

THE ECOLOGY OF THE ODOPI



An Abomination
from the Depths of Carceri

by Jon Hild



ABOUT

The odopi is a many armed beast that first appeared in the **Monster Manual III** for edition 3.5 of the Dungeons and Dragons game. Since that time, the odopi has not been updated, nor has it been explored in any greater depth than its original monster entry.

This product is intended to breathe life back into the creature using a format that takes much of its inspiration from the "Ecology of..." articles from *Dragon Magazine*. The creature's life cycle, origins and behaviors are explored along with a grab bag of other goodies such as statistics for the various stages of an odopi's life, and even a small encounter including a cluster of the beasts.

The encounter is set in the Pasocada Basin in the Torillian continent of Anchôromé, but can easily be placed almost anywhere, particularly in badlands where tumbleweeds are more common than trees.

This book has been given the tag *ANM4* which is an acronym for an "Anchôromé Mini-Supplement." Books with this tag are article sized (or smaller) PDFs produced for the Anchôromé Campaign but transferable to just about any setting.

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**AN ELDER ODOPI RAMPAGING
THROUGH MECHANUS**

THE ECOLOGY OF THE ODOPI

Takoda approached the strange bush slowly, having never before seen such bizarre flora. It's branches radiated outwards from a central globe in a near perfect sphere and fist sized flower buds capped each end. While most of the hearty bushes in the area were a dry brown, this one had a clear hint of orange.

Almost a half dozen of the plants remained in roughly a circular pattern near the mesa and only a few hundred feet from the entrance to Ukolo's turquoise mines.

How these plants sprouted so quickly, Takoda could not understand, but he reached out to touch one of the lightly furred branches. He noticed that it's bark felt more like rough flesh than hardened wood.

He reached for a bulb and pulled it slightly toward himself, determining just how strongly they clung to the branch. The bulb remained firm and when he released it, the branch sprang back to its starting position, vibrating temporarily.

It was at that moment he heard a distant gurgling sound, as if one of the other miners had been forced underwater. Takoda was in the badlands however, and any significant quantity of water that could be used in a drowning would not be found for many miles. Not to mention, he did not see any of the other miners.

Ahote and Ourey had obviously wandered off somewhere, perhaps to relieve themselves, but usually they would give Takoda an indication that they'd be out of sight momentarily. He would be sure to scold the young ones when they returned.

As he peered into the distance to find the source of the sound, Takoda felt something hard and cold smack into his shoulder. He looked at the ground and a fist sized rock had struck him where it would most certainly leave a terrible bruise. When he thought it must be that trickster Ahote once again hiding alongside the mesa, he became very angry. "That rock hur..." he blurted out just as another struck him directly in the forehead.

This one was more of a direct hit and Takoda's vision blurred. From around the mesa a creature rolled towards him as if it were a tumbleweed blown by the badland winds. This was no dried tangle of plant matter however and all he could see through the haze were a jumbled collection of hands with what had to be eyeballs on their orange hued palms.

Realization dawned on the miner as he turned to face the bush he had just been toying with. The buds had opened revealing dozens of eyeballs that all focused on him now while at least a dozen other arms ripped the central globe from the ground. The newly born abomination reared itself up, momentarily towering over the stunned miner. The gurgling sound now surrounded him as bush after bush pulled itself from the ground and headed towards him.

The last thing Takoda saw was the gnashing teeth in that globe and the grasping arms and hands that pulled him towards it. He felt the pain first in his injured shoulder and then he felt the lifeblood pour from his neck. Feeling the pain of being consumed alive, he could only hope that the darkness would take him soon.

ODOPI

Not much is known about the odopi by sages of the Material Plane because the abomination is a thankfully rare encounter. Even those who specialize in categorizing and identifying such threats might be pressed to name these creatures from description.

A CARCERIAN MONSTROSITY

The odopi is an abomination whose origins are not of the Material Plane. Rather, these foul creatures hail from the prison plane of despair known as Carceri. Here, beings welcome nowhere else in the multiverse are locked together within an infinite prison. While secret ways out of the plane exist, they are heavily guarded, hidden, or both.

