

# DOG

Dogs are both faithful companions, hard workers and dangerous adversaries. While some dogs are too small to present an individual threat to adventurers, even they can be dangerous in numbers, and a dog trained for war can be a terrible threat. Halflings have even trained dogs for riding, and other small races, especially gnomes and goblins with no wolf allies in the vicinity, sometimes emulate them.

Other planes have a variety of magical types of dog or hound, including blink dogs, which teleport from the Feywild to the world and back in an instant.

## Guard Dog

Small natural beast

## Level 1 Brute

XP 100

**HP** 36; **Bloodied** 18

**AC** 13; **Fortitude** 14; **Reflex** 12; **Will** 13

**Speed** 7

**Initiative** +1

**Perception** +7

Low-light vision

## STANDARD ACTIONS

**(mbasic) Bite \* At Will**

*Attack:* Melee 1 (one creature); +6 vs. AC.

*Hit:* 1d10+5 damage.

## TRIGGERED ACTIONS

**Spring Back \* Recharge 5 6**

*Trigger:* The guard dog is subjected to forced movement.

*Effect (Immediate Reaction):* The guard dog moves up to 3 squares. If it ends this movement adjacent to an enemy, it makes the following attack.

*Attack:* Melee 1 (one creature); +4 vs. AC.

*Hit:* 1d10 damage.

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**Str** 15    **Dex** 12    **Wis** 15

**Con** 16    **Int** 3    **Cha** 12

**Alignment** unaligned

**Languages** -

## Hunting Dog

Small natural beast

## Level 2 Minion Skirmisher

XP 31

**HP** 1; a missed attack never damages a minion

**AC** 16; **Fortitude** 14; **Reflex** 14; **Will** 14

**Speed** 8

**Initiative** +6

**Perception** +8

## TRAITS

**Harrier**

Enemies adjacent to the hunting ground lose concealment.

## STANDARD ACTIONS

**(mbasic) Bite \* At Will**

*Attack:* Melee 1 (one creature); +7 vs. AC.

*Hit:* 4 damage, or 6 damage if the hunting dog has combat advantage.

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**Str** 13    **Dex** 17    **Wis** 15

**Con** 10    **Int** 3    **Cha** 11

**Alignment** unaligned

**Languages** -

## Blink Dog

Medium fey magical beast

## Level 2 Skirmisher

XP 125

**HP** 34; **Bloodied** 17

**AC** 16; **Fortitude** 13; **Reflex** 16; **Will** 13

**Speed** 8

**Initiative** +6

**Perception** +7

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +7 vs. AC.

*Hit:* 1d8+5 damage.

### Blinking Attack \* At Will

*Effect:* The blink dog uses *bite*. Either before or after the attack, it teleports up to 3 spaces. If it teleports before the attack, it gets a +2 bonus to its attack roll. If it teleports after the attack, it gets a +2 bonus to AC and Reflex until the beginning of its next turn.

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**Skills** Athletics +7

**Str** 13    **Dex** 17    **Wis** 13

**Con** 10    **Int** 10    **Cha** 11

**Alignment** unaligned

**Languages** understands Elven

## War-Trained Mastiff

Medium natural beast

## Level 7 Skirmisher

XP 300

**HP** 80; **Bloodied** 40

**Initiative** +7

**AC** 21; **Fortitude** 19; **Reflex** 19; **Will** 19

**Perception** +5

**Speed** 7

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +12 vs. AC.

*Hit:* 2d10+4 damage.

### (melee) Savage \* At Will

*Attack:* Melee 1 (one prone creature); +12 vs. AC.

*Hit:* 3d10+4 damage and the target is dazed (save ends).

## MOVE ACTIONS

### (melee) Bowl Over \* Recharge 6

*Effect:* The war-trained mastiff moves up to 4 squares.

*Attack:* Melee 1 (one creature); +10 vs. Fortitude.

*Hit:* The target falls prone.

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**Str** 19    **Dex** 15    **Wis** 15

**Con** 16    **Int** 3    **Cha** 12

**Alignment** unaligned

**Languages** -

**Equipment** studded leather barding

## Blink Hound

Medium fey magical beast

## Level 10 Minion Skirmisher

XP 125

**HP** 1; a missed attack never damages a minion.

**Initiative** +12

**AC** 24; **Fortitude** 22; **Reflex** 24; **Will** 22

**Perception** +13

**Speed** 8

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +15 vs. AC.

*Hit:* 9 damage.

### (m) Blinking Attack (teleportation) \* At Will

*Effect:* The blink hound uses *bite*. Either before or after the attack, it teleports 3 squares.

## TRIGGERED ACTIONS

### (Type) Blink Away (teleportation) \* Encounter

*Trigger:* The blink hound is hit by a close or area attack.

*Effect (Immediate Interrupt):* The blink hound teleports 3 squares.

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**Skills** Athletics +13

**Str** 17    **Dex** 21    **Wis** 17

**Con** 13    **Int** 12    **Cha** 14

**Alignment** unaligned

**Languages** understands Elven

## Blink Dog Pack Leader    Level 11 Elite Soldier (Leader)

Medium fey magical beast

XP 1200

**HP** 218; **Bloodied** 109

**Initiative** +11

**AC** 27; **Fortitude** 25; **Reflex** 23; **Will** 23

**Perception** +13

**Speed** 8

### STANDARD ACTIONS

**(mbasic) Bite \* At Will**

*Attack:* Melee 1 (one creature); +16 vs. AC.

*Hit:* 2d10+8 damage and the target is marked until the end of the pack leader's next turn.

**(m) Blinking Attack (teleportation) \* At Will**

*Effect:* The blink dog pack leader uses *bite*. Either before or after the attack, it teleports 3 squares.

### MOVE ACTIONS

**Blink (teleportation) \* Recharge 3 4 5 6**

*Effect:* The blink dog pack leader teleports 5 squares.

### MINOR ACTIONS

**Pack Attack (teleportation) \* Recharge 5 6**

*Effect:* Up to three blink dog allies that can see the blink dog pack leader teleport 4 squares as a free action.

### TRIGGERED ACTIONS

**(m) Blinking Pursuit (teleportation) \* At Will**

*Trigger:* A creature marked by the blink dog pack leader makes an attack that does not include the pack leader as a target.

*Effect (Immediate Reaction):* The blink dog pack leader teleports up to 8 squares to a square adjacent to the triggering creature and makes the following attack.

*Attack:* +18 vs. AC.

*Hit:* 2d10+8 damage and the target is knocked prone.

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**Skills** Athletics +15, Insight +13

**Str** 21    **Dex** 18    **Wis** 17

**Con** 13    **Int** 12    **Cha** 14

**Alignment** unaligned

**Languages** understands Elven