The subterranean trapper is found only in caves and other dark places. It can alter its shape and color to resemble the local floor and to form a protuberance in the center that resembles a box.

**COMBAT**

The trapper will wait until a creature is almost centered on its body and then quickly wrap around it, attempting to smother its victim. Once a trapper gets a hold, it will not release a victim until it or the trapper is dead.

**Smother (Ex):** A successful attack indicates the trapper deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (Grapple, page 137 in the *Player's Handbook*). If the trapper succeeds at the grapple, it has wrapped itself around its prey. The following round, the victim must either hold her breath or begin taking suffocation damage. (A creature can hold its breath for 2 rounds per point of Constitution. After this time, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by +1 for each previous success.) If the victim runs out of breath, it falls unconscious (0 hp). In the following round, it drops to –1 hit points and is dying. In the third round, the creature suffocates.

A victim can escape the trapper’s hold by making an opposed grapple roll or an Escape Artist roll against the trapper’s grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage inflicted on a trapper while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons deal full damage to the victim but do not harm the trapper.

**Immunities (Ex):** Trappers are immune to all cold and fire-based effects.

**Skills:** Trappers receive a +8 racial bonus to Hide checks. *When it changes its color to appear as stone, the Hide bonus increases to +12.**
The Trapper first appeared in the 1e MM (Gary Gygax, 1977).