



CADEJO

Along the Leash, the long road that hugs the Weysevain Coast, the Phantoms tell tales of the mysterious cadejos. These beasts quietly stalk drunken farmers and sailors returning home from nights of debauchery. Where one would think that a cadejo—who looks like a shadowy, black dog with red eyes and chains around its neck—is a malicious creature, they are actually celestials guardians. The cadejos protect their quarry, ensuring that they get home safely.

Cadejos are real and they are celestials. Where Hearth once had its enigmatic couatls, Omeria had its cadejos. The similarities between the two guardian creatures is so great, some even assume that cadejos are nothing more than couatls in disguise. This isn't true, of course, although, there have been tales of Hearthan couatls who have taken on the appearance of cadejos while touring Omeria.

Although celestials are rare, cadejos are still very much active along the Leash and the Weysevain. During trying times, Weysevain locals—particularly Arruquetans—have attempted to summon and utilize the black dogs of the Leash.

CADEJO

Medium celestial, neutral good

Armor Class 13 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	7 (-2)	16 (+3)	11 (+0)

Skills Stealth +8

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Innate Spellcasting. The cadejo's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells requiring no spell components.

At will: *lesser restoration*

1/day each: *find the path*, *sanctuary*

Actions

Multiattack. The cadejo makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or fall prone in its space.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (2d4 + 3) piercing damage plus 9 (2d8) necrotic damage.