

TIDAL INTELLECT

Source: Homebrewed.

A tidal intellect is a communal entity, a massive carpet of waterborn algae that has developed intelligence. In order to maintain that intelligence, the tidal intellect must consume the brain matter of sentient creatures. Almost all aquatic races, from whales to sahuagin, see tidal intellects as a terrible scourge. Sometimes, entire tribes will leave their homes for far waters when a tidal intellect approaches, abandoning their entire life instead of trying to fight such an implacable foe.

Born of Great Trauma: A tidal intellect forms when a sufficient number of sentient brain cells mix with a specific and rare type of algae that is tainted by the oceans of the Abyssal layer claimed by Juiblex. Unlike most of Juiblex' creations, a tidal intellect is very smart and capable of advanced cognition. Moreover, it remembers the event that spilled so many brain cells into the sea- usually a great battle or slaughter- and desires nothing more than to continue its own existence. Strangely enough, a tidal intellect is driven by fear- the fear of nonexistence, of losing its mind and becoming a mere mat of unthinking algae again. It will do anything to avoid that fate.

Free-Willed: Tidal intellects are unaware of their connection to Juiblex and do not generally seem inclined to doing his will. Perhaps their creation was a mistake or accident, or perhaps Juiblex plays a more subtle game with them. After all, while tidal intellects consume intelligent creatures, they leave the unthinking- such as oozes- to their own devices.

Tidal Intellect

Gargantuan natural animate (blind, plant)

HP 233; **Bloodied** 116

AC 41; **Fortitude** 40; **Reflex** 37; **Will** 42

Speed Swim 6

Immune disease; **Resist** 20 fire, 20 poison

Level 28 Controller

XP 13,000

Initiative +13

Perception +15

Blindsight 20

TRAITS

Regeneration

A tidal intellect regains 10 hit points whenever it starts its turn and has at least 1 hit point. When it takes necrotic damage, its regeneration does not function on its next turn.

Sopping Mass

A tidal intellect is a mass of wet algae. At the end of its turn, any ongoing acid or fire damage that it is taking ends.

STANDARD ACTIONS

(mbasic) Engulf * At Will

Attack: Melee 2 (one creature); +31 vs. Reflex.

Hit: 4d8+14 damage, the tidal intellect pulls the target adjacent to it and the target is slowed (save ends).

(close) Mind Feed (psychic) * At Will

Attack: Close burst 5 (one creature in burst); +31 vs. Will.

Hit: 5d10+9 psychic damage, and the target is dazed (save ends).

Each Failed Save: The target takes 15 psychic damage.

(close) Call of the Sea (charm) * Recharge 5 6

Attack: Close burst 20 (each creature in burst); +30 vs. Will.

Hit: The tidal intellect pulls the target up to 10 squares and the target is slowed (save ends).

First Failed Save: The target also slides 4 squares toward the tidal intellect.

Second Failed Save: The target is instead dominated (save ends).

TRIGGERED ACTIONS

Surge of Waves * At Will

Requirement: The tidal intellect must be in water.

Trigger: The tidal intellect takes damage and no enemy is within 5 squares of it.

Effect: The tidal intellect swims up to 4 squares.

Str 4 **Dex** 9 **Wis** 13
Con 26 **Int** 25 **Cha** 30
Alignment unaligned

Languages telepathy 30