonus on Move Silently checks • +1 Racial bonus on Listen & Spot checks • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • Able to cast the following spells 1/day at 2*Character level (minimum of 3rd): <ul style="list-style-type: none"> <i>Enlarge Person</i> (self only) <i>Invisibility</i> (self only) • Level Adjustment +1
Dwarf, Gold (DMG p171)	+2 Con -2 Dex	<same>	<same>	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugroshes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Aberrations

Elf Subraces

Elf Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features												
Elf, Aquatic (MM p103)	+2 Dex –2 Int	Fighter	<same>	<ul style="list-style-type: none"> • Have the (aquatic) subtype. • Improved Low-Light Vision (4x human in dim light) • Able to breath water. Able to survive out of water for 1hr per Constitution point before suffocation begins • Swim speed of 40' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. • +2 Racial bonus to saves vs. Enchantments 												
Elf, Dark (Drow) (MM p103)	+2 Int +2 Cha +2 Dex –2 Con	Wizard (males) –or– Cleric (females)	<same>	<ul style="list-style-type: none"> • Darkvision 120' • +2 Racial bonus on Will save vs. spells & spell-like abilities • Light Blindness: daylight blinds the drow for 1 round; –1 to Attack rolls, Spot checks, & Search checks in bright light • Spell Resistance of (11 + Character level) • Automatic proficiency with Hand-Crossbows, Rapier, & Shortsword. • +2 Racial bonus to saves vs. Enchantments • Cast the following spells 1/day at Character level: <i>Dancing Lights</i> <i>Darkness</i> <i>Faerie Fire</i> • Level Adjustment +2 												
Elf, Ghost (DR313 p73)	+2 Dex +2 Int –4 Con	Wizard		<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with Shortswords & Scimitars • Glow as bright as a Candle (5' radius). Can be suppressed as a Free Action (Concentration check vs. DC 10 to maintain). • Knowledge (the planes) is a Racial Class skill. • Ethereal Power – usable 1/day <table border="1"> <thead> <tr> <th>Lvl</th> <th>Power</th> </tr> </thead> <tbody> <tr> <td>1st</td> <td>Slip Binding – +10 Enhancement bonus to Escape Artist checks for 1 minute per level Bonus goes up to +20 at 5th & +30 at 9th.</td> </tr> <tr> <td>4th</td> <td><i>See Invisibility.</i></td> </tr> <tr> <td>6th</td> <td><i>Blink</i></td> </tr> <tr> <td>14th</td> <td><i>Ethereal Jaunt</i></td> </tr> <tr> <td>18th</td> <td><i>Ethereal Shift</i></td> </tr> </tbody> </table> <ul style="list-style-type: none"> • Level Adjustment +1 	Lvl	Power	1 st	Slip Binding – +10 Enhancement bonus to Escape Artist checks for 1 minute per level Bonus goes up to +20 at 5 th & +30 at 9 th .	4 th	<i>See Invisibility.</i>	6 th	<i>Blink</i>	14 th	<i>Ethereal Jaunt</i>	18 th	<i>Ethereal Shift</i>
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Elf, Gray (MM p103)	+2 Dex +2 Int –2 Str –2 Con	Wizard	<same>	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments 												
Elf, High (PH p15) (MM p101)	+2 Dex –2 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments 												

Elf Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Elf, Umbragen (drow infused with darkness, from the Eberron campaign setting) (DR330 p45)	+2 Int +2 Cha +2 Dex –2 Con	Warlock	<same>	<ul style="list-style-type: none"> • Darkvision 120' • +2 Racial bonus on Hide and Move Silently checks. • Light Blindness: daylight blinds the drow for 1 round; –1 to Attack rolls, Spot checks, & Search checks in bright light • Spell Resistance of (11 + Character level) • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments • Cast the following spells 1/day at Character level: <ul style="list-style-type: none"> <i>Dancing Lights</i> <i>Darkness</i> <i>Faerie Fire</i> • Level Adjustment +2
Elf, Wild (MM p104)	+2 Dex –2 Int	Sorcerer	<same>	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments
Elf, Wood (MM p104)	+2 Str +2 Dex –2 Int –2 Con	Ranger	<same>	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments

Gnome Subraces

Gnome Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Gnome, Rock (PH p16) (MM p131)	+2 Con -2 Str	Bard	<ul style="list-style-type: none"> • Small size¹ • 20' movement • Low-light Vision • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +2 Racial bonus on Listen & Craft(Alchemy) checks • +1 Racial bonus on attack vs. Kobolds & Goblinoids. 	<ul style="list-style-type: none"> • +4 Dodge bonus to AC vs. giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon • Able to cast the following spells 1/day at 1st level: <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i>
Gnome, Deep (Svirfneblin) (MM p132)	+2 Dex +2 Wis -2 Str -4 Char	Rogue	<same>	<ul style="list-style-type: none"> • Darkvision 120' • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Svirfneblin passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • +4 Dodge bonus to AC vs. all creatures • +2 Racial bonus on all saving throws • +2 Racial bonus on Hide checks • +4 Racial bonus on Hide checks when underground • <i>Nondetection</i> at Character level, always on. • Spell Resistance of (11 + Character level) • Able to cast the following spells 1/day at the Character level (DC have a +4 Racial bonus): <i>Blindness/Deafness</i> <i>Blur</i> <i>Disguise Self</i> • Level Adjustment +3
Gnome, Forest (MM p132)	+2 Con -2 Str	<same>	<same>	<ul style="list-style-type: none"> • +4 Dodge bonus to AC vs. giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon • Able to cast the following spells 1/day at 1st level: <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i> • <i>Pass without Trace (self only)</i>, always on. • +4 Racial bonus on Hide checks • +8 Racial bonus on Hide checks in wooded areas. • +1 Racial bonus on attack vs. orcs & reptilian humanoids.

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

Halfling Subraces

Halfling Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Halfling, Lightfoot (PH p19) (MM p149)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small size¹ • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks
Halfling, Tallfellow (MM p149)	+2 Dex -2 Str	<same>	<same>	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Search, & Spot checks • Automatic Search check if a Tallfellow passes within 5' of a secret or concealed door
Halfling, Deep (MM p149)	+2 Dex -2 Str	<same>	<same>	<ul style="list-style-type: none"> • Darkvision 60' • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone

Planetouched Races

Planetouched Races	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Aasimar (descended from a Good Outsider) (MM p209)	+2 Wis +2 Cha	Paladin	<ul style="list-style-type: none"> • Medium Size • 30' movement • Outsider (native) • Darkvision 60' • Level Adjustment +1 	<ul style="list-style-type: none"> • Acid, Cold, & Electricity Resistance 5 • <i>Daylight</i> (1/day) at Character level. • +2 Racial bonus on Listen & Spot checks
Chaond (descended from a Chaotic Outsider) (MM2 p170) (3.5up p36)+	—	First class counts as their favored class	<same>	<ul style="list-style-type: none"> • Acid & Cold Resistance 5 • <i>Shatter</i> (1/day) at Character level. (DC11) • +2 Racial bonus on Escape Artist & Tumble checks
Tiefling (descended from an Evil Outsider) (MM p209)	+2 Dex +2 Int -2 Cha	Rogue	<same>	<ul style="list-style-type: none"> • Fire, Cold, & Electricity Resistance 5 • <i>Darkness</i> (1/day) at Character level. • +2 Racial bonus on Bluff & Hide checks
Zenythr (descended from a Lawful Outsider) (MM2 p171) (3.5up p36)+	—	Monk	<same>	<ul style="list-style-type: none"> • Electrical, Fire, & Sonic Resistance 5 • <i>True Strike</i> (1/day) at character level. • +2 Racial bonus on Balance & Survival checks

Shapechanger Races

Shapechanger Races	Ability Mods	Favored Class	Racial Features
Changeling (Eb p12) (RoE p41) (MM3 p24)	—	Rogue	<ul style="list-style-type: none"> • Humanoid (shapechanger) • Medium size • 30' movement • Standard Vision • +2 Racial bonus on saves vs. Sleep and Charm effects • 'Speak Language' is always in-class.
Shifter (Eb p18) (MM3 p150) (RoE p26)+	+2 Dex -2 Int -2 Cha	Ranger	<ul style="list-style-type: none"> • Humanoid (shapechanger) • Medium size • 30' movement • Low-Light Vision • +2 Racial bonus on Balance, Climb, and Jump checks.
Saurian Shifter (DR328 p62)	+2 Con -2 Int -2 Cha	Ranger	<ul style="list-style-type: none"> • Humanoid (shapechanger) • Medium size • 30' movement • Low-Light Vision • +2 Racial bonus on Balance, Climb, and Jump checks.

Living Construct Races












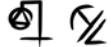






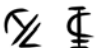
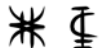



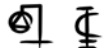
Living Construct Races	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Warforged Charger (MM3 p190)	+10 Str +10 Con –6 Int –4 Wis –8 Cha	Fighter	<ul style="list-style-type: none"> • Living Construct • Immune to Poison, Sleep, Paralysis, Disease, Nausea, Fatigue, Exhaustion, Sickening, and Energy Drain. • Does not Eat, Sleep, or Breath. • Does <u>not</u> naturally heal. • At 0 hp, is Disabled (as usual). From –1 to –9 hp, is Inert (i.e., Unconscious, but stable) • Conj(healing) spells only heal ½ hp. • Can be ‘healed’ by a Craft check that takes 8 hours. The Warforged is repaired the check – 15 hp. It is possible to ‘Take 10’, but not ‘Take 20’. The following Craft skills can be used: armorsmithing, blacksmithing, gem-cutting, & sculpting. A Warforged may repair itself. This check cannot be done untrained(EbErrata) 	<ul style="list-style-type: none"> • Large size² • 30’ movement • 4HD Construct, which grants hit-points, skill points, Feats, BAB, & Base Save Bonuses. • +8 Armor bonus to AC, & DR 2 / adamantine, but 35% Arcane failure chance, –5 Armor check penalty, max +1 Dexterity bonus to AC, and are treated as being in Heavy Armor • Moderate Fortification – 75% chance of Critical Hit or Sneak Attack bonus damage being negated. • Natural weapons grant two 1d8 Slam attack that are treated as adamantine. • Gains <u>Feat: Powerful Charge</u> as a Racial feat. • Level Adjustment +4
Warforged (Eb p20) (RoE p7) (MM3 p190) (wWarforged)+	+2 Con –2 Wis –2 Cha	Fighter	<same>	<ul style="list-style-type: none"> • Medium size • 30’ movement • +2 Armor bonus to AC, but 5% Arcane failure chance • Light Fortification – 25% chance of Critical Hit or Sneak Attack bonus damage being negated. • Natural weapons provide a 1d4 Slam attack.
Warforged Scout (MM3 p193)	+2 Dex –2 Str –2 Wis –2 Cha	Rogue	<same>	<ul style="list-style-type: none"> • Small size • 20’ movement • +2 Armor bonus to AC, but 5% Arcane failure chance • Light Fortification – 25% chance of Critical Hit or Sneak Attack bonus damage being negated. • Natural weapons grant two 1d8 Slam attack that are treated as adamantine.

