

ROACH THRALL

ROACH THRALL LORE

Nature DC 15: Roach thralls are a form of giant cockroach that masquerade as humanoids, starting their life cycles as parasitic eggs that consume the interiors of humanoids, then wearing their skin to pass unnoticed in broader society and continue their life cycle.

Nature DC 20: When threatened, roach thralls shed their humanoid skin and attack, their translucent carapaces rapidly darkening and hardening as they are exposed to oxygen. In the first seconds after emerging, however, they are remarkably vulnerable to bludgeoning strikes.

ROACH THRALL TACTICS

After emerging, roach thralls typically use their Snatch Weapons, and dash away with their climb speed if they successfully disarm their opponents, or disengage otherwise. A roach thrall never stays and fights if outmatched and outnumbered, particularly if its exoskeleton has not fully hardened yet.



ROACH THRALL

Large aberration, neutral evil

Armor Class 10 (Natural Armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	14 (+2)	17 (+3)	9 (-1)

Saving Throws DEX +2, WIS +6

Skills Athletics +7, Deception +5, Perception +6

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 16

Languages Common, Telepathy 5 ft. (Can only telepathically communicate with other roach thralls)

Challenge 7 (2,900 XP)

Host Body. The roach thrall is hidden in a Medium size humanoid host body (AC 10, 10 HP). While in its host body, the roach thrall can't attack or use its climb speed, and can emerge as a Bonus Action.

Oxidizing Exoskeleton. At the beginning of each of its turns after it emerges from its host body, the roach thrall's AC increases by 2, to a maximum of 18.

If the roach thrall is outside its host and has 14 or fewer AC, it has vulnerability to bludgeoning damage.

Versatile Movement. If the roach thrall does not use its multiattack, it may Dash or Disengage this turn as a Bonus Action, and gains a climb speed equal to its movement speed.

Actions

Multiattack. The roach thrall makes five attacks, one of which may be with its Clacking Mandibles.

Clacking Mandibles. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage and the target is grappled (escape DC 15).

Razor Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (2d4 + 4) piercing damage and the target is pushed 5 feet away.

Swallow Whole. The roach thrall makes a bite attack at advantage against a Medium or smaller creature it has grappled. On a hit, the creature is swallowed (escape DC 15). It may have only one creature swallowed in this way.

The swallowed creature is Blinded, restrained, and takes 21 (6d6) acid damage at the start of each of the roach thrall's turns. A swallowed creature treats the roach thrall's AC as 14.

Snatch Weapons (Recharge 5-6). The roach thrall forces up to two creatures within 10 feet of it and within 5 feet of each other to make a DC 15 Strength saving throw.

On a failed save, the roach thrall snatches one object the target is carrying or wielding away from it and swallows it.

Reactions

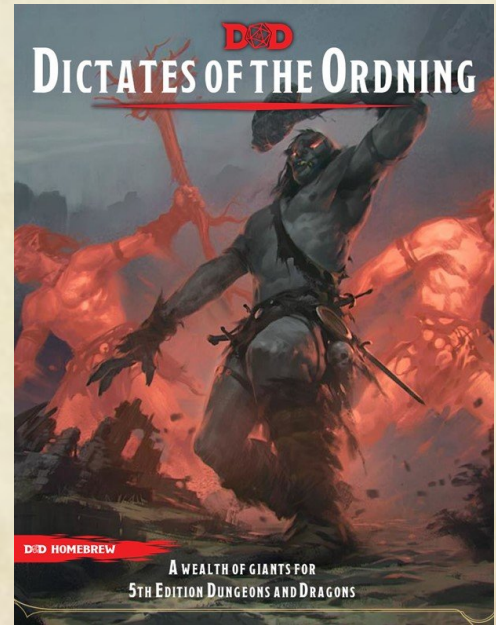
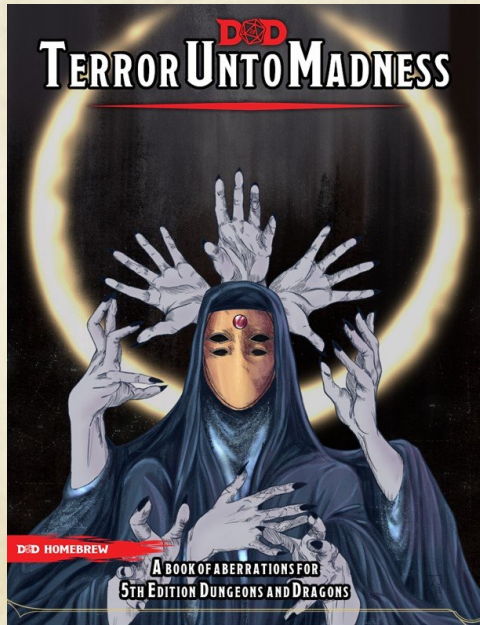
Emerge. As a reaction to its host body taking damage, the roach thrall emerges, tearing its way out in spectacular fashion. Each creature within 15 feet must succeed on a DC 15 Wisdom saving throw or be Frightened until the end of its next turn.

Scuttle. As a reaction to being forced to make a saving throw against a spell or magical effect, the roach thrall moves up to half its speed. If it ends this movement out of the range or area of the spell or magical effect, the roach thrall is unaffected.

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A large, colorful illustration of a green goblin-like character with a crown and a large earring, sitting on a pile of gold coins. The character is holding a glowing blue orb. Surrounding the character are various items: a stack of gold coins, a pineapple, a bunch of grapes, a banana, a stack of books (one titled 'CONFLUX CREATURES' and another 'NASTY BOYS'), a small blue dragon, a small lion, and several dice. Multiple red buttons with the text 'Become a patron' and the Patreon logo are scattered throughout the scene. A large red button with the same text and logo is at the bottom center. A small signature 'GEPFUCKER 2022' is in the bottom right corner.