

Name: Snare-Oh

One-line Introduction: Snare-Oh is the Omnitrix's DNA sample of a Thep Khufan from the planet Anur Khufos in the Anur System.

Appearance: Snare-Oh is a mummy-like alien whose bandages are actually a thin yet powerful skin that he can control. This skin is made from an alien material that feels like old cloth, but do have elasticity. In the Original Series, Snare-Oh's eyes and the gaps between his bandages glowed green. He wore a black and gold pharaoh's headdress, black bracers and greaves, and the original Omnitrix symbol on his left shoulder. In the Ultimate Alien intro, Snare-Oh was slightly taller and the green lines on his body were recolored gold, additionally his chest, arms, shoulders and legs are thicker, giving him a more muscular appearance. He wore the Ultimatrix symbol on his chest. In Omniverse, Snare-Oh has greyish-brown and more ragged bandages, with more layers being visible and the tendrils on his back being much shorter. His headdress is black with two glowing green gaps on either side of it and a gold rimming at the bottom. His green eyes are surrounded by crown-like golden spikes and his lower face is wrapped in bandages. His chin is black with more green gaps and a golden beard-like spine jutting from it. His upper chest and shoulders are covered by a large collar/wrap-like garment with green and black stripes. He also has black-and-gold pads on each shoulder, with each one having a green "eye" on them. The gaps on his chest are gone and his heels each have an extra "toe". The ties on his Shendyt are replaced by a single bandage. His braces and greaves now have gold trimmings and two larger green gaps on them. He wears the Omnitrix on a green and white belt around his waist. Both the 11 and 16-year old versions share this design. Ben 10,000's Snare-Oh is recolored to look like the Mummy, though his eyes and the gaps between his bandages glow green and, unlike the Mummy, he has no chin beard. Benzarro's Snare-Oh looks identical to Ben Prime's Snare-Oh in Omniverse, except his eyes, bandage gaps, and Zombitrix symbol are recolored lavender, the bandages are recolored white, the golden parts are recolored silver, and the stripe on his belt is recolored black.

History: In Under Wraps, Snare-Oh was added to the active playlist when the Omnitrix "sampled" the Mummy's DNA. Snare-Oh first appeared in The Return, where he battled the Werewolf until the latter escaped. In Alien Force, Snare-Oh was locked by the Omnitrix's reconfiguration in Ben 10 Returns: Part 1. In Ultimate Alien, Snare-Oh was re-unlocked by Ben 10,000 in Ben 10,000 Returns. In Omniverse, Snare-Oh grappled onto an Incursean space fighter in The Frogs of War: Part 1 before the Omnitrix's randomizer function made him switch into Rath. In Return to Forever, Snare-Oh sent a Pyroxovore herd back to their holding pens. In Bengeance is Mine, Snare-Oh battled Psyphon and the Squid Monsters until he trapped them. In The Secret of Dos Santos, Snare-Oh saved Rook and Kai from falling before fighting a Jungle Guardian. In the Original Future Timeline, Snare-Oh got Ken out of a vent that he hid in while he fought Kevin 11, as seen in Ken 10. In the No Watch Timeline, Benzarro as Snare-Oh battled Fourmungousaur and tossed Build-A-Guy into the blast of the Chronosapien Time Bomb in And Then There Were None.

Weaknesses: Snare-Oh can be tangled up in his own bandages. Snare-Oh is vulnerable to intense heat. Snare-Oh can be controlled and hypnotized by Vladats via their Corrupturas. Snare-Oh can be scared by Toepick's species.

Powers and Abilities: Snare-Oh can generate a steady supply of the bandages that make up his body and extend their length to approximately 30 feet. He can control their movement for various purposes, such as wrapping, grappling, lifting, and moving around objects and opponents. He can also detach his bandages after wrapping them around someone, to become a permanent restraint. The strength of each individual bandage is powerful enough to punch holes in the ground and restrain Fourmungousaur, who has the combined strength of both Four Arms and Humungousaur, and they are sharp enough to cut through vines grown by a Florauna's fruit-like pods. Snare-Oh can also use his bandages to create a sturdy wall. Being composed of bandages, Snare-Oh can reshape his body at will, allowing him to split himself apart to dodge attacks and reform to counter-attack. Additionally, by reducing himself down to a few bandages, Snare-Oh can fly around and slip through extremely tight spaces or small openings. Snare-Oh can regenerate himself and recover almost instantly from many types of injuries, such as being torn into confetti by a large fan.

Snare-Oh can survive in the vacuum of space and underwater. Snare-Oh is immune to the effects of Corrodium and can see in the dark. Snare-Oh can also block out Corrodium radiation with his bandages, allowing him to carry the dangerous crystal inside his body without irradiating anything nearby. Snare-Oh has a bioluminescent body and glowing eyes. Snare-Oh can completely unravel his body to create a pile of bandages to cushion a landing, separating his face from the rest of the bandages in the process. By whipping his tendrils around all at once, Snare-Oh can create a tornado attack.

Personality: Not mentioned.