

MONSTER & FAMILIAR

BLINK DOG & PUPPY

Playful and energetic, blink dogs roam through the Feywild in packs. Even in their youth, blink dogs are incredibly intelligent animals and studious learners, quickly picking up on the tactics and tendencies of their kin.

The puppies, not yet fully in control of their abilities, sometimes blink around sporadically, making them difficult to train and wrangle. Some fey creatures, however, gladly take on the challenge, knowing that grown blink dogs are exceptional guard animals with a natural awareness of and distaste for evil—especially their tentacle cat nemeses.

BLINK PUPPY

Tiny fey, chaotic good

Armor Class 12

Hit Points 2 (1d4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	10 (+0)	8 (–1)	13 (+1)	11 (+0)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Blink Dog

Challenge 0 (10 XP)

Blink Step (1/Turn). When the blink puppy moves on its turn, it can choose to expend 10 feet of movement to teleport up to 10 feet to an unoccupied space it can see.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

BLINK PUPPY FAMILIARS

At the GM's discretion, a character who casts *find familiar* can choose a blink puppy as their familiar, in addition to the forms listed in the spell.

BLINK DOG (REVISED)

Medium fey, lawful good

Armor Class 14

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	17 (+3)	14 (+2)

Saves Dex +6, Int +2

Skills Insight +5, Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

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

Challenge 3 (700 XP)

Blinking Movement. Whenever the blink dog moves on its turn, it can instead choose to teleport up to 40 feet to an unoccupied space it can see. When it teleports in this way, it must spend an amount of movement equal to the distance it teleported.

Canine Agility. The blink dog's long jump is up to 20 feet and its high jump is up to 10 feet when it has a running start. In addition, when the blink dog takes the Dash action, its speed is doubled until the end of its turn.

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

Pack Tactics. The blink dog has advantage on an attack roll against a creature if at least one of the blink dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The blink dog makes two melee attacks. When available, it can use its teleport in place of one of these attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Teleport (Recharge 4–6). The blink dog magically teleports, along with any equipment it is wearing or carrying, to any space of its choice within 120 feet of it. If it would arrive in a space already occupied by an object or a creature, it takes 3 (1d6) force damage and this effect fails.