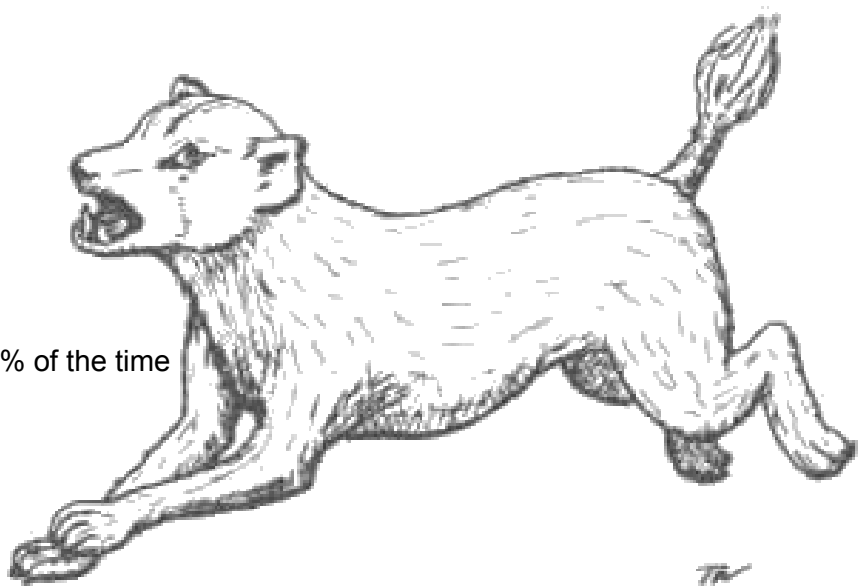


Blink Dog  
(from the Monster Manual)



FREQUENCY: Rare  
NO. APPEARING: 4-16  
ARMOR CLASS: 5  
MOVE: 12"  
HIT DICE: 4  
% IN LAIR: 20%  
TREASURE TYPE: C  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-6  
SPECIAL ATTACKS: From rear 75% of the time  
SPECIAL DEFENSES: Teleporting  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Average  
ALIGNMENT: lawful good  
SIZE: M (3' at shoulder)  
PSIONIC ABILITY: Nil



Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: IV/170+5/hp

These brown and yellowish creatures are as intelligent as normal humans and have a fairly complex language consisting of barks, yaps, whines, and growls. They are also able to use a limited form of teleportation (the blink). In attack, pack members will blink in and out in a random fashion at random intervals, teleporting individuals having a 75% chance of appearing behind the opponent. An individual will teleport on a score of 7 or better on a 12-sided die. Roll again to determine where the blink dog teleporting reappears: 1 = in front of opponent, 2 = shielded (or left) front flank, 3 = unshielded (or right) front flank, 4-12 = behind. When blinking in, the creature will be from 1' to 3' from the opponent and immediately able to

attack. Blinking is an inborn instinct, and it never allows the animal to reappear in a space already occupied by a solid object. If seriously threatened (or if 25% or greater loss has been sustained) the entire pack will blink out and not return. There is a great enmity between blink dogs and displacer beasts (qv) and the two creatures will always attack each other. If encountered in their lair there is a 50% chance that there will be from 3-12 pups (1-2 hit dice, 1-2/1-3 hit points damage/attack). These young are worth from 1,000 to 2,000 gold pieces on the market as they can be tamed and trained.

