

BLINK DOG

BLINK DOG COMPANION

Medium fey, neutral good

Armor Class 14 (natural agility)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Dex +5, Wis +4

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Blink Dog; understands Sylvan and Common

Proficiency Bonus +2



ADVANCEMENT

The blink dog companion advances as its master advances. Its progression is tied to the player character's character level, representing a deepening supernatural bond and growing fey prowess.

COMPANION ADVANCEMENT LEVELS

Beginning when the player character reaches 4th level, the blink dog gains a **companion advancement levels**.

Each time the blink dog gains a companion advancement level, it gains one of the benefits described below, depending on whether the player character's level is odd or even.

ODD-LEVEL ADVANCEMENT (CHOICE)

At each **odd-numbered player character level** that grants a companion advancement (e.g., 5th, 7th, ... and

Fey Nature. The blink dog has advantage on saving throws against being charmed, and magic cannot put it to sleep.

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

Companion Bond. The blink dog acts on its master's initiative. It obeys the master's verbal commands (no action required). If the master is incapacitated, the blink dog acts to defend them to the best of its ability.

Blink Step. As a bonus action, the blink dog magically teleports up to 20 feet to an unoccupied space it can see up to its proficiency bonus per long rest.

ACTIONS

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

Hit: 7 (1d8 + 3) piercing damage.

19th), the blink dog gains **one** of the following benefits of the player's choice:

- **Feat.** The blink dog gains one feat from the Blink Dog Companion feat list.
- **New Attack.** The blink dog learns one new attack option. This attack is added to its Actions and does not replace existing attacks unless specified.
- **New Skill.** The blink dog gains one new skill, representing a supernatural, tactical, or fey ability.

The blink dog cannot select the same feat, attack, or skill more than once.

EVEN-LEVEL ADVANCEMENT (ABILITY SCORE IMPROVEMENT)

At each **even-numbered level**, the blink dog gains a **+1 bonus to one ability score of the player's choice**.

- The blink dog cannot increase an ability score above **20** using this feature.
- This bonus represents gradual refinement rather than sudden growth and does not replace feat choices.

FEY MAGIC AND SPECIAL ABILITIES

Some blink dog skills or attacks may resemble spells or magical effects. These abilities are **innate fey abilities**, not spellcasting, unless explicitly stated otherwise.

- The blink dog does not gain spell slots.
- The blink dog does not require verbal, somatic, or material components.
- Any saving throw DC for blink dog abilities is calculated as follows: 8 + the blink dog's proficiency bonus + the blink dog's Dexterity modifier

ACTION ECONOMY AND CONTROL

- The blink dog acts on its own initiative.
- The blink dog can use actions, bonus actions, and reactions as described in its stat block and learned abilities.
- If an ability requires the player character's reaction or command, it will explicitly state so.



BLINK DOG FEATS

PHASE SKIRMISHER

When the blink dog uses **Blink Step**, it can make one **Bite** attack against a creature within 5 feet of its destination as part of the same bonus action. This attack does not provoke opportunity attacks. If the attack hits, the target cannot take reactions until the start of its next turn.

PACK HARRIER

The blink dog gains **Pack Tactics**. In addition, when the blink dog hits a creature that is within 5 feet of one of its allies, that creature has disadvantage on the next opportunity attack it makes before the end of its next turn.

FEY PHASE GUARD

When the blink dog is targeted by an attack it can see, it can use its reaction to teleport up to 30 feet to an unoccupied space it can see. This reaction can be used a number of times equal to the blink dog's proficiency bonus per long rest.

PLANAR TRACKER

The blink dog gains proficiency in the **Survival** skill. In addition, the blink dog:

- has advantage on **Wisdom (Survival)** checks made to track creatures on the same plane of existence.
- always knows its own planar location.

INTERPLANAR TRACKER

Prerequisite: Planar Tracker

The blink dog gains expertise in **Survival**. It has advantage on Wisdom (Survival) checks made to track creatures across planar boundaries. Once per long rest, the blink dog can determine the plane of existence and approximate location of a creature it has seen within the last month.

BLINK GRIP

When the blink dog hits a creature with its **Bite**, the target is grappled (escape DC = 8 + PB + Dex modifier) until the end of the blink dog's next turn. As a bonus action, the blink dog can make a **Bite** attack against a creature grappled by this feature.

FEY RESILIENCE

The blink dog gains proficiency in Constitution saving throws. When the blink dog is reduced to 0 hit points but not killed outright, it instead drops to 1 hit point and immediately shifts to the Feywild (or another plane it has previously visited). After 1 minute, it returns to the space it left or the nearest unoccupied space. Once this feature is used, it cannot be used again until the blink dog finishes a long rest.

ECHO BLINK

When the blink dog uses **Blink Step**, it leaves behind a perfect afterimage in the space it left until the start of its next turn. The first attack roll made against the blink dog before then is made with disadvantage. Alternatively, the blink dog's master can use their reaction to cause the afterimage to distract a creature within 5 feet of it, imposing disadvantage on that creature's next attack roll.



NEW ATTACKS

PHASE POUNCE

Phase Pounce. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 slashing damage. If the blink dog teleported this turn or moved at least 20 feet straight toward the target, the target must succeed on a Strength saving throw or be knocked prone. On a failure, the blink dog can make a Bite attack as a bonus action.

FLURRY OF CLAWS

Flurry of Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 2d6 + 3 slashing damage. This attack ignores resistance to nonmagical slashing damage.

BLINK RAM

Blink Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 bludgeoning damage. Immediately before making this attack, the blink dog can teleport up to 30 feet in a straight line toward the target. On a hit, the target must succeed on a Strength saving throw or be pushed 10 feet and knocked prone.

DISPLACEMENT RAKE

Displacement Rake. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 slashing damage plus 1d6 force damage. Until the start of the blink dog's next turn, the target has disadvantage on attack rolls against the blink dog or its master.



NEW SKILLS

FLICKERING HOVER

The blink dog can hover a few inches above the ground. While hovering:

- It ignores nonmagical difficult terrain.
- It does not trigger pressure plates or tripwires.
- It leaves no tracks unless it chooses to.

FEY DISTRACTION

As a bonus action, the blink dog creates illusory sights and sounds around itself or an ally within 10 feet. Each creature of the blink dog's choice within 30 feet must succeed on a Wisdom saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.

PHASE SENSE

The blink dog can sense the presence of teleportation magic, planar travel, or invisible creatures within 30 feet. This sense reveals direction and distance but not precise location.

BLINK ANCHOR

When a creature within 30 feet uses teleportation or extradimensional movement, the blink dog can use its reaction to mark the creature for up to 1 minute. While marked, the blink dog always knows the creature's location and can teleport adjacent to it once before the mark ends. The mark ends early if the blink dog marks another creature or the creature dies.

BLINKCASTING

The blink dog gains innate fey magic. It learns one spell from the list below each time its proficiency bonus increases. These spells are innate abilities, not spellcasting.

Spell List: Faerie Fire, Fog Cloud, Color Spray, Alter Self, Darkness, Invisibility, Enlarge/Reduce, Web, Entrall, Detect Thoughts, Blur, Suggestion, Sleep, Longstrider, Charm Person

Each spell can be cast once per long rest unless otherwise specified.