

MOON DOG

There is divine protection in the darkness and the shadows. Where villains consort and the noblest of souls fear to tread, the divine creature known as the moon dog strides forth, brave and unbowed, ready to confront the evil that lurks in its chosen domain – in the shadows themselves.

Strange Hounds. Moon dogs resemble wolfhounds – great, shaggy beasts with massive maws. Their faces have a more human cast to them, including expressive lips that can speak and smile beyond their fearsome fangs. Their forepaws also are eerily human-like, with dexterous fingers and thumbs. They typically travel on all fours, but are capable of wielding weapons and tools when necessary.

Dark Celestials. Moon dogs are spies and assassins who serve the cause of good. Hailing from Elysium, they travel to the material world to gather information and slay specific creatures of evil. They fade into the darkness and the shadow to pursue their prey, and protect themselves and others with their abilities. Lone wolves at heart, moon dogs rarely associate with others on their missions, though they have been known to serve alongside useful adventurers for a time.

Hunters of Fiends. While moon dogs will fight against any wicked force, their main target is usually fiends. Their hatred is especially intense for yugoloths, night hags, and rakshasa, likely because these creatures are from worlds quite the opposite of the moon dog's own. They use their array of abilities to protect vulnerable members of society, and to destroy the wicked creatures where they live and when they hunt.

A MOON DOG'S LAIR

Moon dogs lair in darkly beautiful places such as ruins and dark forests. They prefer to work in shadow, and to be out of the sunlight. The lair is often defended by a grim guardian – the first call to arms that a moon dog gets. Moon dog lairs may attract wild animals and even shadow-fey.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the moon dog can take a lair action to cause one of the following effects. The moon dog can't use the same effect two rounds in a row.

- The moon dog causes shadows to weave and jump in an area of dim light. The moon dog chooses an area of a 30-ft cube. Any creature in dim light within that cube might be affected by this ability, at the moon dog's option. For each affected creature, the moon dog can choose one of two effects:
 - First, the creature can be forced to make a Wisdom saving throw. On a failed save, they are charmed for up to 1 minute. While charmed by this effect, the creature is incapacitated and has a speed of 0. The effect ends if the creature or the moon dog take damage, or if a creature uses an action to wake a charmed creature out of its stupor.
 - Alternately, the moon dog can protect the creature. Protection removes the frightened condition from the target, and grants advantage to saving throws against fear for up to 1 minute. Fiends also have disadvantage on attack rolls to attack a protected creature, and a protected creature can't be charmed, frightened, or possessed by a fiend. If the protected creature is already charmed, frightened, or possessed by a fiend, it gets advantage on any new saving throw against the relevant effect.
- The moon dog travels to the Astral Plane or the Ethereal Plane, or travels back to the Material Plane from there.
- The moon dog uses *conjure animals*, *conjure celestial*, *conjure elemental*, *conjure fey*, *conjure minor elementals*, or *conjure woodland beings*. The creatures thus conjured are actually illusory shadows, and any creature viewing them is entitled to make a DC 17 Intelligence saving throw to notice their illusory nature. Creatures succeeding on their saving throw take half damage from the creatures, and deal double damage to them.

MOON DOG*Medium celestial, neutral good*

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	12 (+1)	15 (+2)	16 (+3)	17 (+3)

Armor Class 18 (natural armor)**Hit Points** 170 (31d8+31)**Speed** 50 ft**Saving Throws** Str +9, Dex +8, Con +7, Int +8, Wis +9, Cha +9**Skills** Investigation +6, Perception +7, Stealth +6**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons**Condition Immunities** Frightened**Languages** Common, Celestial, can communicate with canines, telepathy 120 ft.**Senses** darkvision 120 ft., truesight, passive Perception 17**Challenge** 10 (5,900 XP)**Legendary Resistance (3/day).** If the moon dog fails a saving throw, it can choose to succeed instead.**Shadow Armor.** The moon dog gains a +2 bonus to AC in dim light, and a +4 bonus to AC in darkness. Moon dogs also cannot be targeted by divination spells or perceived with divination sensors.**Healing Presence.** When the moon dog takes a short rest, any ally of it that also takes a short rest can remove the diseased and charmed conditions.**Supernatural Senses.** In addition to darkvision and truesight, moon dogs can discern the alignment of a creature they perceive, they automatically succeed on checks to notice traps or hazards, and they can perceive magical auras and discern the magical school those auras come from. They also have advantage on Wisdom (Perception) checks that rely on hearing and scent.**Innate Spellcasting.** The moon dog's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:At Will: *dancing lights, darkness, disguise self, greater invisibility, light, wall of fog*,
3/day: *mirror image***ACTIONS****Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (3d4+3) piercing damage.**Healing Affection.** The moon dog heals an creature within 6 ft. with a lick. The moon dog can choose to heal 7 (1d8+3) hit points, remove disease, or halt the poisoned condition for one creature until after its next short rest (if the poisoned condition is still applicable after that, it resumes its effects). A creature can only benefit from each of these effects once in a day.**Divine Howl.** The moon dog's howl deals 1d4+4 damage to fiends within 40 ft., and any fiend within 80 ft. must make a DC 15 Wisdom saving throw or drop what it is holding and become frightened. A creature frightened by this effect must take the Dash action to move away from the moon dog by the safest route, until there is nowhere to run. If it loses line of sight to the moon dog, it can make a new Wisdom save. On a success, the effect ends for that creature**Dispelling Bark.** The moon dog barks or whines. The moon dog can choose to use *dispel evil and good* (only affecting fiends), or *dispel magic* (only affecting illusions). It can also choose to *dispel magic*, as normal, but if it does, it then it returns to Elysium immediately thereafter.**LEGENDARY ACTIONS**

The moon dog can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The moon dog regains spent legendary actions at the start of its turn.

Divine Howl. The moon dog uses its Divine Howl.**Dispelling Bark.** The moon dog uses its Dispelling Bark.**Bite.** The moon dog makes uses its Bite.