

# 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	War
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>

## Guard vs war

Guard dogs use the stat block for war dogs, but only respond to commands related to protection and guarding. They won't be trained to charge headfirst into battle or dismount knights.

<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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Last update: **2025-04-13 23:35**

