

Bonus Insert

These pages contain information that you may find useful as a DUNGEONS & DRAGONS® player. It includes:

- Statistics for familiars, for a wolf animal companion, and for summonable creatures (all for 1st-level characters).
- Diagrams explaining attacks of opportunity (from the pages of DRAGON® Magazine).
- Answers to common questions (from the Sage Advice column in DRAGON Magazine).
- An example of a completed character sheet.

CREATURE STATISTICS

Here are basic statistics for 1st-level familiars, a wolf companion, and creatures that 1st-level spellcasters can summon.

Familiars

DBat Familiar: CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +2 (Dex); Spd 5 ft., fly 40 ft. (good); AC 17; Atk —; Face/Reach 1 ft. by 1 ft./0 ft.; SQ Blindsight, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +9, Move Silently +6, Spot +9 (or master's skills).

Blindsight (Ex): "Sonar" with a 120-ft. range. Adds +4 to Spot and Listen checks. Negated by *silence* (in which case the bat can see 10 ft.).

DCat Familiar: CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +2 (Dex); Spd 30 ft.; AC 15; Atk +4/+4/-1 melee (1d2-4 [$\times 2$], claws; 1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Grant +2 Move Silently, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4 (+8 on Hide checks in tall grass or heavy undergrowth) (or master's skills); Weapon Finesse (claw, bite).

DHawk Familiar: CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +3 (Dex); Spd 10 ft., fly 60 ft. (average); AC 18; Atk +5 melee (1d4-2, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6 (+8 on Spot checks in daylight) (or master's skills); Weapon Finesse (claw).

Dowl Familiar: CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +3 (Dex); Spd 10 ft., fly 40 ft. (average); AC 18; Atk +5 melee (1d4-2, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Low-light vision, grant +2 Move Silently, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +20, Spot

How to Read the Statistics Blocks

Here's what the statistics block entries mean:

D[Creature's name]: **CR** [Challenge Rating]; **[Size and type]**; **HD** [Hit Dice]; **hp** [hit points]; **Init** [initiative modifier] ([individual modifiers]); **Spd** [speed]; **AC** [Armor Class]; **Atk** [attack modifier and attack type, melee or ranged] ([damage, attack type]); **Face/Reach** [if different from 5 ft. by 5 ft./5 ft.]; **SA** [special attacks]; **SQ** [special qualities]; **SR** [spell resistance, if applicable]; **AL** [alignment]; **SV** [saving throw modifiers]; [ability scores].

Skills and Feats: [Skills and skill modifiers, feats.]
[Descriptions of special attacks and special qualities.]

+6 (+8 on Spot checks in dusk and darkness) (or master's skills); Weapon Finesse (claws).

DRat Familiar: CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +2 (Dex); Spd 15 ft., climb 15 ft.; AC 15; Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, grant +2 Fort save, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10 (or master's skills); Weapon Finesse (bite).

DRaven Familiar: CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +2 (Dex); Spd 10 ft., fly 40 ft. (average); AC 15; Atk +4 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Speaks one language, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6 (or master's skills); Weapon Finesse (claws).

DSnake (Viper) Familiar: CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +3 (Dex); Spd 15 ft., climb 15 ft., swim 15 ft.; AC 18; Atk +5 melee (poison, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Poison; SQ Scent, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +5, Will +3; Str 6, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8 (or master's skills); Weapon Finesse (bite).

Poison (Ex): Initial and secondary damage: 1d6 Constitution. DC 11.

DToad Familiar: CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +1 (Dex); Spd 5 ft.; AC 16; Atk —; Face/Reach 1 ft. by 1 ft./0 ft.; SQ Grant +2 Constitution, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +3, Will +4; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5 (or master's skills).

DWeasel Familiar: CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +2 (Dex); Spd 20 ft., climb 20 ft.; AC 15; Atk +4 melee (1d3–4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Attach; SQ Scent, grant +2 Ref save, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4 (or master's skills); Weapon Finesse (bite).

Attach (Ex): After the weasel successfully bites, it remains attached to the enemy and automatically deals bite damage each round. It loses its Dex bonus to AC when attached.

Wolf (Animal Companion)

DWolf: CR 1; Medium-size animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14; Atk +3 melee (1d6+1, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+4 on Wilderness Lore checks when tracking by scent); Weapon Finesse (bite).

Trip (Ex): If the wolf hits with its bite, it can attempt to trip as a free action without making the usual touch attack and without the chance to be tripped if it fails.

Summoned Creatures

DBadger: CR —; Tiny animal; HD 1d8+2; hp 6; Init +3 (Dex); Spd 30 ft., burrow 10 ft.; AC 15; Atk +5/+5/+0 melee (1d2–1 [$\times 2$], claw; 1d3–1, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Rage; SQ Scent; AL N; SV Fort +4, Ref +5, Will +1; Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +7, Listen +4, Spot +4; Weapon Finesse (bite, claw).

Rage (Ex): If it takes damage in combat, the badger flies into a rage until its opponent is dead. While raging it has HD 1d8+4, hp 8, AC 13, Atk +5/+5/+0 melee (1d2+1 [$\times 2$], claw; 1d3+1, bite); SV Fort +6; Str 12, Con 19. It can't end its rage voluntarily.

DDire rat: CR —; Small animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15; Atk +4 melee (1d4, bite); SA Disease; SQ Scent; AL N; SV Fort

+3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever—bite, Fortitude save (DC 12), incubation 1d3 days; damage 1d3 Dex and 1d3 Con.

DDog: CR —; Small animal; HD 1d8+2; hp 6; Init +3 (Dex); Spd 40 ft.; AC 15; Atk +2 melee (1d4+1, bite); SQ Scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1 (+8 on Wilderness Lore checks when tracking by scent).

DHawk: CR —; Tiny animal; HD 1d8; hp 4; Init +3 (Dex); Spd 10 ft., fly 60 ft. (average); AC 17; Atk +5 melee (1d4–2, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6 (+8 on Spot checks in daylight); Weapon Finesse (claws).

DViper, Tiny: CR —; Tiny animal; HD 1/4 d8; hp 1; Init +3 (Dex); Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17; Atk +5 melee (poison, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +8; Weapon Finesse (bite).

Poison (Ex): Initial and secondary damage: 1d6 Constitution. DC 11.

Celestial and Fiendish Creatures

Celestial dogs and badgers are magical beasts instead of animals, have Intelligence 3 instead of 2, are lawful good (dog) or chaotic good (badger), and gain the following special abilities:

Special Attack: Smite Evil (Su): Once per day, the creature can make an attack that deals +1 damage to evil creatures.

Special Qualities: Acid, cold, and electricity resistance 5; darkvision 60 ft., SR 2. (SR 2 doesn't amount to anything unless it gets increased somehow.)

Fiendish dire rats and hawks are magical beasts instead of animals, have Intelligence 3 instead of 2, are lawful evil (dire rat) or chaotic evil (hawk), and gain the following special abilities:

Special Attack: Smite Good (Su): Once per day, the creature can make an attack that deals +1 damage to good creatures.

Special Qualities: Cold and fire resistance 5; darkvision 60 ft., SR 2. (SR 2 doesn't amount to anything unless it gets increased somehow.)