² Large: –1 AC, –1 to hit, –4 on Hide checks, May use large weapon, Greater carrying limits.

Illumian Races

N = 1 at 1st level, 2 at all subsequent levels.

Downloadable Sigils are available at <http://www.wizards.com/default.asp?x=dnd/ag/20041217a>.

Sigil	Aesh (vigor)	Hoon (life)	Krau (magic)	Naen (mind)	Uur (grace)	Vaul (soul)
						
base ability	+N on Strength checks & Strength-based skill checks	+N on Wisdom checks, Constitution check, Wisdom-based skill checks, & Constitution-based skill checks	+1 caster level on all spells & spell-like abilities (up to your character level)	+N on Intelligence checks & Intelligence-based skill checks	+N on Dexterity checks & Dexterity-based skill checks	+N on Charisma checks & Charisma-based skill checks
Improve Sigil feat	+N Insight bonus on damage roll of melee weapons with which you have Weapon Focus	+N Insight bonus on saves vs. death effects, death by massive damage, and to avoid nonlethal damage from the environment or suffocation	Choose N spells. These spells are cast at +1 spell level (as if effected by Heighten Spell). You may change these spells whenever you gain a new level of spells.	+N Insight bonus on saves vs. Illusions and against Language-dependent effects.	+N Insight bonus on ranged damage rolls when your target is denied his/her Dexterity bonus to AC	+N Insight bonus on saves vs. Mind-Effecting spells and abilities.
Aesh (vigor)		Aeshhoon  Consume a Turn or Rebuke Attempt as a Swift Action to gain your Wisdom bonus as a damage bonus with which you have Weapon Focus. Lasts for 1 round and is usable 2/day.	Aeshkrau  You can use your Strength score to determine your bonus spells.	Naenaesh  When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast from those levels is treated as if it was prepared with Still Spell. Effect remains until the next time you prepare spells.	Aeshuur  If you inflict a Sneak Attack or a Critical hit on an opponent, you gain a +2 Dodge bonus to AC vs. the opponent until your next turn	Vaulaesh  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to the spell's level on AC and damage rolls with weapons for which you have Weapon Focus. Lasts until the beginning of your next turn. Usable 2/day.
Hoon (life)	Aeshhoon  Consume a Turn or Rebuke Attempt as a Swift Action to gain your Wisdom bonus as a damage bonus with which you have Weapon Focus. Lasts for 1 round and is usable 2/day.		Hoonkrau  Consume a Turn Attempt to add 1d8 to a Cure spell—or—consume a Rebuke Attempt to add 1d8 to an Inflict spell. The target spell must be cast by the end of the following turn. This is a Swift Action that is usable 2/day.	Naenhoon  Consume one or more Turn or Rebuke Attempts as a Swift Action to apply a Metamagic you know without changing the spell's level or casting time. The Metamagic level modifier is the number of attempts that are consumed. Usable 2/day.	Uurhoon  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to your Wisdom bonus on Reflex saves and your Dexterity bonus on Caster level checks to overcome Spell Resistance. Lasts for 1 minute per Spell level.	Hoonvaul  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain a bonus equal to the spell level on the following: Turn Check, Turn Damage Roll, Smite Attack Roll, –and– Smite Damage Roll. Usable 2/day.
Krau (magic)	Aeshkrau  You can use your Strength score to determine your bonus spells.	Hoonkrau  Consume a Turn Attempt to add 1d8 to a Cure spell—or—consume a Rebuke Attempt to add 1d8 to an Inflict spell. The target spell must be cast by the end of the following turn. This is a Swift Action that is usable 2/day.		Naenkrau  When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast have from those levels have +1 DC. Effect remains until the next time you prepare spells.	Uurkrau  You can use your Dexterity score to determine your bonus spells.	Vaulkrau  Expend a spell slot (but not one holding a prepared spell) as an Immediate Action to gain an Insight bonus equal to the spell level on your next saving throw. Must be used before the start of your next turn. Usable 2/day.

	Aesh (vigor)	Hoon (life)	Krau (magic)	Naen (mind)	Uur (grace)	Vaul (soul)
Sigil						
Naen (mind) 	<p>Naenaesh </p> <p>When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast from those levels is treated as if it was prepared with Still Spell. Effect remains until the next time you prepare spells.</p>	<p>Naenhoon </p> <p>Consume one or more Turn or Rebuke Attempts as a Swift Action to apply a Metamagic you know without changing the spell's level or casting time. The Metamagic level modifier is the number of attempts that are consumed. Usable 2/day.</p>	<p>Naenkrau </p> <p>When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast have from those levels have +1 DC. Effect remains until the next time you prepare spells.</p>			<p>Vaulnean </p> <p>Expend a spell slot (but not one holding a prepared spell) as an Swift Action to cast a spell that you have Prepared with another spellcasting class that is the same level. Usable 2/day.</p>
Uur (grace) 	<p>Aeshuur </p> <p>If you inflict a Sneak Attack or a Critical hit on an opponent, you gain a +2 Dodge bonus to AC vs. the opponent until your next turn</p>	<p>Uurhoon </p> <p>Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to your Wisdom bonus on Reflex saves and your Dexterity bonus on Caster level checks to overcome Spell Resistance. Lasts for 1 minute per Spell level.</p>	<p>Uurkrau </p> <p>You can use your Dexterity score to determine your bonus spells.</p>			<p>Uurnaen </p> <p>When preparing spells, you may leave one 1st or 2nd level spell unprepared. Gain an Insight bonus equal to that spell level on attack rolls for Sneak Attacks and Unarmed Strike. Effect remains until the next time you prepare spells.</p>
Vaul (soul) 	<p>Vaulaesh </p> <p>Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to the spell's level on AC and damage rolls with weapons for which you have Weapon Focus. Lasts until the beginning of your next turn. Usable 2/day.</p>	<p>Hoonvaul </p> <p>Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain a bonus equal to the spell level on the following: Turn Check, Turn Damage Roll, Smite Attack Roll, –and– Smite Damage Roll. Usable 2/day.</p>	<p>Vaulkrau </p> <p>Expend a spell slot (but not one holding a prepared spell) as an Immediate Action to gain an Insight bonus equal to the spell level on your next saving throw. Must be used before the start of your next turn. Usable 2/day.</p>	<p>Vaulnean </p> <p>Expend a spell slot (but not one holding a prepared spell) as an Swift Action to cast a spell that you have Prepared with another spellcasting class that is the same level. Usable 2/day.</p>	<p>Vauluur </p> <p>Expend a spell slot (but not one holding a prepared spell) as an Swift Action to gain +1d6 per spell level on Unarmed Strike damage and Sneak Attack damage. Effect lasts until the beginning of your next turn. Usable 2/day.</p>	

Goblinoid Races

Goblinoid Races	Ability Mods	Favored Class	Racial Features
Bugbear (MM p29)	+4 Str +2 Dex +2 Con -2 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Level Adjustment +1 <ul style="list-style-type: none"> • 3HD Humanoid (goblinoid), which grants skill points, Feats, BAB, & Base Save Bonuses. • +3 Natural Armor bonus to AC • +4 Racial bonus to Move Silently checks
Goblin (MM p133)	-2 Str +2 Dex -2 Cha	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement <ul style="list-style-type: none"> • Humanoid (goblinoid) • Darkvision 60' • +4 Racial bonus on Move Silently & Ride checks.
Goblin, Forestkith (MM3 p64)	+2 Dex -2 Int	Barbarian	<ul style="list-style-type: none"> • Small Size • 30' Movement, Climb 20' • Darkvision 60' • +2 Racial bonus on Jump checks. • +4 Racial bonus on Move Silently & Hide checks in a forested area • +4 Racial bonus on Craft (weaving) checks to make Nets. • +1 Natural Armor bonus to AC • Level Adjustment +1 <ul style="list-style-type: none"> • Humanoid (goblinoid) • Weapon Familiarity – treat Nets as Martial weapons • Tree Shape – <i>Tree Shape</i> at 12th. Usually activated at dawn to avoid sunlight. Cannot be dismissed. Ends when the Forestkith Goblin takes damage or the sun sets. • Discordant Frenzy – creatures with up to 2HD within 30' of three (or more) Forestkith Goblins are Shaken for 1d4 rounds (WillNeg, DC9). On a successful save, the target is immune for 24 hours. • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light
Hobgoblin (MM p153) (DR309 p52)+	+2 Dex +2 Con	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Level Adjustment +1 <ul style="list-style-type: none"> • Humanoid (goblinoid) • Darkvision 60' • +4 Racial bonus on Move Silently checks.

