

CORAL

Though most formations of coral are more terrain than creatures, some types are dangerous, either as hazards, traps or creatures. A few even achieve sentience and motility.

Although coral is technically a communal animal, spells and effects interact with it as if it were a plant and coral has the plant keyword.

Brain coral is a small communal organism that resembles a normal, pink and grey coral formation. However, it is slightly mobile and very intelligent. Brain corals subsist off of organic debris in the water, but they require certain nutrients found only in intelligent creatures to maintain their own communal sentience. Often, brain coral will join forces with other aquatic monsters, such as sahuagin, locathah or others, to cooperate to bring down prey.

Brain Coral

Level 5 Controller

Small natural animate (blind, plant)

XP 200

HP 53; **Bloodied** 26

Initiative -2

AC 19; **Fortitude** 19; **Reflex** 14; **Will** 18

Perception +4

Speed 2

Blindsight 16

Resist 10 psychic, 5 weapons

STANDARD ACTIONS

(ranged) Mind Lash (psychic) * **At Will**

Attack: Range 10 (one creature); +8 vs. Will.

Hit: 1d10+8 psychic damage, and the brain coral pulls the target 4 squares.

(close) Psychic Static (psychic) * **Encounter**

Requirement: The brain coral must be bloodied.

Attack: Close burst 4 (enemies in burst); +6 vs. Will.

Hit: 2d8+2 psychic damage plus the target is stunned until the end of its next turn.

Effect: Ongoing 5 psychic damage (save ends).

MINOR ACTIONS

(ranged) Brain Lock (charm) * **Recharge** when the brain coral hits with *mind lash*

Attack: Range 5 (one creature); +8 vs. Will.

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Str 4 **Dex** 3 **Wis** 15

Con 15 **Int** 20 **Cha** 15

Alignment unaligned

Languages telepathy 10