

# Hadaar Blur

Version 1.10 (September 2022)

<https://www.dndbeyond.com/monsters/2919923-hadaar-blur>



*Medium unknown, Neutral Evil*

**Armor Class** 13 Natural Armor

**Hit Points** 20 (4d8 + 2)

**Speed** 30 ft., Hover

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	4 (-3)	14 (+2)	4 (-3)

**Damage Vulnerabilities** Radiant

**Damage Resistances** Acid, Cold, Necrotic

**Condition Immunities** [Blinded](#), [Charmed](#), [Frightened](#), [Poisoned](#)

**Senses** [Truesight](#), Passive Perception 12

**Languages** Primordial

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

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**Pack Tactics.** This creature gains a +1 to hit for all allies within 5 ft of the creature for a maximum of +5.

**Hadaar's Hunger.** Whenever a healing spell is cast within 30ft of the creature half of the healing that is done is also given to the creature.

**Hadaar Innate.** If the creature successfully hits a target they will take an extra 2 (1d4) necrotic damage.

**Spellcasting.** Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Cantrips (at will): Touch of Hadaar

1st level (2 slots): Speech of Hadaar

## Actions

**Frenzy Slash.** *Melee Weapon Attack:* The creature can make 2 different attacks on a target. +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

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## Description

This is a maroon blur that has an outline of the humanoid creature wielding an energy sword. These creatures normally appear surrounding other Hadaar-touched or possessed creatures under deep stress.

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*Medium unknown, Neutral Evil*

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**Armor Class** 13 Natural Armor

**Hit Points** 48 (8d10)

**Speed** 30 ft., Hover

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	4 (-3)	14 (+2)	4 (-3)

**Damage Vulnerabilities** Radiant

**Damage Resistances** Acid, Cold, Necrotic

**Condition Immunities** [Blinded](#), [Charmed](#), [Frightened](#), [Poisoned](#)

**Senses** [Truesight](#), Passive Perception 12

**Languages** Primordial

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

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**Pack Tactics.** This creature gains a +1 to hit for all allies within 5 ft of the creature for a maximum of +5.

**Hadaar's Hunger.** Whenever a healing spell is cast within 30ft of the creature half of the healing that is done is also given to the creature.

**Hadaar Innate.** If the creature successfully hits a target they will take an extra 2 (1d4) necrotic damage.

**Spellcasting.** Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Cantrips (at will): Touch of Hadaar

1st level (2 slots): Speech of Hadaar

## Actions

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**Frenzy Slash.** *Melee Weapon Attack:* The creature can make 2 different attacks on a target. +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

## Description

This is a maroon blur that has an outline of the humanoid creature wielding an energy sword. These creatures normally appear surrounding other Hadaar-touched or possessed creatures under deep stress.