

PHRAINT

Source: *Arduin Grimoire*.

Phraints are mantis-like humanoids. These deadly, mobile predators like to eat elves. Phraints are organized in castes, distinguished largely by color. Red phraints are workers and drones, black phraints are the primary warriors, gold phraints are the war leaders and blue phraints are their spellcasters (invariably focused on thunder, lightning and magnetic effects). There are other, more specialized and rare castes, as well.

Predating the Current Multiverse: On Cydra, phraints hearken back to the previous multiverse destroyed by Tharizdun. A fairly large percentage of the infinite universes of that multiverse had been overrun by the forces of a family of god-enslaving tyrants named Steel. Phraints served the various Steel family members, until Pharonn Steel XLVII was finally slain by the Knights of Sanctuary. Their presence in the current multiverse is, at least for now, difficult to explain.

Black Phraint Drone

Level 6 Soldier

Medium natural humanoid (insect)

XP 250

HP 71; **Bloodied** 35

Initiative +8

AC 22; **Fortitude** 20; **Reflex** 18; **Will** 18

Perception +6

Speed 9

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+3 damage, and the target is marked until the end of the phraint's next turn.

(melee) Double Strike * **At Will**

Effect: The phraint makes two obsidian mandiblade attacks with a -2 attack penalty.

(melee) Sweeping Blow * **Encounter**

Requirement: The phraint must be wielding a pole arm.

Attack: Melee 1 (one creature); +9 vs. Reflex.

Hit: 2d10+3 damage, and the target falls prone.

TRIGGERED ACTIONS

Phraint Leap * **At Will**

Trigger: An enemy marked by the phraint ends its turn not adjacent to the phraint.

Effect (Immediate Reaction): The phraint jumps up to 4 squares to a square adjacent to the triggering enemy. This jump counts as a shift.

Skills Acrobatics +11, Athletics +13

Str 20 **Dex** 16 **Wis** 16

Con 15 **Int** 10 **Cha** 10

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblades (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Black Phraint Leaper

Level 7 Skirmisher

Medium natural humanoid (insect)

XP 300

HP 79; **Bloodied** 39

Initiative +10

AC 21; **Fortitude** 19; **Reflex** 21; **Will** 19

Perception +6

Speed 9

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d8+6 damage.

(melee) Leaping Attack (weapon) * **At Will**

Effect: The phraint jumps up to 5 squares (or 3 squares vertically) without triggering opportunity attacks.

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d8+6 damage, and the target slides 1 square.

MOVE ACTIONS

Phraint Leap * At Will

Effect: The phraint jumps up to 5 squares (and up to 3 squares vertically) and gains a +4 bonus to AC against opportunity attacks triggered by this movement.

Whirlwind Escape * Encounter

Requirement: There must be at least two enemies adjacent to the phraint.

Effect: Each enemy adjacent to the phraint falls prone and the phraint shifts its speed to a space not adjacent to any enemies.

Skills Acrobatics +13, Athletics +11

Str 16 **Dex** 21 **Wis** 16

Con 15 **Int** 10 **Cha** 10

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblates (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Black Phraint Warrior Level 10 Minion Skirmisher

Medium natural humanoid (insect)

XP 100

HP 1; a missed attack never damages a minion

Initiative +12

AC 24; **Fortitude** 21; **Reflex** 24; **Will** 21

Perception +8

Speed 9

STANDARD ACTIONS

(mbasic) Obsidian Mandiblate (weapon) * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 9 damage.

MOVE ACTIONS

Phraint Leap * At Will

Effect: The phraint jumps up to 5 squares (and up to 3 squares vertically). It gains combat advantage against creature it is adjacent to at the end of this jump until the end of its turn.

Skills Acrobatics +13, Athletics +11

Str 17 **Dex** 21 **Wis** 17

Con 15 **Int** 10 **Cha** 10

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblates (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Gold Phraint Commander Level 10 Soldier (Leader)

Medium natural humanoid (insect)

XP 600

HP 104; **Bloodied** 52

Initiative +11

AC 26; **Fortitude** 22; **Reflex** 22; **Will** 24

Perception +13

Speed 8

TRAITS

Air of Authority * Aura 4

Creatures in the aura cannot mark phraints that do not have this trait. Creatures in the aura that do not have a phraint with this trait marked suffer a -5 penalty to damage with attacks that do not include a phraint with this trait as a target.

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+9 damage.

(melee) Lead the Charge * **Encounter**

Effect: The gold phraint commander charges. It then pulls each ally within 4 squares of the commander's starting space up to 6 squares. Each ally it pulls gets a +1 bonus to attack rolls until the end of its next turn.

