

# Dogs

Across the PHB and MM, there are two separate listings of dogs.<sup>1)</sup>

- PHB 123 lists guard dogs for 25 gp and hunting dogs for 17 gp, but no stats.
- MM 29 lists stats for war dogs and wild dogs, but no prices.

Use the following table:

Dog	Cost	Combat Stats
Wild	Not typically sold	Wild
Hunting	17 gp	Wild
War	25 gp	Guard
Guard	25 gp	War

## Important Mechanics

- Dogs can be brought into dungeons.<sup>2)</sup>
- Dogs do not have a chance to flee as horses and pack animals do.<sup>3)</sup>
- When an encounter is triggered, dogs have a 50% chance to immediately attack any encountered entity which is not a party member. If the dog is restrained at the time, it will instead bark loudly, negating all chance for the dog's party to surprise in that encounter.<sup>4)</sup>

<sup>1)</sup>

Sled dogs are listed in the WSG, but no cost or combat stats are provided.

<sup>2)</sup>

DSG 60.

<sup>3)</sup>

This makes them more resilient than war horses in this manner, which have a 10% chance to flee as per MM 53.

<sup>4)</sup>

DSG 60. It is obvious that dogs bark, but no percentage chance is provided until the DSG.

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