

# DEATHTRAP OOZE

## CREATURE 12

UNCOMMON

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LARGE

OOZE

MINDLESS

**Perception** +16; motion sense 60 feet, no vision

**Skills** Athletics +25

**Str** +5, **Dex** -3, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5

**Motion Sense** An ooze can sense nearby motion through vibration and air movement.

**AC** 21; **Fort** +25, **Ref** +13, **Will** +16

**HP** 275; **Immunities** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

**Recoil**  **Trigger** A hostile action is taken against the deathtrap ooze while in its Trap Form;


**Effect** The deathtrap ooze reverts back into its original form. Any effects from the hostile action still apply to the deathtrap ooze, using the ooze's original Armor Class, Immunities and Saves unless it is no longer applicable.

**Speed** 15 feet, climb 10 feet

**Melee**  pseudopod +26, **Damage** 2d8+11 bludgeoning plus 3d6 acid and Grab

**Constrict**  2d12 bludgeoning plus 2d6 acid, DC 32

**Trap Form** (polymorph, transmutation) A deathtrap ooze can spend one minute to assume the form of a simple mechanical trap of its level or lower that has an attack as a reaction. When it does so, the deathtrap ooze gains the trap's Stealth DC, Strikes and Reactions. However the Reactions require the deathtrap ooze to be aware of the triggering creatures and it uses its own pseudopod Strike's attack modifier instead for the trap's Strikes.

**Revert**  **Requirement** The deathtrap ooze is currently in its Trap Form; **Effect** The deathtrap ooze reverts back into its original form. It loses the Stealth DC, reactions and any Strikes from the trap it was assuming. Typically this is used after the deathtrap ooze activates the trap's reaction.