TRI-FLOWER FROND

Medium-Size Plant
Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 0 ft
AC: 11 (+1 natural)
Attacks: 5 tendrils +3 melee
Damage: Damage Intelligence drain
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Intelligence drain, acid, fluid drain
Special Qualities: Plant, blindsight, camouflage
Saves: Fort +5, Ref +0, Will +1
Abilities: Str 14, Dex 10, Con 14, Int — , Wis 13, Cha 9
Climate/Terrain: Warm forest
Organization: Solitary, patch (2-5), or cluster (6-11)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 (Medium-size); 5-6 HD (Large)

The tri-flower frond appears as a plant about 5 feet tall with deep green stalks. Three trumpet-shaped flowers of yellow, red, and orange top the stalks.

COMBAT
Tri-flower fronds attack by with a tendril from the orange flower. If it reduces a foe to Intelligence 0, it will use its acid and fluid draining attacks.

Intelligence Drain (Su): A creature hit with a tendril takes 1d4 points of Intelligence damage if it fails a Fortitude save (DC 13). Those whose Intelligence is reduced to 0 by the tri-flower frond fall into an unconscious, coma-like state until at least 1 point of Intelligence is restored.

Acid (Ex): Acidic enzymes drip from the yellow flower. It deals 1d6 points of acid damage per round the acid contacts a victim.

Fluid Drain (Ex): A tri-flower frond injects a tendril into its unconscious victim and drains its body fluids, dealing 1d6 points of damage per round.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.

Blindsight (Ex): Tri-flower fronds have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since the tri-flower frond looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

The Tri-Flower Frond first appeared in the 1e MM II (Gary Gygax, 1983).