Gnoll Races

Gnoll Races	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Gnoll (MM p130)	+4 Str +2 Con -2 Int -2 Cha	Ranger	<ul style="list-style-type: none"> • 2HD Humanoid (gnoll), which grants skill points, Feats, BAB, & Base Save Bonuses. • Medium Size • 30' Movement • Darkvision 60' 	<ul style="list-style-type: none"> • +1 Natural Armor bonus to AC • Level Adjustment +1
Gnoll, Flind (MM3 p62)	+6 Str +2 Dex +4 Con	<same>	<same>	<ul style="list-style-type: none"> • Weapon Familiarity – Flindbars are Martial weapons (instead of Exotic weapons). • +2 Natural Armor bonus to AC • Level Adjustment +2

Other Humanoid Races

Other Humanoids	Ability Mods	Favored Class	Racial Features
Githyanki (MM p127)	+2 Dex + Con -2 Wis	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Level Adjustment +2 <ul style="list-style-type: none"> • Special Attacks – Psionics • Special Quality – Psionics, Spell Resistance of (Character level + 5)
Githzerai (MM p129)	+6 Dex -2 Int +2 Wis	Monk	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Level Adjustment +2 <ul style="list-style-type: none"> • Darkvision 60' • Special Quality – Psionics, <i>Inertial Armor</i>, Spell Resistance of (Character level + 5)
Grippli (DR324 p87)	+2 Dex -2 Str	Ranger	<ul style="list-style-type: none"> • Small Size • 20' Movement • 20' Climb Speed • Low-Light Vision • Weapon Familiarity – Bolas & Nets are considered Martial Weapons. • +2 Racial bonus on saves vs. Poison. <ul style="list-style-type: none"> • +1 Racial bonus on attacks vs. Vermin. • +4 Dodge bonus to AC vs. Animals and Vermin. • +4 Racial bonus on Climb & Jump checks. All Jumps are treated as having a 'running start'. • +2 Racial bonus on Move Silently checks. • Illiterate – <u>all</u> classes must spend 1 skill point to read/write one of their languages.
Kenku (MM3 p86)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Low-light Vision • +4 Racial bonus on Hide and Move Silently checks • Natural Weapons – 2 claws (1d3) <ul style="list-style-type: none"> • Humanoid (kenku) • Great Ally – When on the giving or receiving side of an Aid Other check, the Kenku receives +3 (vs. +2) & when attacking a foe that is Flanked by an ally, the Kenku receives +4 (vs. +2). • Mimicry – Able to Mimic sounds, voices, & accents. Bluff vs. Sense Motive check to trick someone.
Kobold (MM p161)	-4 Str +2 Dex -2 Con	Sorcerer	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +1 Natural Armor bonus to AC <ul style="list-style-type: none"> • Humanoid (reptilian) • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks. • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light
Lizardfolk (MM p169)	+2 Str +2 Con -2 Int	Druid	<ul style="list-style-type: none"> • Medium Size • 30' Movement • +5 Natural Armor bonus to AC • +4 Racial bonus on Balance, Jump, & Swim checks. • Level Adjustment +1 <ul style="list-style-type: none"> • 2HD Humanoid (reptilian), which grants skill points, Feats, BAB, & Base Save Bonuses. • Natural Weapons – 2 claws (1d4) & 1 bite (1d4). • Automatic proficiency with all Simple Weapons & Shields • Hold Breath for 4 x Constitution
Lizardfolk, Poison Dusk (MM3 p96)	+2 Dex +2 Con -2 Cha	Ranger	<ul style="list-style-type: none"> • Small Size • 30' Movement • +3 Natural Armor bonus to AC • Low-light vision • Can Hold Breath for 4 x Constitution • Poison Use – never accidentally poisons itself • Level Adjustment +1 <ul style="list-style-type: none"> • Humanoid (reptilian) • Natural Weapons – 2 claws (1d3) & 1 bite (1d3). • +4 Racial bonus on Balance, Jump, Swim checks • Weapon Familiarity – Bolos & Nets are treated as Martial weapons (instead of Exotic). • As long as most of the skin is exposed, a Poison Dusk Lizardfolk receives a +5 Racial bonus on Hide.
Orc (MM p203)	+4 Str -2 Int -2 Wis -2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement <ul style="list-style-type: none"> • Darkvision 60' • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light

Monstrous Humanoid Races

Monstrous Humanoids Races	Ability Mods	Favored Class	Racial Features
Armand (MM3 p10)	+6 Dex +6 Con	Monk	<ul style="list-style-type: none"> • Small Size • 20' Movement, Burrow 10' • Darkvision 60' • Natural Weapon – one Claw (1d4) • Stability – +4 bonus to resist being Bull Rushed or Tripped. • Level Adjustment +2
Centaur (MM p32)	+8 Str +4 Con –2 Int +2 Wis	Ranger	<ul style="list-style-type: none"> • Large Size • 50' Movement • Darkvision 60' • Level Adjustment +2
Doppelganger (MM p68)	+2 Str +2 Dex +2 Con +2 Int +4 Wis +2 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +4 Natural Armor bonus to AC • +4 Racial bonus on Bluff & Disguise checks. • Level Adjustment +4
Gargoyle (MM p113)	+4 Str +4 Dex +8 Con –4 Int –4 Cha	Fighter	<ul style="list-style-type: none"> • Medium Size • 40' Movement, Fly 60' (average) • Darkvision 60' • Level Adjustment +5
Goatfolk (MM3 p63)	+4 Str +2 Con –2 Int –2 Wis	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Natural Weapon – Head Butt (1d6) • Level Adjustment +1
Grimlock (MM p140)	+4 Str +2 Dex +2 Con –2 Wis –4 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Blindsight 40' • +4 Natural Armor bonus to AC • Automatic proficiency with Battle Axe • Level Adjustment +2
Harssaf (MM3 p63)	+4 Str +6 Dex +6 Con +2 Cha	Monk	<ul style="list-style-type: none"> • Medium Size • 30' Movement, 10' Burrow • Blindsight 30' • Gains Feat: Lightning Reflexes & Feat: Alertness. • +3 Natural Armor bonus to AC • Damage Reduction 5 / bludgeoning • Fast Healing 3 • Immunity to Blindness and Fire • Vulnerability to Cold • Damage Reduction 5 / bludgeoning • Spell Resistance of 17 + Class level • Level Adjustment +4

Monstrous Humanoids Races	Ability Mods	Favored Class	Racial Features
Lupin (DR325 p85)	—	Ranger	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +2 Racial bonus on Listen & Ride checks • +1 Racial bonus on attack & damage rolls against Werewolves
Minotaur (MM p189)	+8 Str +4 Con -4 Int -2 Cha	Barbarian	<ul style="list-style-type: none"> • Large Size • 30' Movement • Darkvision 60' • +5 Natural Armor bonus to AC • Natural Weapons – gore (1d8). • Level Adjustment +2
Nycter (MM3 p112)	+4 Dex +2 Wis -2 Str -2 Cha	Druid	<ul style="list-style-type: none"> • Small Size • 20' Movement, Fly 40' (Good manuev.) • Darkvision 60' • Blindsense 60' • +4 Racial bonus on Spot and Listen check (lost if Blindsense is negated). • Level Adjustment +2
Troglodyte (MM p246)	-2 Dex +4 Con -2 Int	Cleric	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 90' • +4 Natural Armor bonus to AC • Gains Feat: Multiattack. • Level Adjustment +2
Witchknife (MM3 p112)	+6 Dex +2 Int +4 Wis +4 Cha -2 Con	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Low-Light vision • +1 Natural Armor bonus to AC • Fire Resistance 5 • Vulnerability to Sonics (+50% damage). • Level Adjustment +3
Yuan-Ti Pureblood (MM p262)	+2 Dex +2 Int +2 Cha	Ranger	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Gains Feat: Alertness & Feat: Blind-Fight. • Level Adjustment +2

Giant Races

Giant Races	Ability Mods	Favored Class	Racial Features
Giant, Sand (MM3 p58)	+16 Str +10 Dex +10 Con +6 Wis +2 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 40' Movement, 10' Burrow • Low-light Vision • +11 Natural Armor bonus to AC • Weapon Familiarity – Sand Blaster is a Martial Weapon (instead of an Exotic Weapon) • Level Adjustment +4
Ogre Mage (MM p200)	+10 Str +6 Con +4 Int +4 Wis +6 Cha	Sorcerer	<ul style="list-style-type: none"> • Large Size • 40' Movement, Fly 40' (good) • Darkvision 60' • Level Adjustment +7
Ogre (MM p198)	+10 Str -2 Dex +4 Con -4 Int -4 Cha	Barbarian	<ul style="list-style-type: none"> • Large Size • 30' Movement • Darkvision 60' • Level Adjustment +2
Ogre, Skullcrusher (MM p116)	+14 Str +6 Con -2 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 40' Movement • Low-Light vision • Darkvision 60' • Gain Feat: <u>Improved Grapple</u> and Feat: <u>Two-Weapon Fighting</u> • +2 Natural Armor bonus to AC • Level Adjustment +3
Troll (MM p248)	+12 Str +4 Dex +12 Con -4 Int -2 Wis -4 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 30' Movement • Low-light Vision • Darkvision 60' • +5 Natural Armor bonus to AC • Level Adjustment +5
Troll, Crystalline (MM3 p178)	+12 Str +4 Dex +12 Con -4 Int -2 Wis -2 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 30' Movement • Low-light Vision • Darkvision 60' • +7 Natural Armor bonus to AC • Immune to Acid damage • Level Adjustment +5
			<ul style="list-style-type: none"> • 15HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Fire subtype, so immune to Fire and Vulnerable to Cold. • <i>Meld into Stone</i> at 15th level, 1/day. • <i>Statue</i> at 15th level, 1/day. • Heat Shimmer – <i>Blur</i> at 15th level, at will as a Free Action
			<ul style="list-style-type: none"> • 5HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • +5 Natural Armor bonus to AC • Special Attacks – Spell-like Abilities • Special Quality – Regeneration 5, Spell Resistance 19
			<ul style="list-style-type: none"> • 4HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • +5 Natural Armor bonus to AC • Automatic proficiency with Simple & Martial Weapons, Light & Medium Armors, and Shields.
			<ul style="list-style-type: none"> • 8HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Automatic proficiency with Simple & Martial Weapons, All Armors, and Shields. • Rock Throwing – Receives a +1 Racial bonus on attack rolls when throwing rocks. Typically throw Small-sized rocks (50 pounds), which do 2d6 damage, have a range increment of 100' and a maximum distance of 5 range increments.
			<ul style="list-style-type: none"> • 6HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Natural Weapons – 2 claws (1d6) & 1 bite (1d6). • Special Attacks – Rend • Special Qualities – Regeneration 5, Scent
			<ul style="list-style-type: none"> • 10HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Natural Weapons – 2 Claws (1d6) & 1 Bite (1d6). • Rend – If both claws hit the same foe, the Crystalline Troll does extra damage: 2d6 + 1½ Strength mod. • Regeneration 5 (Sonics do normal damage). • Vulnerability to Sonics (+50% damage). • Scent special ability

