

Hadaar Touched Rhino

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<https://www.dndbeyond.com/monsters/2919552-hadaar-touched-rhino>

Large Beast (Human), Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 97 (18d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	2 (-4)	10 (+0)	6 (-2)

Saving Throws STR +8, CON +7

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception 11

Languages --

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Charge. If the creature moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked [prone](#).

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

Actions

Gore. *Melee Weapon Attack:* The creature charges and tackles the creature head first. +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Hadaar's Reach. *Spell Attack:* The lightning surrounding the creature begins to collect on the tip of the horn and then blasts out. +5 to hit, reach 60 ft., line. *Hit:* 11 (2d6 + 4) lightning damage.

Reactions

Tangle. If a creature leaves the creature's range (5ft) it must make a DEX saving throw otherwise the target is [restrained](#).

Description

This is the amalgamation of all the deadly sins that have formed in Rhino Varaati, and it took notice of Hadaar, attempted to take control of him, and gave him some of his eternal strength. He now has formed into what he is named after and has a surrounding Hadaars lightning. The new goal of this creature now must kill everyone in sight.

Phase Two. Once the health pool of this creature goes below 50, the Rhino then roars and summons a Hadar Blur and heals the Rhino for 6d6. Then the Blur goes after the Rhino in initiative order.