



## 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

**Hit Points** xxxxxx

**Speed** 50 ft

**Skills** xxxxx

**Languages** Common, Celestial, can communicate with canines, telepathy 120 ft.

**Senses** darkvision 120 ft., truesight, passive Perception xxxx

**Challenge** xxxxx

**Shadow Armor.** The moon dog gains a +2 bonus to AC in dim light, and a +4 bonus to AC in darkness.

**Supernatural Senses.** In addition to darkvision and truesight, moon dogs can discern the alignment of a creature simply by perceiving them, 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.

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

At Will: *dispel evil and good* (fiends only), *dispel magic* (illusions only), *fear* (only affects fiends), *sanctum\**, *protective shadows\**, *cure wounds*, *remove disease*, *slow poison*, *dancing lights*, *darkness*, *fog cloud*, *improved invisibility*, *light*, *nondetection*

3/day: *mirror image*

1/day: *conjure celestial*

## ACTIONS

**Bite.** *Melee Weapon Attack:* +XXX to hit, reach 5 ft., one creature. *Hit:* 10 (3d4+3) piercing damage.