If anything can truly be called such, the odopi are a native race to Carceri, specifically the desert lair known as Minethys. While some believe they are a result of a Far Realm incursion that dates back too many millenia for recorded history to account, others believe they are a byproduct of the terrible Hundred-Handed Ones, also known as the Centimanes or most commonly Hecatoncheires.

Certainly their appearance indicates this latter connection, but the Hecatoncheires do not claim the beasts as their own. It is more likely that the odopi were formed from the spilled blood of the Hundred-Handed Ones in some titanic battle during the time before time. What is certain is that odopi are now natives of the plane, and hopefully they remain prisoners where the destruction they can wreak is contained.

START OF AN ODOPI LIFE CYCLE

An odopi has a life cycle that takes on aspects of the plants known as *salsola tragus* or more commonly, tumbleweeds. At first, the odopi begin life as fist sized seeds that appear much like an orange hued nut. The "shell" of this inert odopi is incredibly hard at AC 19 but has only a single hit point. The seed is immune to both fire and cold damage making it well suited to both the hot desert days and cold nights. Eating one is deadly poisonous and causes 27 (6d8) poison damage.

In order to germinate, these creatures must be drenched in blood. Odopi adults are occasionally attentive and willing to provide such nourishment to their own seedlings, but more often than not seeds are simply left buried. They can lie for centuries until blood is unknowingly spilled upon their soil. Within only a single day, small furred orange sprouts will grow from the earth, forming a central mass and branching outwards into dozens of knobby branches.

Within a tenday, the branches form bulbs which could easily be assumed to be flower buds on an odd looking bush. These bulbs are in fact the immature hands of the odopi which eventually burst open and expose the hand's single eye. At that point of maturity, the beast gets its first look at the world to which it is about to bring much calamity.

The odopi takes a full action to extricate itself from its shallow roots, but it is born ready to do combat. As it did when it was only a seedling it wishes to feed only on warm, living flesh and blood.

ADULT ODOPI

Despite the fact that they often enter into adulthood in clusters, odopi are fiercely independent creatures and go about their own way, often intentionally heading in opposing directions to their kin. The abomination does not need to rest and has darkvision, so there is very little time when it is inactive. Finding a sedentary odopi is highly unusual and typically only occurs if it is recovering from a recent battle. Odopi regenerate quickly, so even this time is minimal.

Odopi continue to grow after they have entered adulthood, but they have an average diameter of 24 feet. On flat desert plains their size makes them visible at a distance, so they enjoy badlands where they can hide behind large outcroppings or even alongside a mesa or cliff.

Their rolling movement allows them to travel fast, and even a creature who sees them coming would be hard pressed to outrun an odopi unless the one being pursued is mounted. The numerous hands of an odopi makes them fast climbers as well even though their bulk requires quite a feat of strength to drag up the side of a cliff. Fleeing an odopi by heading upwards will only really slow down would-be prey.

Odopi are not harmed by the touch of water but they cannot swim, so they do not hunt or lair near large bodies of water. They do need to breathe and can drown if submerged, so crossing a deep river is an effective way to elude their pursuit. Odopi are cunning though, and usually know their surroundings well enough to counter this tactic. Odopi usually find a means to head off their victim.

Odopi are Huge creatures, but can squeeze and manipulate their bodies so that they may pass through openings even of Medium size. They are not even slowed if their central globe can pass through an opening.

ELDER ODOPI

Odopi do continue to grow throughout adulthood, but have an upper limit when living on the Material Plane. The ambient energy of Carceri which encourages adaptation and increased survivability allows some of these monstrosities to grow to truly awesome proportions. Known as the elder odopis, these rare creatures can reach upwards of 50 feet in diameter. They too can contort their strange bodies, but an opening must allow Large creatures for an elder odopi to pass through.

An elder odopi rarely makes it to the Material Plane, but if one should find its way through the summoning of an extremely powerful mage or a portal, it can wipe out entire villages in a single day. Elder odopi can eat almost their entire weight in flesh if the food is available. All odopi are strict carnivores.

