

Blink Dog

March 8, 2023



Medium fey, lawful good

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Saving Throws

Skills Perception +3, Stealth +5

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 13

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 44930 (50 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Teleport (Recharge 4–6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack. A **blink dog** takes its name from its ability to blink in and out of existence, a talent it uses to aid its attacks and to avoid harm. Blink dogs harbor a long-standing hatred for displacer beasts and attack them on sight.