

BX Phraint

adapted by Jeff Rients from the monster type in Dave Hargrave's original *Arduin Grimoire*, which is seriously the best

A Phraint is a bipedal insectoid lifeform covered in shiny metallic blue, green or silver-grey chitin. They are often seen throwing down with lizard people or fending off the attacks of vicious vroats.

SPECIAL CHARACTERISTICS

A phraint character must have a minimum Dexterity score of 9. The prime requisites for a phraint are Dexterity and Intelligence. If either Dexterity or Intelligence are 13 or greater, the character will gain a 5% bonus on experience points. If *both* Dexterity and Intelligence are 13 or greater, that character will earn a 10% bonus on experience.

Phraints attack and save as fighters. They may use any weapon, but favor swords (normal and two-handed) and quivers of javelins. They rarely wear clothes.

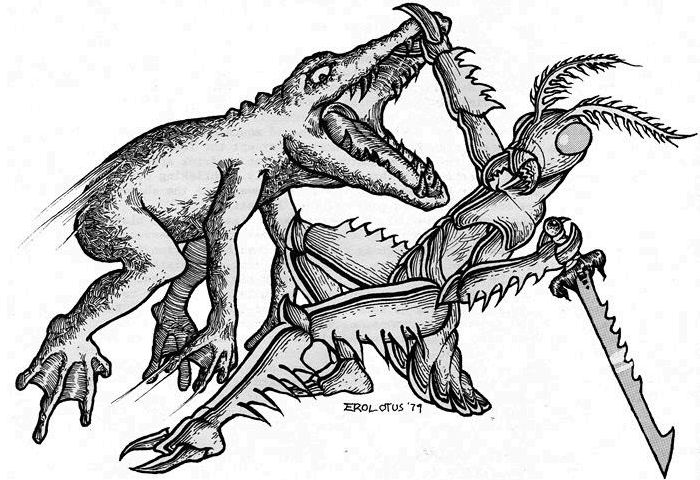
Phraints possess only two arms, each ending in claws that can both rend flesh and manipulate tools/weapons. They are also equipped with a venomous stinger, save versus poison or take d6+1 additional points of damage. On any given round a phraint may opt to use a claw attack or a stinger attack or a weapon attack.

The chitin of a phraint grants an automatic Armor Class of 5, adjusted by dexterity. Although phraints can use shields most armor (including all magic armor) will not fit their bodies. Armor types granting AC scores less than 4 are entirely useless to them, while heavily armor would require extensive and expensive modification or customization.

Phraints are capable of leaping enormous lengths and heights (see chart below). Due to the peculiarities of their anatomy, no running start is required for their maximum jump.

Phraints grow almost their entire lives. See the chart below for size by level and benefits thereof.

Phraints lack the mammal portions of the brain responsible for the emotions of humans, dwarves, elves, halflings, etc. Additionally, they are incapable of telling lies (though they can omit the truth). At the DM's discretion, phraints who express emotional outbursts may be penalized 50% of the experience earned for that session of play. Phraints who intentionally lie to other characters (PC or NPC) lose all experience points for that session.



At ninth level or higher a phraint may construct of hive. This will attract a phraint queen, who will lay 4d12 eggs. If an egg is fertile (75% chance) it will hatch 3d6 weeks later into a 1st level phraint. After the first egg hatches the queen will depart to find another hive.

<u>Level</u>	<u>Experience</u>	<u>Hit Dice</u>	<u>Claw</u>	<u>Stinger</u>	<u>Leap</u>	<u>Size</u>	<u>Size Benefit</u>
1	0	1d6+1	1d4	1d2	10' long, 5' high	9"	-2 AC vs large or medium, no weapons allowed
2	2,200	2d6+1	1d4	1d2	10' long, 5' high	1'6"	-2 AC vs large, -1 vs medium, use daggers only
3	4,400	3d6+1	1d4	1d2	15' long, 7½' high	2'3"	-2 AC versus large, use small weapons only
4	8,800	4d6+1	1d6	1d2	15' long, 7½' high	3'	-2 AC versus large, no large weapons, medium weapons two-handed
5	17,000	5d6+1	1d6	1d3	15' long, 7½' high	3'9"	-1 AC versus large, no large weapons, medium weapons two-handed
6	35,000	6d6+1	1d6	1d3	20' long, 10' high	4'6"	none
7	70,000	7d6+1	1d8	1d3	20' long, 10' high	5'3"	none
8	140,000	8d6+1	1d8	1d3	20' long, 10' high	6'	none
9	280,000	9d6+1	1d8	1d4	25' long, 12½' high	6'9"	none
10	420,000	10d6+1	1d10	1d4	25' long, 12½' high	7'6"	+1 to-hit and damage with melee weapons
11	660,000	11d6+1	1d10	1d4	30' long, 15' high	8'3"	+2 to-hit and damage with melee weapons
12	800,000	12d6+1	1d10	1d4	30' long, 15' high	9'	+3 to-hit and damage with melee weapons