

# ALGOID

An algoid is a colonial creature, consisting of a mass of algae that can form itself into a humanoid shape in order to leave the water and move about on land. Algoids require blood to live, accounting for the many hostile encounters creatures have with them, and some algoids achieve sentience. Algoids are surrounded by a greenish haze of airborne algae and moisture.

## Mindless Algoid

Medium natural humanoid (plant)

## Level 5 Soldier

XP 200

**HP** 55; **Bloodied** 27

**AC** 21; **Fortitude** 19; **Reflex** 15; **Will** 17

**Speed** 6, swim 6

**Resist** 10 fire, 5 weapons

**Initiative** +5

**Perception** +4

Tremorsense 6

## TRAITS

### Conductive Cloud

Once per turn when the algoid takes lightning damage, each adjacent creature also takes 5 lightning damage.

## STANDARD ACTIONS

### (mbasic) Slam \* At Will

*Attack:* Melee 1 (one creature); +10 vs. AC.

*Hit:* 1d10+8 damage and the algoid marks the target until the end of the mindless algoid's next turn and pushes it 1 square.

## TRIGGERED ACTIONS

### (r) Hurl Slime \* At Will

*Trigger:* A creature marked by the mindless algoid makes an attack that does not include the mindless algoid as a target.

*Attack (Immediate Interrupt):* Range 10 (the triggering creature); +10 vs. Reflex.

*Hit:* The target is blinded until the end of its next turn.

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**Str** 18    **Dex** 12    **Wis** 15

**Con** 14    **Int** 1    **Cha** 1

**Alignment** unaligned

**Languages** -

## Algoid Mosswarden

Medium natural humanoid (plant)

## Level 6 Controller

XP 250

**HP** 70; **Bloodied** 35

**AC** 20; **Fortitude** 20; **Reflex** 17; **Will** 18

**Speed** 6, swim 6

**Resist** 10 fire

**Initiative** +5

**Perception** +5

Tremorsense 6

## TRAITS

### Conductive Cloud

Once per turn when the algoid takes lightning damage, each adjacent creature also takes 5 lightning damage.

## STANDARD ACTIONS

### (mbasic) Slam \* At Will

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

*Hit:* 1d10+9 damage.

### (close) Psychic Blast (psychic) \* Recharge when the mosswarden is first bloodied

*Attack:* Close blast 4 (enemies in the blast); +9 vs. Will; 3d6+3 psychic damage and the target is dazed (save ends).

**(area) Restive Ground (zone) \* Encounter**

*Effect:* The mosswarden creates a zone in an area burst 2 within 10 squares. Enemies treat this zone as difficult terrain. The zone lasts until the end of the encounter.

*Sustain Move:* The mosswarden moves the zone up to 4 squares.

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**Skills** skill modifier

**Str** 19    **Dex** 14    **Wis** 15

**Con** 14    **Int** 7    **Cha** 9

**Alignment** unaligned

**Languages** -

## Algoild Mindbreaker

## Level 7 Controller

Medium natural humanoid (plant)

XP 300

**HP** 78; **Bloodied** 39

**Initiative** +5

**AC** 21; **Fortitude** 20; **Reflex** 18; **Will** 21

**Perception** +8

**Speed** 6, swim 6

Tremorsense 6

**Resist** 10 fire

### TRAITS

#### Conductive Cloud

Once per turn when the algoild takes lightning damage, each adjacent creature also takes 5 lightning damage.

### STANDARD ACTIONS

#### (mbasic) Slam \* At Will

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

*Hit:* 2d8+6 damage.

#### (r) Psionic Thrust (psychic) \* At Will

*Attack:* Range 10 (one creature); +10 vs. Will.

*Hit:* 2d6+8 psychic damage and algoild slides the target 2 squares.

#### (close) Psychic Blast (psychic) \* Recharge when the mosswarden is first bloodied

*Attack:* Close blast 4 (enemies in the blast); +10 vs. Will; 3d6+4 psychic damage and the target is dazed (save ends).

#### (area) Rouse the Green (zone) \* Encounter

*Requirement:* The algoild mindbreaker must be bloodied.

*Attack:* Burst 3 within 10 (creatures in the burst); +9 vs. Reflex.

*Hit:* The target falls prone and is restrained (save ends).

*Effect:* The burst becomes a zone of twining vegetation. An enemy that starts its turn in the zone takes 5 damage and treats the zone as difficult terrain. The zone lasts until the end of the encounter.

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**Str** 18    **Dex** 14    **Wis** 20

**Con** 14    **Int** 7    **Cha** 9

**Alignment** unaligned

**Languages** -