MOVE ACTIONS

Phraint Leap * **At Will**

Effect: The phraint jumps up to 5 squares (and up to 3 squares vertically) and gains a +4 bonus to AC against opportunity attacks triggered by this movement.

TRIGGERED ACTIONS

(melee) Keep Your Eyes on Me (weapon) * **At Will**

Trigger: An enemy that has the gold phraint commander marked makes an attack that does not include it as a target.

Attack (Opportunity Action): Melee 1 (the triggering enemy); +17 vs. AC.

Hit: 2d8+9 damage, and the target is dazed until the start of its next turn.

Skills Diplomacy +16, Insight +13

Str 19 **Dex** 18 **Wis** 16

Con 16 **Int** 18 **Cha** 23

Alignment unaligned

Languages Common, Phraint

Equipment 2 obsidian mandiblares (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Blue Phraint Electromancer Level 11 Controller

Medium natural humanoid (insect)

XP 600

HP 110; **Bloodied** 55

Initiative +9

AC 25; **Fortitude** 21; **Reflex** 23; **Will** 24

Perception +13

Speed 8

TRAITS

Lightning Charge

When the blue phraint takes lightning damage, it may make a recharge roll or a saving throw.

STANDARD ACTIONS

(mbasic) Copper Staff (lightning, weapon) * **At Will**

Attack: Melee 1 (one creature); +14 vs. Reflex.

Hit: 3d6+9 lightning damage.

(ranged) Blue Lightning (lightning) * **At Will**

Attack: Range 10 (one or two creatures); +14 vs. Reflex.

Hit: 3d6+9 lightning damage.

(ranged) Nerve Lightning (lightning) * **Recharge 6**

Attack: Range 10 (one creature); +14 vs. Reflex.

Hit: 3d8+11 lightning damage and the target is stunned (save ends).

Aftereffect: The target is slowed (save ends).

(area) Magnetic Pulse (lightning) * **Encounter**

Attack: Area burst 2 within 10 squares (each creature in burst); +12 vs. Reflex (+14 vs. Reflex against targets in metal armor).

Hit: 2d10+10 lightning damage and the target is immobilized (save ends).

Miss: Half damage and the target is slowed (save ends).

Skills Arcana +16

Str 14 **Dex** 18 **Wis** 16

Con 14 **Int** 21 **Cha** 23

Alignment unaligned
Equipment copper staff

Languages Phraint

Black Phraint Elite Level 14 Minion Skirmisher

Medium natural humanoid (insect)

XP 250

HP 1; a missed attack never damages a minion

Initiative +15

AC 28; **Fortitude** 25; **Reflex** 28; **Will** 25

Perception +16

Speed 9

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **Weapon**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 11 damage.

TRIGGERED ACTIONS

Leaping Escape * **At Will**

Trigger: The black phraint elite is targeted by a melee attack.

Effect (Immediate Interrupt): The black phraint elite jumps up to 5 squares (and up to 3 squares vertically) without triggering opportunity attacks.

Skills Acrobatics +18, Athletics +16

Str 19 **Dex** 23 **Wis** 19

Con 15 **Int** 15 **Cha** 16

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblades (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Superior Gold Phraint Level 14 Elite Soldier (Leader)

Medium natural humanoid (insect)

XP 2,500

HP 280; **Bloodied** 140

Initiative +13

AC 30; **Fortitude** 26; **Reflex** 28; **Will** 25

Perception +15

Speed 9

Saving Throws +2; **Action Points** 1

TRAITS

Air of Authority * **Aura** 4

Creatures in the aura cannot mark phraints that do not have this trait.

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d10+6 damage and the target is marked (save ends).

(melee) Double Attack * **At Will**

Effect: The superior gold phraint makes two obsidian mandiblade attacks.

MOVE ACTIONS

Phraint Leap * **At Will**

Effect: The phraint jumps up to 5 squares (and up to 3 squares vertically) and gains a +4 bonus to AC against opportunity attacks triggered by this movement.

TRIGGERED ACTIONS

(melee) Fouling Strike (weapon) * **At Will**

Requirement: The phraint must be wielding at least one mandiblade.

Trigger: A creature marked by the phraint makes an attack that does not include it as a target.

Effect (Opportunity Action): The phraint shifts up to 3 squares to a space adjacent to the target.

Attack: Melee 1 (the triggering creature); +19 vs. Reflex.

Hit: 3d6+12 damage, and the target falls prone.

Skills Acrobatics +16, Athletics +18

Str 23 **Dex** 18 **Wis** 17

Con 20 **Int** 19 **Cha** 19

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblaes (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)