

## OBORPAZÚR

As a group of explorers push deeper into a system of caves, they come to a large chamber where the walls and floors have large tunnels leading in every direction, each filled with broken rock and gravel. The kobold that has been reluctantly leading the group becomes very quiet and tries to walk silently back the way they party just came from. Just as someone asks the creature what the problem is, the air is filled with a powerful scent and the kobold cowers in terror, speaking only one word over and over: "Oborpazúr".

The oborpazúr is a massive, quadrupedal creature with hard, stony scales covering a thickly muscled body. Its thick front limbs move like arms, and they are clearly larger than the rear limbs. Each limb ends in a massive, three-toed foot with 12-inch long, black metallic talons that can dig into solid stone. The creature's head is small in proportion to its body, with a mouth filled with stony plates instead of teeth for grinding down its food, and it has 8 black eyes that are spaced evenly around the crown of its head. The oborpazúr's body coloration matches the surrounding stone and earth.

When it attacks, the oborpazúr can easily balance on its rear legs while reaching out for foes or food with its longer front limbs, dropping to all fours while moving.

**Listener to the Earth.** The oborpazúr can feel the minute vibrations that move through earth and stone, and it uses this ability to locate the creatures it eats. It also uses this ability to communicate with other oborpazúrs through low-frequency vibrations, and such communications can reach up to 1 mile through solid stone.

**Tunnel Ambush.** An oborpazúr is known to burrow to within inches of a tunnel or cave wall, then wait in silence for a creature to pass nearby. When it senses food, it bursts through the thin barrier of earth and attacks.

**Scent of Delusion.** The oborpazúr emits a powerful scent that causes confusing delusions in creatures around them. This scent serves as a powerful defense for the oborpazúr, and it makes it easier to slay prey that gets too close.

**Favored of the Brain Eaters.** The great strength and power of the oborpazúrs make it a treasured slave to the jangboko, who are immune to the scent of the large beings. An oborpazúr that is enslaved by a jangboko may be outfitted with specially-made plate armor (increasing its AC to 20) or be decorated with unusual trinkets, jewels, and paints.

An enslaved oborpazúr may serve as a mount for its master.

## OBORPAZÚR

*Huge monstrosity, neutral evil*

**Armor Class** 18 (natural armor)

**Hit Points** 114 (12d12 + 36)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

**Saving Throws** Strength +8, Constitution +6

**Skills** Perception +3

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 13

**Languages** Understands Underspeech but can't speak  
**Challenge** 8 (3,900 XP)

**Delusional Scent.** When a creature starts its turn within 30 feet of the oborpazúr, it must make a DC 15 Constitution saving throw or else become delusional until the start of its next turn.

The oborpazúr emits this scent at all times, and it it dies, the scent is produced for 1 hour.

Constructs, undead that do not have a sense of smell, jangboko, and other oborpazúrs are immune to this.

**Tunnelmaker.** The oborpazúr can burrow through solid rock at half its burrowing speed and leaves a 10-foot wide, 10-foot high tunnel in its wake. The tunnel is filled with 5 feet of broken rock and is difficult terrain for anything passing through that is not an oborpazúr.

### ACTIONS

**Multiattack.** The oborpazúr makes two attacks; two with its claws or one claw and one bite.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage and a target of Medium or smaller size must make a DC 16 Athletics check or be grappled by the oborpazúr.

The oborpazúr can grapple only one creature at a time in this way, and it can't bite another creature unless it releases the current target.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If a target is struck by both claw attacks during the same turn, the oborpazúr can use its bonus action during the same turn to Rend the target.

### BONUS ACTIONS

**Rend.** The target must make a DC 16 Strength saving throw and takes 31 (6d8 + 5) slashing damage, or half as much with a successful saving throw.

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