The algoid is a living colony of algae that has developed some semblance of intelligence and mobility. The algoid appears as a 7-foot tall, green humanoid with coarse, rough features.

**COMBAT**

**Animate Trees (Ex):** 90-foot range, two trees, as the *liveoak* spell cast by a 10th-level druid.

**Stun (Ex):** If an algoid delivers a successful critical hit to an opponent, the opponent must succeed at a Fortitude save (DC 16) or be stunned for 1d4 rounds.

**Plant:** The algoid is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing attacks.

**Weapon Immunities (Ex):** Algoids take one-half damage from slashing or piercing weapons.

**Immunities (Ex):** Algoids take no damage from fire or electricity.

**Susceptibilities:** *Control water* deals 1d6 points of damage per caster level to an algoid.

**Skills:** The algoid receives a +4 racial bonus to Hide, Listen, and Move Silently checks. *They receive a +12 racial bonus to Hide checks when in a swampy or forested area.*