

# Hadaar Echo (Base)

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<https://www.dndbeyond.com/monsters/3671538-hadaar-echo-base>



*Medium Aberration, Neutral Evil*

**Armor Class** 17 Natural Armor

**Hit Points** 102 (16d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	15 (+2)	22 (+6)	16 (+3)	20 (+5)

**Saving Throws** DEX +8, INT +9, CHA +8

**Skills** [Acrobatics](#) +10, [Arcana](#) +12, [History](#) +10

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Necrotic

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

**Senses** [Truesight](#) 30ft, Passive Perception 16

**Languages** Knows All Languages

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

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**Spellcasting.** Its spellcasting ability is Intelligence (spell save DC 18, +9 to hit with spell attacks). The echo has the following spells prepared:

1st level (3 slots): [Arms of Hadar](#), [Armor of Agathys](#)

2nd level (3 slots): [Hold Person](#), [Shatter](#)

3rd level (2 slots): [Counterspell](#), [Hunger of Hadar](#)

## Actions

**Summon Snap.** The creature focuses for a moment then snaps its fingers and two lightning strikes anywhere within 30ft of the creature and summons two Hadaar Blurs in the area where the lightning strikes.

**Multiattack.** The creature can make two Drinking Blade attacks.

**Drinking Blade.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) [Slashing Damage](#) and 3 (1d6) [Tooltip Not Found]. The necrotic damage done with this attack will heal the creature equal to the damage dealt.

**Sinful Blade Arc.** *Ranged Weapon Attack:* +9 to hit, range 15 ft. arc. *Hit:* 10 (3d6) [Necrotic Damage](#). The necrotic damage done with this attack will heal the creature equal to the damage dealt.

## Bonus Actions

**Gluttonous Appetite.** The echo can point toward a Blur and open its mouth and the blur gets devoured and regains 20 hit points.

## Reactions

**Counterspell.** If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

## Lair and Lair Actions

When the creature is summoned the area around it with a circle of misty walls 50ft radius and 30ft tall acts as its Lair.

### Lair Actions

On initiative count 15 (losing initiative ties), the echo takes a lair action to cause one of the following effects; the echo can't use the same effect two rounds in a row:

- **Heal Damp Mist.** The healing done from spells is halved until the end of the lair actions next turn.
- **Warping Mist.** The echo can select a point anywhere in the lair and teleport to the selected location.
- **Drinking Blade.** The echo can do a Drinking Blade attack against a creature within range.