Outsider Races

Outsider Races	Ability Mods	Favored Class	Racial Features
Azer (MM p22)	+2 Str +2 Dex +2 Con +2 Wis –2 Cha	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Low-light Vision • Level Adjustment +5
Diabolus (DR327 p62)	—	Sorcerer	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +2 Racial bonus on saves vs. spells & spell-like abilities • Weapon Familiarity – Trident is a Martial weapon • Level Adjustment +5
Hound Archon (MM p18)	+4 Str +2 Con +2 Wis +2 Cha	Ranger	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Darkvision 60' • Low-light Vision • +9 Natural Armor bonus to AC • Level Adjustment +5
Janni (MM p116)	+6 Str +4 Dex +2 Con +4 Int +4 Wis +2 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement, Fly 20' (perfect) • Darkvision 60' • +1 Natural Armor bonus to AC • Gains <i>Feat: Improved Initiative</i>. • Level Adjustment +5
Lumi (MM3 p98)	+2 Str +4 Con +4 Wis –2 Dex	Cleric	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Gains <i>Feat: Improved Initiative</i>. • +2 Racial bonus to Search, Sense Motive, & Spot checks. • Spell-Like Abilities – At Will: <i>Disrupt Undead, Light</i>. 3/day: <i>Cure Light Wounds, Glitterdust</i>. • Level Adjustment +2
Rakshasa (MM p212)	+2 Str +4 Dex +6 Con +2 Int +2 Wis +6 Cha	Sorcerer	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Darkvision 60' • +7 Natural Armor bonus to AC • +4 Racial bonus on Bluff & Disguise checks. • +10 bonus to Disguise checks if using its shapechanging ability. • Level Adjustment +7

<u>Outsider Races</u>	Ability Mods	Favored Class	Racial Features
Rakshasa, Naztharune (MM3 p136)	+4 Str +10 Dex +8 Con +4 Int +4 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Darkvision 60' • +5 Natural Armor bonus to AC • +4 Racial bonus on Bluff & Disguise checks. • Natural Weapons – two Claws (1d4). • Damage Reduction 15 / good and piercing • Spell Resistance 21 + Class levels • Improved Evasion – On a successful Reflex save, take no damage, otherwise take ½ damage. • Hide in Plain Sight – Can make a Hide check while being observed if there are shadows within 10'. • Level Adjustment +5
			<ul style="list-style-type: none"> • 11HD Outsider(native), which grants skill points, Feats, BAB, & Base Save Bonuses. • <i>Detect Thoughts</i>, as a Free Action. DC is Charisma-based. • +4 Circumstance bonus on Bluff & Disguise checks if it is reading its opponent's mind. • Uncanny Dodge – Does not lose Dex bonus to AC when Flat-Footed. • Improved Uncanny Dodge – Cannot be Flanked except by a Rogue of at least 15th level. • Shadow Jump – <i>Dimension Door</i> from one region of shadow to another. Either one 20' jump or two 10' jumps per day. • Change Shape – Change into any Humanoid as a Standard Action. • +10 bonus to Disguise checks if using its change self ability.

Aberration Races

<u>Aberration Races</u>	Ability Mods	Favored Class	Racial Features
Mind Flayer (MM p188)	+2 Str +4 Dex +2 Con +8 Int +6 Wis +6 Cha	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +3 Natural Armor bonus to AC • Level Adjustment +7
Quaraphon (MM3 p128)	+10 Str +12 Con -4 Int -4 Wis	Barbarian	<ul style="list-style-type: none"> • 8HD Aberration, which grants skill points, Feats, BAB, & Base Save Bonuses. • Natural Weapons – 2 tentacles (1d4). • Special Attacks – Mind Blast, <i>Psionics</i>, Improved Grab, Extract. • Special Quality – Spell Resistance of (25 + Class level), Telepathy 100'
			<ul style="list-style-type: none"> • Large Size • 40' Movement • Darkvision 60' • +7 Natural Armor bonus to AC • Natural Weapons – Bite (1d6) & Hoof (1d6) • Level Adjustment +5
			<ul style="list-style-type: none"> • 9HD Aberration, which grants skill points, Feats, BAB, & Base Save Bonuses. • Deafening Bellow – All creatures within 60' take 2d6 Sonic damage (no save) and are Deafened for 1d6 rounds (FortNeg). DC is Constitution-based. Usable once per day.

Fey Races

Fey Races	Ability Mods	Favored Class	Racial Features
Pixie (MM p236)	-4 Str +8 Dex +6 Int +4 Wis +6 Cha	Sorcerer	<ul style="list-style-type: none"> • Small Size • 20' Movement, Fly 60' (good) • Low-light Vision • Gains Feat: <u>Dodge</u>. • Level Adjustment +4 (or +6 if the Pixie can cast <i>Otto's Irresistible Dance</i>)
Satyr (MM p219)	+2 Dex +2 Con +2 Int +2 Wis +2 Cha	Bard	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Low-light Vision • +4 Natural Armor bonus to AC • Gains Feat: <u>Alertness</u>. • Level Adjustment +2

Dragon Races

Dragon Races	Ability Mods	Favored Class	Racial Features
Dracotaur (MM3 p42)	+8 Str +2 Dex +4 Con +2 Int +2 Cha	Sorcerer	<ul style="list-style-type: none"> • Large Size • 50' Movement • Low-light Vision • Darkvision 60' • Automatic proficiency in Natural Weapons, Simple Weapons, & Light Armor. • Natural Weapon – 1d8 Bite & 1d8 Tail Slap • Level Adjustment +5

Psionic Races

The following Psionic Races are included for completeness, but are not detailed.

Empty Vessels
(Eb p290)
Kalashtar
(Eb p16)
Synad
(DR314 p64)

Racial Aging Table

Race	Ref	Aging Effects					Random Starting Ages – add to Adulthood		
		Adulthood	Middle Age ³	Old ⁴	Venerable ⁵	Maximum Age	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Changling	(Eb p27)	15	35	53	70	+2d20	+1d4	+1d6	+2d6
Dwarf	(PH p109)	40	125	188	250	+2d%	+3d6	+5d6	+7d6
Elf	(PH p109)	110	175	263	350	+4d%	+4d6	+6d6	+10d6
Gnome	(PH p109)	40	100	150	200	+3d%	+4d6	+6d6	+9d6
Gripli	(DR324 p87)	30	70	105	140	+4d20	+2d6	+4d6	+6d6
Half-Elf	(PH p109)	20	62	93	125	+3d20	+1d6	+2d6	+3d6
Halfling	(PH p109)	20	50	75	100	+5d20	+2d4	+3d6	+4d6
Half-Orc	(PH p109)	14	30	45	60	+2d10	+1d4	+1d6	+2d6
Human	(PH p109)	15	35	53	70	+2d20	+1d4	+1d6	+2d6
Lupin	(DR325 p87)	14	30	45	60	+2d10	+1d4	+1d6	+2d6
Shifter	(Eb p27)	20	40	60	80	+2d20	+1d6	+1d8	+2d8
Shifter, Saurian	(DR328 p62)	20	40	60	80	+2d20	+1d6	+1d8	+2d8
Warforged	(Eb p27)	0	150	—	—	—	+1d12	+1d6	+1d4

Racial Height / Weight Table

Race	Ref	Male				Female			
		Base Height	Height Mod.	Base Weight	Weight Mod.	Base Height	Height Mod.	Base Weight	Weight Mod.
Changling	(Eb p27)	5' 1"	+2d4	115 lbs.	x (2d4) lb.	—same—	—same—	—same—	—same—
Dwarf	(PH p109)	3' 9"	+2d4	130 lbs.	x (2d6) lb.	3' 7"	+2d4	100 lbs.	x (2d6) lb.
Elf	(PH p109)	4' 5"	+2d6	85 lbs.	x (1d6) lb.	4' 5"	+2d6	80 lbs.	x (1d6) lb.
Gnome	(PH p109)	3' 0"	+2d4	40 lbs.	x 1 lbs.	2' 10"	+2d4	35 lbs.	x 1 lbs.
Gripli	(DR324 p87)	1' 10"	+2d4	20 lbs.	x 1 lbs.	1' 7"	+2d6	15 lbs.	x 1 lbs.
Half-Elf	(PH p109)	4' 7"	+2d8	100 lbs.	x (2d4) lb.	4' 5"	+2d8	80 lbs.	x (2d4) lb.
Halfling	(PH p109)	2' 8"	+2d4	30 lbs.	x 1 lbs.	2' 6"	+2d4	25 lbs.	x 1 lbs.
Half-Orc	(PH p109)	4' 10"	+2d12	150 lbs.	x (2d6) lb.	4' 5"	+2d12	110 lbs.	x (2d6) lb.
Human	(PH p109)	4' 10"	+2d10	120 lbs.	x (2d4) lb.	4' 5"	+2d10	85 lbs.	x (2d4) lb.
Lupin	(DR325 p87)	4' 10"	+2d8	120 lbs.	x (2d4) lb.	4' 5"	+2d8	85 lbs.	x (2d4) lb.
Shifter	(Eb p27)	4' 7"	+2d8	100 lbs.	x (2d4) lb.	4' 5"	+2d8	85 lbs.	x (2d4) lb.
Shifter, Saurian	(DR328 p62)	5' 0"	+2d12	120 lbs.	x (2d4) lb.	5' 0"	+2d12	120 lbs.	x (2d4) lb.
Warforged, Composite	(Eb p27)	5' 10"	+2d6	270 lbs.	x 4 lbs.	—same—	—same—	—same—	—same—
Warforged, Adamantine	(Eb p27) (wWarforged)+	5' 10"	+2d6	320 lbs.	x 6 lbs.	—same—	—same—	—same—	—same—
Warforged, Darkwood or Mithral	(Eb p27) (wWarforged)+	5' 10"	+2d6	180 lbs.	x 2 lbs.	—same—	—same—	—same—	—same—
Warforged, Unarmored	(Eb p27) (wWarforged)+	5' 10"	+2d6	225 lbs.	x 3 lbs.	—same—	—same—	—same—	—same—

³ Middle Age: -1 Str, -1 Con, -1 Dex, +1 Int, +1 Wis, +1 Cha.⁴ Old: -2 Str, -2 Con, -2 Dex, +1 Int, +1 Wis, +1 Cha.⁵ Venerable: -3 Str, -3 Con, -3 Dex, +1 Int, +1 Wis, +1 Cha.

Mounts, Familiars, Companions, etc.

Training Animals

Tricks

For each point of Intelligence, an Animal can learn three Tricks from the following list. Teaching a Trick requires one week of training followed by a Handle Animal check vs. the listed DC.

