



MOON DOG

This wolf-like creature resembles a large canine with a shaggy coat flowing hair. Its eyes are obsidian orbs that hint at a greater sense of awareness above what would be typical for any mere beast, and its face is incredibly expressive. Although not immediately obvious, the creature's front paws are more akin to humanoid hands bearing five opposable digits.

Guardians of Night

Due to their canine appearance and penchant for activity at night, the moon dog is often mistaken for a more baleful creature such as a ferocious wolf or yeth hound, but that couldn't be further from the truth. Moon dogs are native to the celestial plane and almost always act in the interest of protecting innocent creatures. They use their magical abilities to act on behalf of good aligned deities that hold authority over domains of light, travel, and protection.

Relentless Pursuit

Moon dogs can be extremely potent fighters and they apply their skill in combat to further their relentless pursuit of evil. When in small numbers, they use their ability to communicate with other canines to form large packs that incorporate wolves, dire wolves, and other canine creatures that can be reasoned with. A moon dog heading up a pack of mundane canine creatures is bound to be a boon to any travellers in the region, as the pack will hunt down any and all evildoers they can get their paws on.

CREDITS

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Moon Dog

CR 10

5,900 XP

Medium Celestial, Typically Neutral Good

Armor Class 16

Hit Points 150 (20d8 + 60)

Speed 50 ft

Proficiency Bonus +4

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	15 (+2)	16 (+3)	18 (+4)

Saving Throws WIS +7

Skills Intimidation +8, Perception +7, Stealth +8

Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., truesight 60 ft., passive Perception 17

Languages Celestial, Common, Infernal, telepathy 60 ft.

Evasion. When the moon dog is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Pack Tactics. The moon dog has advantage on an attack roll against a creature if at least one of its allies are within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The moon dog uses its bark, bay, or howl. It then makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage.

Bark. The moon dog barks, dispelling evil in its immediate area. It chooses one of the following effects:

Ward. For 1 minute, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against the moon dog or a creature of its choosing that it can see within 30 feet.

Break Enchantment. The moon dog touches a creature it can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature it touches is no longer charmed, frightened, or possessed by such creatures.

Dismissal. The moon dog makes a bite attack against a celestial, an elemental, a fey, a fiend, or an undead. On a hit, it attempts to drive the creature back to its home plane. The creature must succeed on a DC 16 Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

Bay. The moon dog bays, causing all creatures of its choosing within 30 feet of it to become frightened of the moon dog for 1 minute unless they succeed on a DC 16 Wisdom Saving Throw. An affected creature can attempt a new saving throw at the end of each of their turns to end the effect and become immune to the moon dog's bay for 24 hours.

Howl. All creatures chosen by the moon dog within 40 feet of it take 16 (3d10) psychic damage, or half as much on a successful DC 16 Wisdom saving throw.

Soothing Ministrations. The moon dog licks the wounds of a creature within 5 feet of it, restoring 11 (2d6 + 4) hit points to the target. Alternatively, instead of restoring hit points the moon dog can cure one disease or end the effects of one poison affecting the creature.

Innate Spellcasting. The moon dog's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *darkness*, *fog cloud*, *hypnotic pattern*, *moonbeam*, *speaking with animals* (canines only)

1/day each: *planar ally*