

ARGAZAN

Large • Monstrosity • Neutral Evil

Armor Class 17

Initiative +0 (10)

Hit Points 190 (20d10 + 80)

Speed 30 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Str +8

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

CR 11 (XP 7,200; PB +4)



Blood Smell. The argazan can sense the exact location of any creature within 1 mile of it that either has less than half of its hit points or is bleeding due to the argazan's Tail Spike. Such creatures can't benefit from being invisible against the argazan.

Regeneration. The argazan regains 10 hit points at the start of each of its turns. If the argazan takes acid or fire damage, this trait doesn't function on the argazan's next turn.

Spider Climb. The argazan can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Sturdy Grip. The argazan has advantage on checks and saving throws that would move it against its will or knock it prone.

ACTIONS

Multiattack. The argazan makes two Rend attacks and uses its Tail Spikes once.

Rend. Melee Weapon Attack: +8 (with advantage against creatures that have less than half of its hit points or are bleeding due to the argazan's Tail Spike), reach 5 ft. *Hit:* 22 (4d8 + 4) slashing damage.

Tail Spikes. Dexterity Saving Throw: DC 16, one creature within 90 feet that the argazan can see. *Failure:* 18 (4d6 + 4) piercing damage, and the target receives a wound. While wounded, the target loses 5 (1d10) Hit Points at the start of each of its turns. The wound closes after a spell restores hit points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 16 Wisdom (Medicine) check.

ARGAZAN — WEAKER

Armor Class 16

Initiative +0 (10)

Hit Points 153 (18d10 + 54)

Speed 30 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Str +8

Skills Perception +5

Senses darkvision 60 ft., passive Perception 16

Languages -

CR 8 (XP 3,900; PB +3)



Blood Smell. The argazan can sense the exact location of any creature within 1 mile of it that either has less than half of its hit points or is bleeding due to the argazan's Tail Spike. Such creatures can't benefit from being invisible against the argazan.

Regeneration. The argazan regains 10 hit points at the start of each of its turns. If the argazan takes acid or fire damage, this trait doesn't function on the argazan's next turn.

Spider Climb. The argazan can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Sturdy Grip. The argazan has advantage on checks and saving throws that would move it against its will or knock it prone.

ACTIONS

Multiattack. The argazan makes two Rend attacks and uses its Tail Spikes once.

Rend. Melee Weapon Attack: +6 (with advantage against creatures that have less than half of its hit points or are bleeding due to the argazan's Tail Spike), reach 5 ft. *Hit:* 17 (4d6 + 3) slashing damage.

Tail Spikes. Dexterity Saving Throw: DC 14, one creature within 60 feet that the argazan can see. *Failure:* 13 (4d4 + 3) piercing damage, and the target receives a wound. While wounded, the target loses 4 (1d8) Hit Points at the start of each of its turns. The wound closes after a spell restores hit points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 14 Wisdom (Medicine) check.

ARGAZAN — STRONGER

Armor Class 18

Initiative +0 (10)

Hit Points 231 (22d10 + 110)

Speed 30 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Str +8

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages -

CR 14 (XP 11,500; PB +5)



Blood Smell. The argazan can sense the exact location of any creature within 1 mile of it that either has less than half of its hit points or is bleeding due to the argazan's Tail Spike. Such creatures can't benefit from being invisible against the argazan.

Regeneration. The argazan regains 20 hit points at the start of each of its turns. If the argazan takes acid or fire damage, this trait doesn't function on the argazan's next turn.

Spider Climb. The argazan can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Sturdy Grip. The argazan has advantage on checks and saving throws that would move it against its will or knock it prone.

ACTIONS

Multiattack. The argazan makes two Rend attacks and uses its Tail Spikes once.

Rend. Melee Weapon Attack: +10 (with advantage against creatures that have less than half of its hit points or are bleeding due to the argazan's Tail Spike), reach 5 ft. **Hit:** 30 (4d12 + 5) slashing damage.

Tail Spikes. Dexterity Saving Throw: DC 18, one creature within 90 feet that the argazan can see. **Failure:** 23 (4d8 + 5) piercing damage, and the target receives a wound. While wounded, the target loses 6 (1d12) Hit Points at the start of each of its turns. The wound closes after a spell restores hit points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 18 Wisdom (Medicine) check.