Trick	Source	DC	Prerequisite	Description
Air Walk	(PH p197)	25	—	The Animal can be the subject of the spell <i>Air Walk</i> without panicking.
Assist Attack	(CAdv p100)	20	Attack trick	The Animal will attempt to Flank the opponent designated by its Master (if it can do so without generating an Attack of Opportunity). On command, the Animal will use the Aid Other action to attempt to grant his/her Master (or designated ally) a +2 bonus on his/her attack roll.
Assist Defend	(CAdv p100)	20	Defend trick	On command, the Animal will use the Aid Other action to attempt to grant his/her Master (or designated ally) a +2 bonus on his/her AC.
Assist Track	(CAdv p100)	20	Track trick Scent ability	On command, the Animal will use the Aid Other action to attempt to grant his/her Master a +2 Circumstance bonus on Survival checks in order to 'track'.
Attack	(PH p74)	20	—	The Animal will attack the designated Humanoid, Monstrous Humanoid, Giant, or Animal.
Attack Unusual	(PH p74)	20	Attack trick	The Animal will attack the designated creature of any type (including Undead).
Come	(PH p74)	15	—	The Animal will come to its master, even into unusual areas
Defend	(PH p75)	20	—	The Animal will automatically come to its master's defense, or will defend a person designated by its master.
Down	(PH p75)	15	—	The Animal will stop attacking on command. Without this trick, the Animal attacks until its opponent is defeated or it is driven off.
Fetch	(PH p75)	15	—	The Animal will attempt to retrieve the designated object.
Guard	(PH p75)	20	—	The Animal will stay in the designated location and keep others from approaching it.
Heel	(PH p75)	15	—	The Animal will follow its master, even into unusual areas.
Hold	(CAdv p100)	20	Attack trick	The Animal will initiate a Grapple on the designated creature and attempt to perform a Hold.
Home	(CAdv p100)	20	—	The Animal travels back to the place where it was trained.
Hunt	(CAdv p100)	15	—	The Animal brings food back to its Master if it makes the appropriate Survival check.
Perform	(PH p75)	15	—	The Animal can perform simple tricks, such as barking on command & rolling over.
Seek	(PH p75)	15	—	The Animal goes into the designated area and looks for anything alive and/or animate.
Stalk	(CAdv p100)	20	Attack trick	The Animal follows the designated creature and attempts to remain unnoticed. When the creature is injured or resting, the Animal attacks.
Stay	(PH p75)	15	—	The Animal will stay in the designated location, but will allow other to approach.
Steal	(CAdv p100)	20	Fetch trick	The Animal attempts to take an object away from the designated creature and return it to the Master.
Subdue	(CAdv p100)	20	Attack trick	The Animal attacks the designated creature at a -4 penalty in order to do Subdual Damage.
Track	(PH p75)	20	Scent ability	The Animal will attempt to track the presented sample scent.
Warn	(CAdv p101)	20	Guard trick	If the Animal see, hears, or smells a creature with which it has not been trained to ignore, the Animal confronts the creature and makes a loud sound (bark, hiss, squawk, etc.). If the creature does not stop, the Animal attacks it.
Work	(PH p75)	15	—	The Animal will pull or push a Medium / Heavy load.

Purposes

Animals that are trained for a job, such as Guarding or Hunting, have a set of Tricks that it learns as a group. Only one Handle Animal check must be made at the end of the training, which is still 1 week per Trick. The Animal must have enough Intelligence to learn all the Tricks.

Purpose	Source	DC	Weeks	Description
Advanced Fighting	(CAdv p101)	20	6	The Animal knows Assist Attack, Attack, Down, Hold, Stay, & Subdue.
Combat Riding	(PH p75)	20	6	The Animal knows Attack, Come, Defend, Down, Guard, & Heel. Note: Warhorses & Riding Dogs already have this training.
Defensive Guarding	(CAdv p101)	20	6	The Animal knows Defend, Down, Guard, Hold, Subdue, & Warn.
Fighting	(PH p75)	20	3	The Animal knows Attack, Down, & Stay. Note: This Purpose can be upgrade to Advanced Fighting in 2 weeks with DC 20. This supersedes any additional tricks the Animal knew.
Guarding	(PH p75)	20	4	The Animal knows Attack, Defend, Down, & Guard. Note: This Purpose can be upgrade to Defensive Guarding in 3 weeks with DC 20. This supersedes any additional tricks the Animal knew.
Heavy Labor	(PH p75)	15	2	The Animal knows Come & Work.
Hunting	(PH p75)	20	6	The Animal knows Attack, Down, Fetch, Heel, Seek, & Track.
Performing	(PH p75)	15	5	The Animal knows Come, Fetch, Heel, Perform, & Stay.
Riding	(PH p75)	15	3	The Animal knows Come, Heel, & Stay. Note: This Purpose can be upgrade to Combat Riding in 3 weeks with DC 20. This supersedes any additional tricks the Animal knew.
Thievery	(CAdv p101)	20	6	The Animal knows Fetch, Heel, Home, Seek, Steel, & Work.

Purpose \ Trick	Trick																	
	Assist Attack	Attack	Come	Defend	Down	Fetch	Guard	Heel	Hold	Home	Perform	Seek	Stay	Steel	Subdue	Track	Warn	Work
Advanced Fighting	+	+			+				+				+		+			
Combat Riding		+	+	+	+		+	+										
Defensive Guarding				+	+		+		+						+		+	
Fighting		+			+								+					
Guarding		+		+	+		+											
Heavy Labor			+															+
Hunting		+			+	+		+				+				+		
Performing			+			+		+			+		+					
Riding			+					+					+					
Thievery						+		+		+		+		+				+

Unusual Riding Creatures

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

Mounts	Category	Size	HD	Algn	Int	Train DC	Worth Eggs	Worth Young	Light Load	On Foot	Fly	Misc.
Dinosaur, Battleitan (MM3 p38)	Animal	Huge	36	N	2	28	?	100,000	11,093	60'	—	Swallow Whole, Improved Grab
Eagle, Giant (MM p93)	Magical Beast	Large	4	NG	10	25	2,500	4,000	300	10'	80' / Average	Speaks Common & Auran
Griffon (MM p139)	Magical Beast	Large	7	N	5	25	3,500	7,000	300	30'	80' / Average	Understands (but cannot speak) Common
Hippogriff (MM p152)	Magical Beast	Large	3	N	2	25	2,000	3,000	300	50'	100' / Average	
Howler (MM p154)	Outsider	Large	6	CE	6	25	—	—	460	60'	—	Understands (but cannot speak) Abyssal
Owl, Giant (MM p205)	Magical Beast	Large	4	NG	10	25	2,500	4,000	300	10'	70' / Average	Speaks Common & Sylvan
Pegasus (MM p206)	Magical Beast	Large	4	CG	10	25	2,000	3,000	300	60'	120' / Average	Understands (but cannot speak) Common <i>Detect Good & Detect Evil</i> , at will
Spider Eater (MM p234)	Magical Beast	Large	4	N	2	25	2,000	3,000	306	30'	60' / Good	<i>Freedom of Movement</i> , always on, Poison

Cohorts

Cohorts are acquired by taking the Feat: Leadership(DMG p106).

Cohorts	Algn	Lvl Equiv	Ref
Blink Dog (MM p28)	LG	6	DMG3.5 p199
Guardian Steed (DR309 p30)	NG	7	DR309 p33
Pegasus (MM p206)	CG	6	DMG3.5 p199
Hell Hound (MM p151)	LE	7	DMG3.5 p199
Imp (MM p56)	LE	7	DMG3.5 p199
Satyr (MM p219)	CN	7	DMG3.5 p199
Quasit (MM p46)	CE	8	DMG3.5 p199

Cohorts	Algn	Lvl Equiv	Ref
Unicorn (MM p249)	CG	8	DMG3.5 p199
Displacer Beast (MM p66)	LE	10	DMG3.5 p199
Dragonne (MM p89)	N	10	DMG3.5 p199
Griffon (MM p139)	N	10	DMG3.5 p199
Werebear (MM p170)	LG	10	DMG3.5 p199
Bralani (MM 93)	CG	11	DMG3.5 p199
Lammasu (MM p165)	LG	12	DMG3.5 p199

Cohorts	Algn	Lvl Equiv	Ref
Avoral (MM p141)	NG	15	DMG3.5 p199
Ettin (MM p106)	CE	15	DMG3.5 p199
Erinyes (MM p54)	LE	16	DMG3.5 p199
Green Dragon, Young (MM p74)	LE	16	DMG3.5 p199

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	PH3.5 p35
Camel (MM p270)	1	PH3.5 p35
Dinosaur, Swindlespitter (MM3 p41)	1	MM3 p41
Dire Rat (MM p64)	1	PH3.5 p35
Dog, Riding (MM p271)	1	PH3.5 p35
Eagle (MM p272)	1	PH3.5 p35
Hawk (MM p273)	1	PH3.5 p35
Horse, Heavy (MM p273)	1	PH3.5 p35
Horse, Light (MM p273)	1	PH3.5 p35
Owl (MM p277)	1	PH3.5 p35
Pony (MM p277)	1	PH3.5 p35
Porpoise (MM p278)	1	PH3.5 p35
Shark, Medium (MM p279)	1	PH3.5 p35
Squid (MM p281)	1	PH3.5 p35
Viper, Medium (MM p279)	1	PH3.5 p35
Viper, Small (MM p279)	1	PH3.5 p35
Wolf (MM p283)	1	PH3.5 p35
Ape (MM p268)	4	PH3.5 p36
Bear, Black (MM p269)	4	PH3.5 p36
Bison (MM p269)	4	PH3.5 p36

Companions	Min Lvl	Ref
Boar (MM p270)	4	PH3.5 p36
Cheetah (MM p271)	4	PH3.5 p36
Crocodile (MM p271)	4	PH3.5 p36
Dire Badger (MM p62)	4	PH3.5 p36
Dinosaur, Fleshraker (MM3 p40)	4	MM3 p41
Dire Bat (MM p62)	4	PH3.5 p36
Dire Eagle (RoS p186)	4	DR335 p87
Dire Weasel (MM p65)	4	PH3.5 p36
Horrid Dire Rat (Eb p288)	4	Eb p288
Leopard (MM p274)	4	PH3.5 p36
Lizard, Monitor (MM p274)	4	PH3.5 p36
Shark, Large (MM p279)	4	PH3.5 p36
Snake, Constrictor (MM p279)	4	PH3.5 p36
Viper, Large (MM p279)	4	PH3.5 p36
Wolverine (MM p283)	4	PH3.5 p36
Bear, Brown (MM p269)	7	PH3.5 p36
Crocodile, Giant (MM p271)	7	PH3.5 p36
Deinonychus (MM p60)	7	PH3.5 p36
Dire Ape (MM p62)	7	PH3.5 p36
Dire Boar (MM p63)	7	PH3.5 p36

