

SHADHAVAR

Mesmerizing Maestros of Serenity and Discord



A being capable of great charm and abject terror, the Shadhavar is a noble beast imbued with celestial power. Resembling a deer or gazelle with pearlescent fur, its most prominent feature is a unique, perforated horn. When wind passes through the holes of its hollow horn, it produces a melody that can enchant or frighten all who hear it.

MAJESTIC GRACE

Though stories try to do it justice, the beauty of the Shadhavar is only truly known to those who gaze upon it. Travelers come from far and wide seeking only to glimpse this magnificent creature, only to be pulled in by its melodic song. When they return after their enchantment, it is often difficult for them to recall the event, leading those who hear their vague tale to attempt to see it themselves.

ENCHANTING MELODY

When wind passes through the 42 holes along the Shadhavar's horn, it produces a magical melody that enchants any who hear it. When turned to one side, it creates an enchanting tune that charms all who hear it and beckons them closer to the creature. When wind passes through the opposite side, it produces a melancholic dirge, causing listeners to flee in fear. There are legends of Shadhavar that have horns featuring 72 holes, enhancing their enchanting abilities further.

HUNTED HART

The power to sway others with song can be a power coveted by those seeking control. Many a noble has sent hunters to track down the elusive Shadhavar and return with its horn, only for those sent to return in terror or not at all. Those who have successfully retrieved such an artifact tend to become drunk with the power and influence provided by such a boon. However, those of noble heart that seek out an ancient Shadhavar have been known to be granted small wishes or boons by their celestial grace.

Shadhavar

Large Celestial, True Neutral

Armor Class 14

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	17 (+3)

Damage Immunities Thunder

Condition Immunities Charmed, Frightened

Skills Insight +4, Perception +5

Senses Blindsight 60 ft., Passive Perception 12

Languages Celestial, Sylvan, Telepathy 60 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Echolocation. The Shadhavar can't use its blindsight while deafened.

Innate Spellcasting. The Shadhavar's innate spellcasting ability is Charisma (spell save DC 13). The Shadhavar can innately cast the following spells, requiring no material components:

At will: *booming blade, calm emotions, kinetic jaunt*

1/day each: *confusion, earthbind, sleep*

Magic Weapons. The Shadhavar's weapon attacks are magical.

Harmonic Assault. The Shadhavar has advantage on attacks against creatures frightened or charmed by its Polyphonic Horn.

Actions

Multiattack. The Shadhavar can use its Polyphonic Horn. It then makes two attacks, one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Horn. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

Polyphonic Horn. The Shadhavar sways its hole-ridden horn through the air and produces a song of choice. Each creature within 20 feet of the Shadhavar must make a DC 13 Charisma saving throw. On a failed save the target becomes frightened or charmed by the Shadhavar for 1 minute (DM's choice). A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Shadhavar's Polyphonic Horn for the next 24 hours.

Bonus Actions

Symphonic Control. The Shadhavar causes each creature charmed or frightened by its Polyphonic Horn to make a DC 13 Charisma saving throw. On a failure the creature must immediately use its reaction to move up to its movement speed. Charmed creatures move toward the Shadhavar and frightened creatures move away from it. The affected creatures will not move into obviously dangerous ground.

Read Out. You enter the glade described to you in the tales of those who sought your quarry. You hear a soft melody as you approach before you have any visual sign of the creature. As the trees part, you gaze upon it. Pearl-white fur covers its graceful gazelle-like body, with a singular long horn growing from its skull. It sways its head in the wind, the holes in its horn producing the enchanting song. You can't help but move closer as the song begins to consume your very being.