

Slaver Sunflower

by Erol Otus (from "Booty and the Beasts", a small paperback booklet containing monsters and treasure from 1979. Extra stats by DM Superelf.)

FREQUENCY: Very rare

NO. APPEARING: 801-1200 (800+1d100 + (0-3 x 100))

ARMOR CLASS: 10

MOVE: 0"

HIT DICE: 1 point per blossom

% IN LAIR: 100%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: M (5' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: 1/5+1/hp

Created by the ancient slaver race for the protection of their homes, the shoulder-high wildflowers will flourish upon almost any surface in numbers around 1,000. When something comes within 120 feet, the plants will swivel so that their highly reflective petals focus the sunlight upon it. At any one time, 1-100 flowers will focus properly doing 1 point each. A save results in half damage. The Sunflowers use the ashes of their victims for fertilizer.

In order for the flowers to operate effectively, the sun must be out and shining upon them.