Companions	Min Lvl	Ref
Dire Horse (MM2 p75)	7	DR335 p87
Dire Wolf (MM p65)	7	PH3.5 p36
Dire Wolverine (MM p66)	7	PH3.5 p36
Elasmosaurus (MM p60)	7	PH3.5 p36
Horrid Dire Badger (MM p62) & (Eb p289)	7	Eb p288
Horrid Dire Bat (MM p62) & (Eb p289)	7	Eb p288
Horrid Dire Weasel (MM p65) & (Eb p289)	7	Eb p288
Lion (MM p274)	7	PH3.5 p36
Rhinoceros (MM p278)	7	PH3.5 p36
Tiger (MM p281)	7	PH3.5 p36
Viper, Huge (MM p279)	7	PH3.5 p36
Bear, Polar (MM p269)	10	PH3.5 p36
Dire Lion (MM p63)	10	PH3.5 p36
Dire Snake (MM2 p74)	10	DR335 p87
Horrid Dire Ape (MM p62) & (Eb p289)	10	Eb p288
Horrid Dire Boar (MM p63) & (Eb p289)	10	Eb p288
Horrid Dire Horse (MM2 p75) (3.5sup p32)+ & (Eb p289)	10	Eb p288
Horrid Dire Wolf (MM p65) & (Eb p289)	10	Eb p288
Horrid Dire Wolverine (MM p66) & (Eb p289)	10	Eb p288
Megaraptor (MM p60)	10	PH3.5 p36

Companions	Min Lvl	Ref
Sea Tiger (MM3 p147)	10	MM3 p147
Shark, Huge (MM p279)	10	PH3.5 p36
Snake, Giant Constrictor (MM p279)	10	PH3.5 p36
Whale, Orca (MM p282)	10	PH3.5 p36
Dire Bear (MM p63)	13	PH3.5 p36
Elephant (MM p272)	13	PH3.5 p36
Horrid Dire Lion (MM p63) & (Eb p289)	13	Eb p288

Companions	Min Lvl	Ref
Octopus, Giant (MM p276)	13	PH3.5 p36
Dire Shark (MM p64)	16	PH3.5 p36
Dire Tiger (MM p65)	16	PH3.5 p36
Horrid Dire Bear (MM p63) & (Eb p289)	16	Eb p288
Horrid Dire Elk (MM2 p75) (3.5sup p32)+ & (Eb p289)	16	Eb p288
Squid, Giant (MM p281)	16	PH3.5 p36
Triceratops (MM p61)	16	PH3.5 p36

Companions	Min Lvl	Ref
Tyrannosaurus (MM p61)	16	PH3.5 p36
Horrid Dire Elephant (MM2 p75) (3.5sup p32)+ & (Eb p289)	19	Eb p288
Horrid Dire Rhinoceros (FF pXXX) & (Eb p289)	19	Eb p288
Horrid Dire Shark (MM p64) & (Eb p289)	19	Eb p288
Horrid Dire Tiger (MM p65) & (Eb p289)	19	Eb p288

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

Monstrous Companions	Min Lvl	Ref
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

Monstrous Companions	Min Lvl	Ref
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

Mounts for Paladins

Levels above Min	Level Up ⁶	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. – The Mount is considered a ‘Magical Beast’ for purposes of being targeted by spells.
3-5	+4d8 HD	+6	+2	7	<ul style="list-style-type: none"> – The Mount gains +10’ movement.
6-9	+6d8 HD	+8	+3	8	<ul style="list-style-type: none"> – The Mount can now <i>Command</i> similar creatures (a horse can command horses, donkey, ponies, mules, etc.) that have fewer HD, usable (Master’s Level / 2) times per day. If being ridden, the Mount must make a Concentration check vs. DC 21.
10+	+8d8 HD	+10	+4	9	<ul style="list-style-type: none"> – The Mount gains Spell Resistance of (5 + Master’s level).

Mounts for Medium-sized Paladins

Mount	Min Lv.	Reference
Camel (MM p270)	5	DMG3.5 p205
Horse, Heavy War (MM p273)	5	PH3.5 p45
Horse, Light War (MM p273)	5	DMG3.5 p205
Sea Tiger (MM3 p147)	5	MM3 p147
Celestial Warhorse, Heavy (MM p273) & (MM p31)	6	DMG3.5 p204
Celestial Warhorse, Light (MM p273) & (MM p31)	6	DMG3.5 p205
Dire Wolf (MM p65)	6	DMG3.5 p204
Hippogriff (MM p152)	6	DMG3.5 p204
Monstrous Spider, Large (MM p289)	6	DMG3.5 p204
Shark, Large (MM p279)	6	DMG3.5 p204
Unicorn (MM p249)	6	DMG3.5 p204
Dire Boar (MM p63)	7	DMG3.5 p204
Dire Wolverine (MM p66)	7	DMG3.5 p204
Giant Eagle (MM p93)	7	DMG3.5 p204
Giant Owl (MM p205)	7	DMG3.5 p204
Guardian Steed (DR309 p30)	7	DR309 p33
Pegasus (MM p206)	7	DMG3.5 p204
Rhinoceros (MM p278)	7	DMG3.5 p204
Sea Cat (MM p220)	7	DMG3.5 p204
Dire Lion (MM p63)	8	DMG3.5 p204
Griffon (MM p139)	8	DMG3.5 p204

Mounts for Small-sized Paladins

Mount	Min Lv.	Reference
Monstrous Spider, Medium-sized (MM p288)	5	DMG3.5 p205
Porpoise (MM p278)	5	DMG3.5 p205
Dog, Riding (MM p277)	5	PH3.5 p45
Shark, Medium-sized (MM p279)	5	PH3.5 p45
Pony, War (MM p277)	5	PH3.5 p45
Celestial Riding Dog (MM p272) & (MM p31)	6	DMG3.5 p205
Celestial Warpony (MM p277) & (MM p31)	6	DMG3.5 p205
Dire Bat (MM p62)	6	DMG3.5 p205
Dire Badger (MM p62)	6	DMG3.5 p205
Dire Weasel (MM p65)	6	DMG3.5 p205
Lizard, Monitor (MM p275)	6	DMG3.5 p205

⁶ Also improve Base Attack Bonus & Base Saves

Fiendish Servants for Blackguards

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

Character Level	Level Up ⁷	Natural AC	Strength Adjust	Int	Special Abilities
up to 12 th	+2d8 HD	+1	+1	6	<ul style="list-style-type: none"> – Servant gets Improved Evasion. – If the Servant stays within 5 feet, the Master can share personal spells with the Servant. – The Master <u>cannot</u> 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	<ul style="list-style-type: none"> – The Master and the Servant can communicate verbally, though no other creature can understand them.
16 – 18	+6d8 HD	+5	+3	8	<ul style="list-style-type: none"> – 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	<ul style="list-style-type: none"> – The Servant gains Spell Resistance of (5 + Master's level).

Servants

Servants	Reference
Fiendish Bat (MM p268) & (MM p107)	DMG3.5 p183
Fiendish Cat (MM p270) & (MM p107)	DMG3.5 p183
Fiendish Dire Rat (MM p64) & (MM p107)	DMG3.5 p183
Fiendish Horse (MM p273) & (MM p107)	DMG3.5 p183
Fiendish Pony (MM p277) & (MM p107)	DMG3.5 p183
Fiendish Raven (MM p278) & (MM p107)	DMG3.5 p183
Fiendish Toad (MM p282) & (MM p107)	DMG3.5 p183

⁷ Also improve Base Attack Bonus & Base Saves

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.
- Considered a 'Magical Beast'.

Level	AC bonus	Int	Special Abilities
1-2	+1	6	– Master gets <u>Feat: Alertness</u> (+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 <u>cannot</u> see through the Familiar's eyes, but the Familiar can empathetically tell the Master what it sees.
3-4	+2	7	– The Familiar can now deliver "touch" spells for the Master.
5-6	+3	8	– The Master & the Familiar can now communicate at a speaking level.
7-8	+4	9	– The Familiar can now communicate with similar animals (cats can speak to felines, rats can speak to rodents, etc.).
9-10	+5	10	
11-12	+6	11	– The Familiar gains Spell Resistance of (5 + Master's level).
13-14	+7	12	– The Master may use <i>Scrying</i> (as the spell) on the Familiar once per day.
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

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

Familiars with a minimum level of 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 have, such as Disease or Poison.

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Bat (MM p268) (DMG p203)	1	+3 bonus on Listen checks	Medium & Smaller Masters	PH3.5 p52 DMG3.5 p203
Cat (MM p270)	1	+3 bonus to Move Silently checks		PH3.5 p52
Dire Rat (MM p64)	1	+2 bonus to Fortitude saves	Huge Masters	DMG3.5 p203
Ferret (DMG p203)	1	+2 bonus to Reflex saves	Tiny Masters	DMG3.5 p203
Hawk (MM p273)	1	+3 bonus to Spot checks in bright light		PH3.5 p52
Hedgehog (DMG p203)	1	+1 Natural Armor bonus to AC	Tiny Masters	DMG3.5 p203
Leopard (MM p274) (DMG p204)	1	+2 to Move Silently checks	Huge Masters	DMG3.5 p203
Lizard (MM p275)	1	+3 bonus to Climb checks		PH3.5 p52
Lizard, Monitor (MM p275) (DMG p204)	1	+3 hit-points	Huge Masters	DMG3.5 p203
Mouse (DMG p203)	1	+3 bonus to Move Silently checks	Tiny Masters	DMG3.5 p203
Owl (med.) (DMG p204)	1	+2 to Move Silently checks	Huge Masters	DMG3.5 p203
Owl (tiny) (MM p277)	1	+3 bonus to Spot checks in bright light		PH3.5 p52
Rat (MM p278)	1	+2 bonus to Fortitude saves		PH3.5 p52
Raven (small) (DMG p204)	1	The Raven can speak 1 language	Huge Masters	DMG3.5 p203
Raven (tiny) (MM p278)	1	+3 bonus to Appraise checks The Raven can speak 1 language		PH3.5 p52