ATTACK TACTICS

Odopis are proficient at throwing rocks and other small projectiles at victims and often do so while approaching. Unlike most creatures who need to stop and take aim, odopi can attack during their movement, using the momentum of their roll in order to give their projectiles increased damage.

When an odopi closes in on its prey it will trample its victim, occupying their space while causing a combination of bludgeoning and acid damage. An odopi's teeth are surprisingly ineffectual as an attack, but eventually tear into unconscious and dead victims that are drawn into their bulk.

ODOPI AS MINIONS

As stated earlier, odopi are mean and independent creatures, but normal adults at least can end up as minions to more powerful creatures. Warlocks whose patrons have ties to Carceri in particular are often accompanied by an odopi.

While they are chaotic beings, a mortal powerful enough to transport an odopi out of Minethys might be able to get one to agree to serve for a set time. If at any point the master shows weakness, however, the odopi will turn on them.

They enjoy their time on the Material Plane and would not want to risk an early dismissal by angering their benefactor under any other circumstances.

ODOPI LANGUAGE

All odopi are born capable of understanding Abyssal but are not capable of speaking. Some who serve masters for extended periods of time are taught additional languages; most often the Common tongue.

Among themselves, Odopi have a language of sorts that requires rapid hand clapping and alterations in the gurgling sounds made by their central masses. This language is highly efficient and they can communicate complex ideas in very short amounts of time with each other. Regardless, they don't desire to cooperate with each other often enough for this to be of much assistance.

Only odopi can ever speak this language, though beings with 24 Intelligence or higher might be able to learn its complexities enough to understand.

ENEMIES AND ALLIES

Odopi do not have any particular racial hatred, their cruelty is universal. They will even prey on fiends in the depths of Carceri. However, odopi do prefer to consume mortals, which explains their strong desire to find a way to the Material Plane.

Some rare (and powerful) yugoloths hunt odopi for sport or will trap one with gargantuan adamantine nets and secure the creatures for the collections of the extremely rich or powerful.

The Hundred-Handed Ones do not treat the odopi any differently from other creatures.

OUTSIDE THE PRIME

Even more rarely than on the Material Plane, odopi have been menaces elsewhere in the multiverse.

One of the largest elder odopi was once transported to Mechanus in order to distract modron forces while the aspect of Orcus known as Tenebrous usurped the power of Primus. It would stand to reason that this would draw modrons into the list of odopi enemies, but the modrons are too calculating and logical to allow emotions like anger to guide their judgments.

Odopi are not immune to the memory draining effects of the River Styx, but some have used this route to blindly escape from Carceri in the past. Occasionally, an odopi that remembers nothing of its past life can be found wandering the adjacent planes of Hades or in the Abyss. A coven of Night Hags once put down an elder odopi who wandered onto Hades and was unsuitably consuming hordes of newly formed larva.

IN THE MINES OF UKOLO

BACKGROUND

This is a short set of encounters that nevertheless requires powerful PCs to complete (four of 11th-12th level).

