

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)

HP 55; **Bloodied** 27

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

Speed 6, swim 6

Resist 10 fire, 5 weapons

Level 5 Soldier

XP 200

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.

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

Con 14 **Int** 1 **Cha** 1

Alignment unaligned

Languages -

Algoid Mosswarden

Medium natural humanoid (plant)

HP 70; **Bloodied** 35

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

Speed 6, swim 6

Resist 10 fire

Level 6 Controller

XP 250

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.

Skills skill modifier

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

Con 14 **Int** 7 **Cha** 9

Alignment unaligned

Languages -

Algoïd 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 algoïd 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 algoïd 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 algoïd 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.

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

Con 14 **Int** 7 **Cha** 9

Alignment unaligned

Languages -