

# Dungeons & Dragons 3rd Edition Index – Creatures

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

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## Animal Companions

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

Name	HD	S	CR	Int
Bat (MM p193)	¼	D	1/10	2
Chipmunk (DR277 p65)	¼	D	–	2
Groundhog (DR277 p65)	¼	T	–	2
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 p61) (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
Pony (MM p200)	2	M	¼	2
Pony, War (MM p200)	2	M	¼	2
Snake, Viper (MM p202)	2	M	1	1
Wolf (MM p204)	2	M	1	2
Bear, Black (MM p193)	3	M	2	2
Boar (MM p194)	3	M	2	2
Camel (MM p195)	3	L	1	1
Cheetah (MM p195)	3	M	2	2
Dire Badger (MM p56)	3	M	2	2
Dire Fox (DR291 p49)	3	M	2	2
Dire Opossum (DU91 p61)	3	M	1	2
Dire Weasel (MM p56)	3	M	2	2
Elk (SM p119)	3	L	1	2
Horse, Heavy (MM p197)	3	L	1	2
Horse, Light (MM p197)	3	L	1	2
Horse, Light War (MM p197)	3	L	1	2
Leopard (MM p198)	3	M	2	2
Lizard, Giant (MM p198)	3	M	2	2
Mule (MM p198)	3	L	1	2
Snake, Constrictor (MM p201)	3	M	2	1
Snake, Viper (MM p202)	3	L	2	1
Snake, Winged Viper (FR p309)	3	L	2	1
Wolverine (MM p204)	3	M	2	1
Ape (MM p193)	4	L	2	2
Dire Bat (MM p57)	4	L	2	2
Dire Toad (MotW p37) (MM2 p74)	4	S	2	2
Guard Bat (MM2 p66)	4	L	3	2
Horse, Heavy War (MM p197)	4	L	2	2
Hunting Bat (MM2 p65)	4	M	3	2
Lizard, Riding (FR p308)	4	L	2	2
Snake, Viper (MM p202)	4	H	3	1
Bison (MM p194)	5	L	2	2
Dire Ape (MM p57)	5	L	3	2
Dire Hawk (MotW p37) (MM2 p74)	5	M	2	2
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) (ELH p202)	20	L	9	2
Legendary Tiger (MotW p40) (MM2 p137) (ELH p201)	26	L	10	2

## Animal Companion Tricks

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

- 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.

## Mounts

### 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)

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

## Paladin Mounts

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

## Mounts for Medium-sized Paladins

Mount	Min Lv.
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

<sup>1</sup> Also improve Base Attack Bonus & Base Saves

## Spellcaster Assistants

### Familiars

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

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

Level	AC bonus	Int	Special Abilities
1-2	+1	6	<ul style="list-style-type: none"> <li>• Master gets Feat: <i>Alertness</i> (+2 to Spot &amp; Listen checks) while familiar is within arm's reach.</li> <li>• Familiar gets Improved Evasion (if succeeds on a Reflex save, the Familiar takes no damage, else half damage).</li> <li>• If the Familiar stays within 5 feet, the Master can share personal spells with the Familiar.</li> <li>• The Master <u>cannot</u> see through the Familiar's eyes, but the Familiar can empathetically tell the Master what it sees.</li> </ul>
3-4	+2	7	<ul style="list-style-type: none"> <li>• The Familiar can now deliver "touch" spells for the Master.</li> </ul>
5-6	+3	8	<ul style="list-style-type: none"> <li>• The Master &amp; the Familiar can now communicate at a speaking level.</li> </ul>
7-8	+4	9	<ul style="list-style-type: none"> <li>• The Familiar can now communicate with similar animals (cats → felines, rats → rodents, etc.).</li> </ul>
9-10	+5	10	
11-12	+6	11	<ul style="list-style-type: none"> <li>• The Familiar gains Spell Resistance of (5 + Master's level).</li> </ul>
13-14	+7	12	<ul style="list-style-type: none"> <li>• The Master may use <i>Scrying</i> (PH p247) (as the spell) on the Familiar once per day.</li> </ul>
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

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

Familiar	Lv.	Bonus to Master	Popular with...
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 3<sup>rd</sup> level.

## Constructs

The following Constructs include instruction on how to create them.

Construct Name	Min Lv.
Bogun (MotW p82) (MM2 p34)	7
Homunculus (MM p120)	7
Golden, the Clockwork Cat (DR299 p64)	11
Shield Guardian (MM p163)	12
Alchemical Golem (DR302 p57)	14
Blood Golem of Hextor (DR292 p96)	14
Flesh Golem (MM p108)	14
Mud Golem (DR302 p59)	14
Web Golem (DR302 p57)	14
Dread Guard (MM2 p87)	15
Battle Horror (DR302 p69)	16

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

Construct Name	Min Lv.
Runic Guardian (MM2 p182)	16
Siege Golem (DR295 p86)	16
Stained Glass Golem (MM2 p116)	16
Stone Golem (MM p108)	16
Juggernaut (MM2 p132)	18
Nimblewright (MM2 p162)	18
Mithral Golem (ELH p193)	25
Stone Colossus (ELH p171)	25
Flesh Colossus (ELH p172)	29
Adamantine Golem (ELH p194)	30
Iron Colossus (ELH p173)	35

## Alternate Forms

## Wild Shape Forms

Starting at 5<sup>th</sup> level, a Druid can take the form of an animal using its Wild Shape ability. As the Druid goes up in level, creature forms of different sizes become available.

## Druid Level 5 (Small, Medium)

Name	HD	Size	CR	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

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



## Appendix

### Revision History

- August 24, 2002 – Split Animals Index from the Basic Index.  
 December 1, 2003 – Fixed some layout problems.  
     Added Dragon Magazine #299 - #302.  
     Added Monster Manual 2  
 March 15, 2003 – Changed name to the more accurate ‘Creature Index’.  
     Added an index of Constructs.  
     Added Epic Level Handbook.

### Key to Sourcebooks

PH	– Player’s Handbook	– TRS 11550
DMG	– Dungeon Master’s Guide	– TSR 11551
DMGe	– Dungeon Master’s Guide errata	– <a href="http://shadow.wizards.com/dnd/files/DMGErrata.pdf">http://shadow.wizards.com/dnd/files/DMGErrata.pdf</a>
MM	– Monster Manual	– TSR 11552
MM2	– Monster Manual II	– 882680000
MotP	– Manual of the Planes	– WTC11850
D&D	– Deities and Demigods	– 881650000
BoVD	– Book of Vile Darkness	– 881610000
ELH	– Epic Level Handbook	– 881690000
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– <a href="http://www.wizards.com/dnd/files/SnFErrataV2.pdf">http://www.wizards.com/dnd/files/SnFErrataV2.pdf</a>
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– <a href="http://www.wizards.com/dnd/files/TB_Enh.zip">http://www.wizards.com/dnd/files/TB_Enh.zip</a>
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– <a href="http://www.wizards.com/dnd/files/FRCSErrata.pdf">http://www.wizards.com/dnd/files/FRCSErrata.pdf</a>
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– <a href="http://www.wizards.com/dnd/files/MoFerrataV3012002.zip">http://www.wizards.com/dnd/files/MoFerrataV3012002.zip</a>
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
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.