**SLITHERING TRACKER**

Small Ooze  
**Hit Dice:** 5d10+10 (37 hp)  
**Initiative:** -5 (Dex)  
**Speed:** 10 ft, climb 10 ft  
**AC:** 6 (+1 size, -5 Dex)  
**Attacks:** Slam +4 melee  
**Damage:** Slam 1d4 and paralysis  
**Face/Reach:** 5 ft by 5 ft/5 ft  
**Special Attacks:** Paralysis, plasma drain  
**Special Qualities:** Ooze, blindsight, transparent  
**Saves:** Fort +2, Ref -4, Will -4  
**Abilities:** Str 10, Dex 1, Con 12, Int –, Wis 1, Cha 1

- *Climate/Terrain:* Any underground  
- *Organization:* Solitary  
- *Challenge Rating:* 4  
- *Treasure:* None  
- *Alignment:* Always neutral  
- *Advancement:* 5-12 HD (Small); 13-15 HD (Medium-size)

The slithering tracker is transparent, plasma-draining ooze that dwells in dungeons and other underground places. The slithering tracker is 3' long (but can grow to a length of 7 feet) and has a thickness of about 6 inches.

**COMBAT**

The slithering tracker will not attack a creature immediately. Rather, it follows its prey back to the place it sleeps. The slithering tracker attacks sleeping, immobile, or unconscious creatures using a paralyzing secretion. Once a creature is paralyzed, the tracker slowly covers it and drains plasma from the victim’s body.

- **Paralysis (Ex):** Slithering trackers secrete an anesthetizing slime. A target hit by a tracker’s slam attack must succeed at a Fortitude save (DC 13) or be paralyzed for 1d6 hours.
- **Plasma Drain (Ex):** Once a creature is paralyzed, the tracker slowly covers its body, draining all plasma from it. This deals 1d2 points of temporary Constitution damage to the victim per round. A victim reduced to Constitution 0 dies.
- **Blindsight (Ex):** The slithering tracker’s entire body is a primitive sensory organ that can detect prey by scent and vibration within 60 feet.
- **Transparent (Ex):** The slithering tracker is nearly impossible to see, even in ideal conditions, and it takes a successful Spot check (DC 17) to notice one.
- **Ooze:** Immune to all mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Slithering Tracker first appeared in the 1e MM (Gary Gygax, 1977).