

# **Wraith Roach**

## **Tiny Undead Vermin**

**Hit Dice:** 2d8 (8 hp)

**Initiative:** +7 (+4 Improved Initiative, +3 Dex)

**Speed:** 5 ft., Climb 5 ft., Fly 20 ft. (poor)

**AC:** 13 (+3 size)

**Attacks:** 1 per swarm +0 melee

**Damage:** 0

**Face/Reach:** 5 ft. /5 ft.

**Special Attacks:** Energy Drain

**Special Qualities:** Non-blunt-weapon damage reduction 5/+1 or silver or blunt weapon; SR: 12

**Saves:** Fort +1, Ref +1, Will +0

**Abilities:** Str 1, Dex 17, Con -, Int 7, Wis 2, Cha 1

**Skills:** Hide +4, Move Silently +6

**Feats:** Improved Initiative

**Climate/Terrain:** Gothic Earth, Southern Louisiana (Sub-tropical, and swamp)

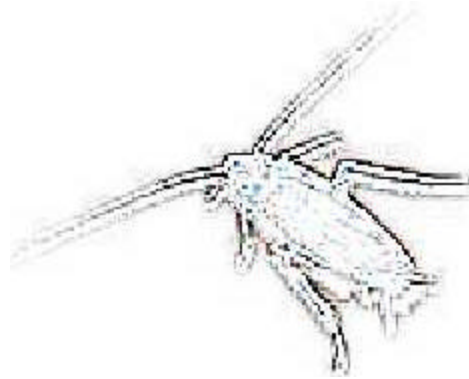
**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Neutral Evil

**Advancement:** 2-3 HD (tiny); 4-5 HD (small)



Wraith Roaches are the result of a bizarre Voodan experiment with insects that are quite common to Gothic Earth's southern regions. Originally created as guards, the progeny of these mystical creatures has spread - thanks in part by its unique way of propagating. Their swarms can be found in dark, sparsely inhabited swamps, deep within the confines of city sewers, or in the lair of a Voodan priest or minions.

### **Combat**

An individual wraith roach cannot exist without the swarm, and as a result they attack as one creature. A swarm of wraith roaches either glides down on unsuspecting prey, or attempts to crawl up its body. Since the creatures are relatively slow, they favor gliding attacks. When a swarm of wraith roaches is destroyed, or an individual roach is separated from the collective of the swarm, its gossamer exoskeleton cracks and it fades into nothingness on the next round.

**Blindsight (Ex):** Using nonvisual sensitivity to vibrations, wraith roaches can maneuver and fight as well as a sighted creature. Creatures with this ability do not normally need spot and Listen checks.

**Energy Drain (Su):** Wraith Roaches have only one attack method, but it is a deadly one. The physical attack of a swarm drains one level. An individual who reaches 0 levels through this type of attack, crystallizes over the next 1d8 hours, becomes brittle, and break apart into another swarm of wraith roaches. A cure disease spell can prevent this transformation but leaves the victim at level 0, regaining 1 level per day thereafter.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.