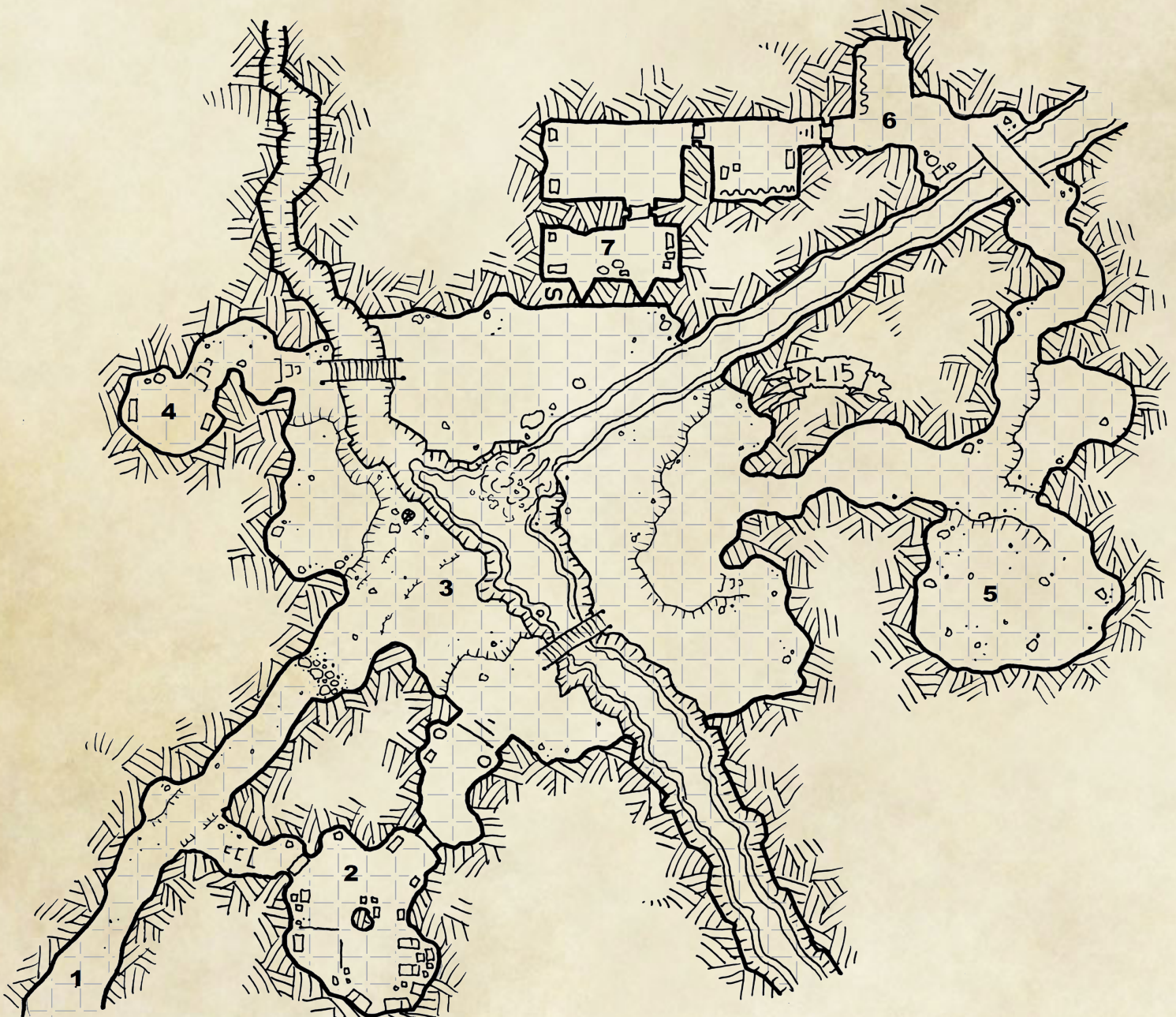
As the primary source of turquoise in the entire Pasocada Basin, the Ukolo Mines are well defended and highly valued among the Azuposi people. An above ground town has only a few hundred inhabitants, but the mines themselves have dozens of small settlements whose inhabitants rarely travel aboveground. Central markets in town carry supplies and the miners bring great quantities of the precious blue stone to trade and it eventually makes its way throughout the Basin.

A short time ago, mysterious orange bushes appeared outside of one of these underground complexes. This small area has access to vast amounts of fresh water because of an underground river, and they share their precious commodity with other nearby communities.

The bushes grew like fireweed in a bonfire though and revealed themselves to actually be the larval form in the life cycle of a terrible monstrosity. These many armed, many eyed abominations killed over a dozen miners and have trapped the rest of the community behind barricaded doors. A young girl, daughter of one of the lost miners named Takoda, managed to escape by jumping into the river and eventually washing up near another mining community close by. According to this young Azuposi, supplies are running low and heroes are required to rescue the besieged. Luckily the PCs happen to be available and nearby.