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Screech Owl (diminutive) (DMG p203)	1	+2 bonus to Move Silently checks	Tiny Masters	DMG3.5 p203
Shark (tiny) (DU107 p95)	1	+3 bonus to Spot checks	Aquatic Masters	DU107 p95
Snake (med. viper) (MM p280) (DMG p204)	1	The Snake has a poisonous bite	Huge Masters	DMG3.5 p203
Snake (tiny viper) (MM p280)	1	+3 bonus to Bluff checks The Snake has a poisonous bite		PH3.5 p52
Thrush (DMG p203)	1	The Thrush can speak 1 language	Tiny Masters	DMG3.5 p203
Toad (MM p282) (DMG p203)	1	+3 hit-points		PH3.5 p52 DMG3.5 p203
Weasel (MM p203)	1	+2 bonus to Reflex saves		PH3.5 p52
Wolverine (MM p283) (DMG p204)	1	+2 bonus to Reflex saves	Huge Masters	DMG3.5 p203
Hawk, Celestial (MM p273) (DMG p201)	3	—	Masters aligned with Good	DMG3.5 p200
Krenshar (MM p163)	3	—	Masters aligned with Neutral	CWar p100
Swarm, Spider (MM p239)	3	Immune to his/her swarm's distract & poison effects	Masters aligned with Neutral	DR329 p98
Viper, Fiendish (MM p280) (DMG p201)	3	—	Masters aligned with Evil	DMG3.5 p200
Worg (MM p256)	3	—	Masters aligned with Neutral Evil	CWar p100

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Blink Dog (MM p28)	5	—	Masters aligned with Lawful Good	CWar p100
Cat (MM p270)	5	+3 bonus to Move Silently checks 50% chance to Stabilize	Masters who already have a Cat familiar	DR331 p93
Elemental, Air (small) (MM p96) (DMG p202)	5	—	Masters aligned with Air	DMG3.5 p200
Elemental, Earth (small) (MM p97) (DMG p202)	5	—	Masters aligned with Earth	DMG3.5 p200
Elemental, Fire (small) (MM p99) (DMG p202)	5	—	Masters aligned with Fire	DMG3.5 p200
Elemental, Water (small) (MM p100) (DMG p202)	5	—	Masters aligned with Water	DMG3.5 p200
Hell Hound (MM p151)	5	—	Masters aligned with Lawful Evil	CWar p100
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	DR331 p93
Shocker Lizard (MM p224) (DMG p202)	5	—	Masters who are within 1 step of Neutral—or— Masters aligned with Electricity	DMG3.5 p200
Stirge (MM p236) (DMG p202)	5	—	Masters who are within 1 step of Neutral	DMG3.5 p200
Swarm, Bat (MM p237)	5	Immune to his/her swarm's distract effect	Masters aligned with Neutral	DR329 p98
Swarm, Rat (MM p239)	5	Immune to his/her swarm's distract & disease effects	Masters aligned with Neutral	DR329 p98
Formian Worker (MM p108) (DMG p201)	7	—	Masters who are within 1 step of Lawful Neutral	DMG3.5 p200
Hippogriff (MM p152)	7	—	Masters aligned with Neutral	CWar p100
Homunculus (MM p154) (DMG p201)	7	—	Do-It-Yourself Masters	DMG3.5 p200
Howler (MM p154)	7	—	Masters aligned with Chaotic Evil	CWar p100
Ice Mephit (MM p182) (DMG p201)	7	—	Masters aligned with Cold	DMG3.5 p200
Imp (MM p56) (DMG p201)	7	—	Masters who are within 1 step of Lawful Evil	DMG3.5 p200
Lizard (MM p275)	7	+3 bonus to Climb checks Able to heal yourself (½ Arcane caster level times Charisma mod) hp per day	Masters who already have a Lizard familiar	DR331 p93

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Pseudodragon (MM p210) (DMG p201)	7	—	Masters who are within 1 step of Neutral Good	DMG3.5 p200
Quasit (MM p46) (DMG p201)	7	—	Masters who are within 1 step of Chaotic Evil	DMG3.5 p200
Snake (tiny viper) (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	DR331 p93
Spark Guardian (CWar p119)	7	—	Do-It-Yourself Masters	CWar p119
Swarm, Locust (MM p239)	7	Immune to his/her swarm's distract effect	Masters aligned with Neutral	DR329 p98
Weasel (MM p203)	7	+2 bonus to Reflex saves Master gains the Scent ability	Masters who already have a Weasel familiar	DR331 p93
Winter Wolf (MM p256)	7	—	Masters aligned with Neutral Evil	CWar p100
Gauntlet Guardian (CWar p120)	9	—	Do-It-Yourself Masters	CWar p120
Hawk (MM p273)	9	+3 bonus to Spot checks in bright light +2 bonus on Move Silently checks Gain Low-Light vision	Masters who already have a Hawk familiar	DR331 p93
Owl (tiny) (MM p277)	9	+3 bonus to Spot checks in bright light +2 bonus on Move Silently checks Gain Low-Light vision	Masters who already have an Owl 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	DR331 p93
Swarm, Bone Rat (LibMort p88)	9	Immune to his/her swarm's distract effect	Masters aligned with Undead	DR329 p98
Swarm, Centipede (MM p239)	9	Immune to his/her swarm's distract effect	Masters aligned with Neutral	DR329 p98
Toad (MM p282) (DMG p203)	9	+3 hit-points If bit by a creature vulnerable to poison, it is Confused for 1d4 rounds (DC is Con-based)	Masters who already have a Toad familiar	DR331 p93
Blade Guardian (CWar p120)	11	—	Do-It-Yourself Masters	CWar p120
Swarm, Corpse Rat (LibMort p92)	11	Immune to his/her swarm's distract effect	Masters aligned with Undead	DR329 p98
Swarm, Emphemeral (MM3 p50)	11	Immune to his/her swarm's distract effect	Masters aligned with Undead	DR329 p98

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Swarm, Swamp Strider (MM3 p171)	11	Immune to his/her swarm's distract effect	Masters aligned with Neutral	DR329 p98
Swarm, Dread Bloom (MM3 p45)	13	Immune to his/her swarm's distract effect	Masters aligned with Plants	DR329 p98
Swarm, Bloodmote Cloud (LibMort p88)	13	Immune to his/her swarm's distract effect	Masters aligned with Undead	DR329 p98
Swarm, Needletooth (MM3 p109)	13	Immune to his/her swarm's distract effect	Masters aligned with little Dinosaurs	DR329 p98

Familiar	Lv.	Bonus to Master	Popular with...	Reference
Swarm, Hellwasp (MM p238)	16	Immune to his/her swarm's distract effect	Masters aligned with Evil	DR329 p98
Swarm, Shimmerling (MM3 p152)	16	Immune to his/her swarm's distract effect	Masters aligned with Fey	DR329 p98
Swarm, Brood Keeper Larva (MM3 p109)	19	Immune to his/her swarm's distract effect	Masters aligned with Magical Beasts	DR329 p98

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

Constructs

The following Constructs include instruction on how to create them.

Construct Name	Min Lv.	Construct Name	Min Lv.	Construct Name	Min Lv.
Dedicated Wright (Eb p285)	—	Shredstorm (MM3 p153)	13	Wicker Man (FF p188) (3.Sup p24)+	16
Expeditious Messenger (Eb p285)	—	Topiary Guardian (MM3 p173)	13	Prismatic Golem (MM3 p71)	17
Furtive Filcher (Eb p286)	—	Alchemical Golem (MM3 p66)	14	Shadesteel Golem (MM3 p72)	17
Bogun (MM2 p34) (3.Sup p30)+	4	Blood Golem of Hextor (FF p84) (3.Sup p24)+	14	Demonflesh Golem (FF p86) (3.Sup p24)+	18
Homunculus (MM p154)	4	Mud Golem (MM3 p70)	14	Hellfire Golem (FF p88) (3.Sup p24)+	18
Iron Defender (Eb p287)	4	Stone Golem (MM p137)	14	Juggernaut (MM2 p132) (3.Sup p34)+	18
Dread Guard (MM2 p87) (3.Sup p32)+	5	Stone Golem, Greater (MM p137)	14	Nimblewright (MM2 p162) (3.Sup p35)+	18
Clockwork Eunuch (DR334 p38)	7	Web Golem (MM3 p74)	14	Slaughterstone Behemoth (MM3 p159)	18
Spark Guardian (CWar p119)	7	Shield Guardian (MM p223)	15	Grisgol (MM3 p76)	19
Flesh Golem (MM p135)	8	Black Ice Golem (DR324 p59)	16	Blackstone Gigant (FF p21) (3.Sup p24)+	20
Gauntlet Guardian (CWar p120)	9	Brain Golem (FF p85) (3.Sup p24)+	16	Guardian Ship (DR333 p76)	20
Caryatid Column (FF p30) (3.Sup p24)+	10	Brass Golem (MM2 p117) (3.Sup p33)+	16	Mithral Golem (ELH p193) (3.Sup p20)+	25
Flying Fingers (DR127 p88)	10	Bronze Serpent (MM2 p40) (3.Sup p31)+	16	Stone Colossus (ELH p171) (3.Sup p20)+	25
Blade Guardian (CWar p120)	11	Dragonflesh Golem (MM2 p117) (3.Sup p33)+	16	Flesh Colossus (ELH p172) (3.Sup p20)+	29
Clay Golem (MM p134)	11	Hangman Golem (MM3 p69)	16	Adamantine Golem (ELH p194) (3.Sup p20)+	30
Gloom Golem (MM3 p68)	11	Iron Golem (MM p136)	16	Iron Colossus (ELH p173) (3.Sup p20)+	35
Iron Cobra (FF p103) (3.Sup p24)+	12	Metal Destrier (ELH p308)	16		
Necrophidius (FF p126) (3.Sup p24)+	12	Runic Guardian (MM2 p182) (3.Sup p36)+	16		
Relief Golem (DR334 p42)	12	Slaughterstone Eviscerator (MM3 p160)	16		
Necromancer Knuckles (DR127 p88)	13	Stained Glass Golem (MM2 p116) (3.Sup p33)+	16		

Construct Modifications:

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

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

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

Alternate Forms

Wild Shape Forms

Starting at 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. (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.

