



## Argorths – Knowledge(Dungeoneering) DC21

*Argorths are the spawn of the mothers of oblivion, and are among the most fearsome minions of Lamashtu. They are beasts of raw destruction—walking natural disasters—that follow the quiet whispers of their demon goddess.*

- Type: Huge Aberration
  - Attacks: Bite, Tail Slap, Fearful Shriek, Ground Slam, Swallow Whole
  - Defense: Cold Iron Weapons, Resistant to Acid & Cold, Spell Resistance
  - Special Attacks: Improved Grab; Swallow Whole
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- **Death Throws**: When finally killed the argorth's final act is to lash about, smashing into anything nearby and usually flattening them.
  - **Fearful Shriek**: Argorths can unleash an unholy, unearthly howl that terrifies all within a hundred yards.
  - **Ground Slam**: An argorth slams its entire body into the ground, hurting itself but also damaging all those nearby and knocking them over.
  - **Swallow Whole**: Argorths enjoy devouring whole any creature that it hits with its bite attack.
  - **Blindsense**: Argorths have no eyes and use blindsense to 'see'. This means at a certain distance away an argorth is affectively blind.