REWARD

The miners reward the PCs with 5,000 gp worth of turquoise jewelry made by their finest artisans and a strange black, teardrop shaped stone. This is a *king's tear* (also worth 5,000 gp) which reveals a valuable secret of the past.



FEATURES

The following features are common throughout the complex.

Light. Location 1 is dimly lit, but beyond that the caves go completely dark and PCs must have their own light sources. The besieged Azuposi in location 7 are carrying lanterns.

Sounds. The sound of water flowing can be heard throughout the complex but is particularly loud in location 3 making it difficult to speak at times. PCs must yell in order to speak over the din of the waterfall.

Ceilings. This entire region is naturally formed and not an actual part of the nearby turquoise mines. The ceilings are much higher than elsewhere, ranging from 30 feet at the entrance to 60 feet in location 3.

LOCATION 1 - ENTRANCE

Five holes can be found at this entrance to the small community of miners that live within these caves. These holes are where the immature odopi sprung forth from the ground and their number might clue the PCs into how many of the creatures they will eventually be put up against.

This portion of Ukolo's mining area is actually bereft of turquoise, but it has been settled by miners who work elsewhere within the vast underground complex that is Ukolo.

Water is scarce elsewhere in the underground region, but it is plentiful here, and many other communities depend of this area. If it stayed shutdown, the Azuposi trapped inside would not be the only ones to suffer.

PCs should make a Wisdom (Perception) check or Intelligence (Investigation) check if they decide to search the area. A score of 14 will let the PCs notice that a small ceiling collapse occurred here within recent weeks and a score of 17 will allow the character to find some dried blood. A miner was killed here during the ceiling collapse and it was his blood that awakened the long dormant seeds that had been located here.

LOCATION 2 - LIVING QUARTERS

When the odopi pulled themselves from their "roots," they first came to these living quarters and smashed through its northwest entrance. Ten miners were killed, but they bought time for their children and infirm to escape through the northeastern exit.

The survivors are now holed up and under siege in the guard rooms (Location 7) but one of the **odopi** remains, consuming a grisly meal within its mass.

Personal affects of the miners can be found in abundance here including clothing, dried bits of meat, small heirlooms and knick-knacks. Thorough PCs will only find about 17 gp worth of loose coinage. The central firepit has long since burned out leaving the room in total darkness.

LOCATION 3 - GREAT RIVER CHAMBER

This cavern has ceilings that reach up to 60 feet high, and unlike most of the underground complexes of the Ukolo mines there are stalactites up above.

The underground river which flows through the complex flows here from the northeast and once continued southwest, carving out the entrance and all of the side chambers. One of the earthquakes caused by the Spellplague rent a fissure which essentially cut the complex purely in half along the NW-SE axis.

The river now flows southeast along the fissure further into the mines. Takoda's daughter Matoaka escaped by jumping into this river which left her bruised, battered and half drowned near another settlement.

The odopi watched her escape and one attempted to follow her, but drowned when the river became too deep for it to traverse.

The fissure is 30 feet deep and two bridges, one to the north and one to the south, span the gap. They are both sturdy, meant to accept carts full of rough stone.

On the north side of the fissure, the stone is worked and points of light can be seen flickering by the northeastern corner. Two murder holes leading to Location 7 can be found in this corner and an **odopi** is attempting to reach its hands through the thin slits.

Occasionally the odopi backs up and arrows immediately fire from the murder holes, but even if they cause damage, the creature regenerates the injury quickly.

The cavern is incredibly loud because of the waterfall and it might have been possible for the PCs to have snuck up on the creature were there not also a small thirst of four **stirges** that attack from the stalactites above. Once the PCs engage the stirges, the odopi will turn to face them as well.

If the odopi and stirges are slain, loud celebration can be heard from the slits. Eight miners and six children (all **commoners**, the adults are armed with crossbows) stand behind the northern wall and will converse with PCs through the wall. They warn the PCs that "a really big one" is keeping them hard pressed to the east, but it cannot get to them. The miners are running out of food and cannot remain trapped forever.