Wild Shape Forms	HD	Size	Min Lvl
Badger (MM p268)	1	S	5
Dire Rat (MM p64)	1	S	5
Dire Toad (MM2 p76) (3.5sup p32)+	4	M	5
Dog (MM p271)	1	S	5
Eagle (MM p272)	1	S	5
Octopus (MM p276)	2	S	5
Snake, Small Viper (MM p279)	1	S	5
Baboon (MM p268)	1	M	5
Bear, Black (MM p269)	3	M	5
Boar (MM p270)	3	M	5
Cheetah (MM p271)	3	M	5
Crocodile (MM p271)	3	M	5
Dire Badger (MM p62)	3	M	5
Dire Hawk (MM2 p74) (3.5sup p32)+	5	M	5
Dire Weasel (MM p65)	3	M	5
Dog, Riding (MM p271)	2	M	5
Donkey (MM p272)	2	M	5
Hunting Bat (MM2 p65) (3.5sup p32)+	4	M	5
Hyena (MM p274)	2	M	5
Komodo Dragon (DR328 p84)	3	M	5
Leopard (MM p274)	3	M	5
Lizard, Monitor (MM p274)	3	M	5
Moray Eel (DR328 p84)	2	M	5
Pony (MM p277)	2	M	5
Pony, War (MM p277)	2	M	5
Porpoise (MM p278)	2	M	5
Shark, Medium (MM p279)	3	M	5
Snake, Constrictor (MM p279)	3	M	5

Wild Shape Forms	HD	Size	Min Lvl
Snake, Med. Viper (MM p279)	2	M	5
Squid (MM p281)	3	M	5
Wolf (MM p283)	2	M	5
Wolverine (MM p283)	3	M	5
Ape (MM p268)	4	L	8
Bear, Brown (MM p269)	6	L	8
Bear, Polar (MM p269)	8	L	8
Bison (MM p269)	5	L	8
Camel (MM p270)	3	L	8
Cryptoclidus (MM2 p70) (3.5sup p32)+	3	L	8
Deinonychus (MM p60)	4	L	8
Dire Ape (MM p62)	5	L	8
Dire Bat (MM p62)	4	L	8
Dire Boar (MM p63)	7	L	8
Dire Horse (MM2 p75) (3.5sup p32)+	8	L	8
Dire Lion (MM p63)	8	L	8
Dire Snake (MM2 p74) (3.5sup p32)+	7	L	8
Dire Wolf (MM p65)	6	L	8
Dire Wolverine (MM p66)	5	L	8
Guard Bat (MM2 p66) (3.5sup p32)+	4	L	8
Horse, Heavy War (MM p273)	4	L	8
Horse, Heavy (MM p273)	3	L	8
Horse, Light War (MM p274)	3	L	8
Horse, Light (MM p273)	3	L	8
Lion (MM p274)	5	L	8
Manta Ray (MM p275)	4	L	8
Mule (MM p276)	3	L	8
Octopus, Giant (MM p276)	8	L	8

Wild Shape Forms	HD	Size	Min Lvl
Rhinoceros (MM p278)	8	L	8
Shark, Large (MM p279)	7	L	8
Snake, Large Viper (MM p279)	3	L	8
Tiger (MM p281)	6	L	8
Cat (MM p270)	½	T	11
Hawk (MM p273)	1	T	11
Lizard (MM p274)	½	T	11
Monkey (MM p276)	1	T	11
Owl (MM p277)	1	T	11
Rat (MM p278)	¼	T	11
Raven (MM p278)	¼	T	11
Snake, Tiny Viper (MM p279)	¼	T	11
Weasel (MM p281)	½	T	11
Assassin Vine (plant) (MM p20)	4	L	12
Dire Bear (MM p63)	12	L	12
Myconid, Average Worker (plant) (MM2 p155) (3.5sup p35)+	2	S	12
Myconid, Circle Leader (plant) (MM2 p156) (3.5sup p35)+	5	L	12
Myconid, Elder Worker (plant) (MM2 p155) (3.5sup p35)+	3	M	12
Myconid, Guard (plant) (MM2 p156) (3.5sup p35)+	4	M	12
Myconid, Junior Worker (plant) (MM2 p155) (3.5sup p35)+	1	T	12
Myconid, Sovereign (plant) (MM2 p156) (3.5sup p35)+	6	L	12
Needlefolk (plant) (MM2 p158) (3.5sup p35)+	3	M	12
Orcwort, Wortling (plant) (MM2 p165) (3.5sup p35)+	3	S	12

Wild Shape Forms	HD	Size	Min Lvl
Phantom Fungus (plant) (MM p207)	2	M	12
Shambling Mound (plant) (MM p222)	8	L	12
Shrieker (plant) (MM p113)	2	M	12
Twig Blight (plant) (MM2 p197) (3.5sup p37)+	1	S	12
Violet Fungus (plant) (MM p113)	2	M	12
Forest Sloth (MM2 p106) (3.5sup p33)+	14	L	14
Allosaurus (MM2 p70) (3.5sup p32)+	10	H	15
Ankylosaurus (MM2 p70) (3.5sup p32)+	9	H	15
Crocodile, Giant (MM p271)	7	H	15
Dire Elk (MM2 p75) (3.5sup p32)+	12	H	15
Elasosaurus (MM p60)	10	H	15
Elephant (MM p272)	11	H	15
Greenwise (plant) (MM2 p120) (3.5sup p34)+	12	H	15
Grizzly Mastodon (MM2 p123) (3.5sup p34)+	15	H	15

Wild Shape Forms	HD	Size	Min Lvl
Megaraptor (MM p60)	8	H	15
Quetzalcoatlus (MM2 p72) (3.5sup p32)+	10	H	15
Red Sundew (plant) (MM2 p179) (3.5sup p36)+	15	H	15
Shark, Huge (MM p279)	10	H	15
Snake, Giant Constrictor (MM p279)	11	H	15
Snake, Huge Viper (MM p279)	6	H	15
Squid, Giant (MM p281)	12	H	15
Tendriculos (MM p241)	9	H	15
Treant (MM p244)	7	H	15
War Bat (MM2 p66) (3.5sup p32)+	10	H	15
Whale, Orca (MM p282)	9	H	15
Dire Tiger (MM p65)	16	L	16
Elemental, Air, Large (MM p95)	8	L	16
Elemental, Air, Medium (MM p95)	4	M	16
Elemental, Air, Small (MM p95)	2	S	16

Wild Shape Forms	HD	Size	Min Lvl
Elemental, Earth, Large (MM p98)	8	L	16
Elemental, Earth, Medium (MM p98)	4	M	16
Elemental, Earth, Small (MM p98)	2	S	16
Elemental, Fire, Large (MM p98)	8	L	16
Elemental, Fire, Medium (MM p98)	4	M	16
Elemental, Fire, Small (MM p98)	2	S	16
Elemental, Water, Large (MM p98)	8	L	16
Elemental, Water, Medium (MM p98)	4	M	16
Elemental, Water, Small (MM p98)	2	S	16
Triceratops (MM p61)	16	H	16
Dire Rhinoceros (FF p61)	17	H	17
Dire Shark (MM p64)	18	H	18
Tyrannosaurus (MM p61)	18	H	18

Reincarnation Forms

When reincarnated with *Reincarnate* (PH p270), the target loses one level, but then keeps the remaining Levels (+Base Attack Bonus, Base HP, etc.). Any previous Racial bonuses & penalties are removed & new Racial bonuses & penalties (listed below) are applied. All the races listed in this table are detailed in the [Races](#) section of this document.

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

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

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

Dire Reincarnation Forms

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

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

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

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

Outsiders & Elementals

Good					
Law	<u>Celestia</u> <i>Angels</i> (MM p10) <i>Archons</i> (MM p16)	<u>Byopia</u>	<u>Elysium</u> <i>Angels</i> (MM p10) <i>Guardinals</i> (MM p141)	<u>Beastlands</u> <i>Angels</i> (MM p10)	<u>Arboria</u> <i>Angels</i> (MM p10) <i>Eladrin</i> (MM p93) <i>Titan</i> (MM p242)
	<u>Arcadia</u>		<u>Air</u> <i>Arrowhawk</i> (MM p19) <i>Belker</i> (MM p27) <i>Elementals</i> (MM p95) <i>Djinni</i> (MM p114) <i>Invisible Stalker</i> (MM p160) <i>Mephits</i> (MM p180)		<u>Ysgard</u> <i>Lillend</i> (MM p168)
	<u>Mechanus</u> <i>Formians</i> (MM p108) <i>Inevitables</i> (MM p158)	<u>Water</u> <i>Elementals</i> (MM p98) <i>Mephits</i> (MM p180) <i>Tojanida</i> (MM p243) <i>Triton</i> (MM p245)	<u>Native</u> <i>Couatl</i> (MM p37) <i>Janni</i> (MM p116) <i>Planetouched</i> (MM p209) <i>Rakshasa</i> (MM p211)	<u>Fire</u> <i>Azer</i> (MM p21) <i>Elementals</i> (MM p98) <i>Efreeti</i> (MM p115) <i>Magmin</i> (MM p179) <i>Mephits</i> (MM p180) <i>Rast</i> (MM p212) <i>Salamander</i> (MM p218) <i>Thoquua</i> (MM p242)	<u>Limbo</u> <i>Chaos Beast</i> (MM p33) <i>Slaad</i> (MM p228)
	<u>Acheron</u> <i>Achaierai</i> (MM p9) <i>Hell Hound</i> (MM p151)		<u>Earth</u> <i>Elementals</i> (MM p98) <i>Mephits</i> (MM p180) <i>Xorn</i> (MM p260)		<u>Pandemonium</u> <i>Howler</i> (MM p154)
	<u>Hell</u> <i>Devils</i> (MM p50)	<u>Gehenna</u> <i>Barghest</i> (MM p22)	<u>Hades</u> <i>Night Hag</i> (MM p193) <i>Nightmare</i> (MM p194) <i>Yeth Hound</i> (MM p260)	<u>Carceri</u> <i>Vargouille</i> (MM p254)	<u>Abyss</u> <i>Demons</i> (MM p40)
Evil					

Positive Energy Plane – Ravid(MM p213)
 Shadow Plane – Shadow Mastiff(MM p222)
 Ethereal Plane – Xill(MM p259)

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 “DMG3.5” to “DMG”.
- September 7, 2005 – Added Races of Eberron.
Added Complete Adventurer.
Added Dragon #330 – #335.

Key to Sourcebooks

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|------------|---|--------------------------------------|---|
| 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 | |
| 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 | |
| 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 |
| 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.