

Hadaar Blur

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<https://www.dndbeyond.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 [Truesight](#), 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.