They also mention that there is a secret door off to the left, but they will not open it "as long as those foul beasts are out there."

LOCATION 4 - KIVA

This chamber is where the miners used to honor the spirits, particularly Hli'akwa the Turquoise Man. Remnants of old fires can be found in the center and there is an opening up above that not even a child could fit through.

It serves as a natural vent for the smoke that was produced here and a light updraft can be felt. After a thousand feet, the vent veers west and leads to an aperture to the aboveground.

One of the *odopi* had recently traveled north along the fissure looking for a way to get to the trapped miners, but after realizing the fissure only headed deeper into the earth, it turned back and will pull itself up from the fissure bottom and likely entrap the PCs in this room.

LOCATION 5 - LIVING CHAMBER

Besides the kiva, this chamber was the only other social center for the small community of miners and their families. Seven adults were trapped within when the two multi-armed abominations rolled around the corner and within minutes they all lay dead, bludgeoned by the odopi's pounding arms.

The two **odopi** here uncharacteristically work together in order to distract PCs while the other uses its trampling charge ability. The unengaged odopi will temporarily move away from the PCs only to return at full speed so that it can activate the ability.

LOCATION 6 - THE ELDER

When the odopi began to sprout, the ancient parent who seeded them hundreds of years ago somehow was made aware. It followed old pathways in Carceri (in a region that connects to the Spirit Realm) which leads to the Material Plane and came to join in the mayhem its children would most certainly cause.

Now the **elder odopi** smashes repeatedly into an iron fortified doorway that it has yet to breach. It knows that behind the doorway, it can find the miners and their children and if it can only break through, all the odopi will feast well.

The room itself contains a dusty mural which depicts the golden city of Michaca on a bright day and covers the western wall. A bridge spans the river here which flows quickly to the southwest.

Read the following when the PCs turn the corner from the bridge.

Now that you have encountered and defeated a number of these foul many-armed abominations, you think you have a good understanding of their tactics, strengths and weaknesses. You are prepared for however many might still threaten you!

Then suddenly you hear a crash which shakes the chamber and loosens stones and dust up above. You bring your light around the corner and one of the creatures stares back at you with its many dozens of eyes. This creature is at least twice the size of the others and it immediately begins to roll towards you in a charge!

The iron door which holds the elder odopi back was luckily reinforced by magic long ago, and so far it has served to keep the foul creature at bay. However, the very walls surrounding the door are starting to give way.

It would not be much longer before the elder odopi made its way to Location 7, where the last of the miners would make a valiant, but ultimately futile stand.

LOCATION 7 - PANIC ROOMS

Since the days of the Spellplague, Ukolo has seen very little strife and little to no crime or war among the Azuposi who work it. At worst, there are occasional monster incursions from the deeps, particularly when a new region of the mine is opened up. These "panic" rooms have thus fallen into disuse.

Despite the passage of time, they have served the remaining miners well, keeping them alive just long enough for the PCs to arrive and end the odopi menace.

CONCLUSION

The PCs should be able to defeat the odopi incursion and when the last one is slain, the miners will tentatively exit the panic rooms through the secret door in Location 3. They are bruised, frightened and starving, but will recover somewhat quickly. After securing provisions, they invite the PCs to the kiva (Location 3) to bless their heroes with a prayer to the Turquoise Man.

In addition to the reward indicated at the beginning of the encounter, the spirit Hli'akwa gives them each a special charm known as the *charm of wealth*, and the PCs will feel a golden warmth enter their bodies after the miners finish their prayer.

This charm will only last until the next time the players roll for random treasure any time in the future. Just one time, they may roll twice as if they had advantage and use the roll which indicates a grander treasure (either in GP or in rarity for a magical item). After this occurs once, the feeling disappears.

FURTHER EXPLORATION

Ukolo is a massive mining complex and town which has existed for many centuries. New areas are opening up all the time, and powerful characters like the PCs would be welcome to stay, likely free of any charge, for as long as they pleased.

