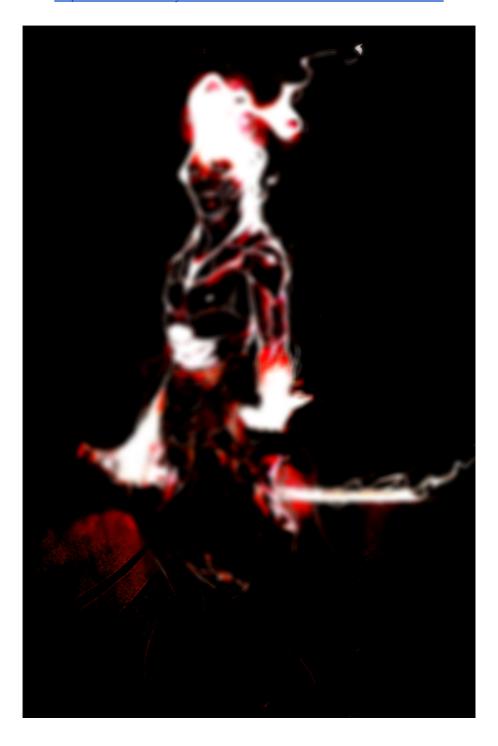
# **Hadaar Blur**

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

**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.

# **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.

# Version 1.00 (September 2022)

https://www.dndbevond.com/monsters/2919923-hadaar-blur

Medium unknown, Neutral Evil

#### **Armor Class** 13 Natural Armor

**Hit Points** 48 (8d10)

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 <u>Truesight</u>, Passive Perception 12

**Languages** Primordial

Challenge 2 (450 XP)

**Proficiency Bonus** +2

**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.

### **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.