In addition, odopi, include elders, are not normally capable of sensing the "birth" of their children. Is there something more sinister afoot here? How exactly did the elder odopi know? And worse yet, where exactly is this planar connection to the prison plane of Carceri!

The *king's tear* can also be a great source for a future adventure in the great land of Anchôromé. The stone's vision is left for the DM to develop further adventures, but for such powerful characters it would most certainly need to be epic!

KING'S TEAR

Wondrous Item, legendary

These stones are teardrop shaped and transparent smooth surfaced stones which can be of almost any size, but are typically an inch in length. They are believed to be unbreakable by mundane means and cannot be marred in any way.

Each stone can be peered into and the observer will be shown a vision of a clearly detailed image or scene. Some of these images are of people, others of places, and some survey entire scenes such as a great battle. Beyond its vision, the only other power the stone has is to allow its holder to cast *legend lore* as a ritual if he or she is already capable of casting it. Because of this, they are quite valuable to sages.

ODOPI

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	22 (+6)	7 (-2)	14 (+2)	7 (-2)

Saving Throws Int +2, Wis +6, Cha +2

Skills Perception +6, Survival +10

Damage Resistances cold, fire

Senses darkvision 60 ft., passive Perception 16

Languages Odopi, understands Abyssal but cannot speak

Challenge 12 (8400 XP)

Keen Smell. The odopi has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The odopi has advantage on saving throws against spells and other magical effects.

Regeneration. The odopi regains 5 hit points at the start of its turn. The odopi dies if it starts its turn with 0 hit points.

Throw Stones. While an odopi is using a move action, it may pick up small objects of and hurl them at foes. The attack has a radius of 60 feet and an odopi can hurl up to five. Each stone deals 9 (1d6+6) points of damage but it cannot target a creature with more than one object.

Trampling Charge. If the odopi moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the odopi can make attempt to engulf as a bonus action.

ACTIONS

Engulf. The odopi makes one slam attack against a Medium or smaller target. If the attack hits, the target takes the slam's damage and the target is engulfed by being drawn into the odopi's mass. While engulfed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the odopi, and it takes 21 (6d6) bludgeoning damage at the start of each of the odopi's turns. At the end of the engulfed creature's turn, they must make a DC 18 Strength saving throw to escape, in which they fall prone in a space within 5 feet of the odopi. If the odopi dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 28 (5d8+6) bludgeoning damage.

ODOPI, ELDER

Gargantuan aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 313 (19d20 + 114)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	22 (+6)	9 (-1)	14 (+2)	10 (+0)

Saving Throws Int +4, Wis +7, Cha +5

Skills Perception +7, Survival +12

Damage Resistances cold, fire

Senses darkvision 60 ft. passive Perception 12

Languages Odopi, understands Abyssal but cannot speak

Challenge 16 (15000 XP)

Keen Smell. The elder odopi has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The elder odopi has advantage on saving throws against spells and other magical effects.

Regeneration. The elder odopi regains 5 hit points at the start of its turn. The elder odopi dies if it starts its turn with 0 hit points.

Throw Stones. While an elder odopi is using a move action, it may pick up small objects of and hurl them at foes. The attack has a radius of 90 feet and an elder odopi can hurl up to five. Each stone deals 14 (2d6+7) points of damage but it cannot target a creature with more than one object.

Trampling Charge. If the elder odopi moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the elder odopi can make attempt to engulf as a bonus action.

ACTIONS

Engulf. The elder odopi makes one slam attack against a Large or smaller target. If the attack hits, the target takes the slam's damage and the target is engulfed by being drawn into the elder odopi's mass. While engulfed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the elder odopi, and it takes 28 (8d6) bludgeoning damage at the start of each of the odopi's turns. At the end of the engulfed creature's turn, they must make a DC 19 Strength saving throw to escape, in which they fall prone in a space within 10 feet of the odopi. If the odopi dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement.

Slam. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target.
Hit: 38 (7d8+7) bludgeoning damage.