

SLAVER MOSS

Small or Medium • Plant • Unaligned

Armor Class 5 (or the controlled creature's AC)

Initiative -5 (5)

Hit Points 27 (6d6 + 6)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	1 (-5)	12 (+1)	1 (-5)	8 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, deafened, frightened, poisoned, prone

Senses blindsight 30 ft., passive Perception 9

Languages -

CR 1/2 (XP 100 or 200 while controlling; PB +2)



False Appearance. If the moss is motionless and doesn't control a body at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the moss move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the moss is animate.

Parasitic. The moss shares a space with the creature it controls through *thrallmire*. The moss moves with the target whenever the target moves, requiring none of the moss's movement.

Pyrophoric. Whenever the moss is subjected to fire damage, *Constitution Saving Throw*: DC equals half the fire damage it took. *Failure*: The target becomes poisoned for 1 minute.

Spider Climb. The moss can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Thrallmire Disease. When a Beast or Humanoid ingests parts of the moss or a creature afflicted with *thrallmire*, *Constitution Saving Throw*: DC 11. *Failure*: The target contracts the *thrallmire* disease. While diseased, whenever the creature finishes a long rest, it repeats the save. *Subsequent Failure*: The target's maximum number of hit dice is reduced by 1. If this reduces the target's maximum number of hit dice to half or fewer, this effect stops, and a new slaver moss grows from the creature's skin. At that point, the disease can only be cured after the moss is destroyed.

SLAVER MOSS — WEAKER

Armor Class 5 (10 while controlling creature)

Initiative -5 (1)

Hit Points 28 (8d4 + 8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	1 (-5)	12 (+1)	1 (-5)	8 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, deafened, frightened, poisoned, prone

Senses blindsight 30 ft. (blind beyond), passive Perception 9

Languages -

CR TBD



Unusual Nature. The moss doesn't require sleep.

ACTIONS

Vines. *Dexterity Saving Throw*: DC 11, each creature in a 5-foot emanation originating from the moss. *Failure*: The target becomes grappled (escape DC 6).

Pain Stimulant. *Wisdom Saving Throw*: DC 11, each creature grappled by the moss or the infected creature. *Failure*: 7 (2d6) psychic damage, and the target is incapacitated. *Success*: Half damage. *Failure or Success*: This damage is non-lethal.

Infect. *Constitution Saving Throw*: DC 11, one creature at 0 hit points within 5 feet of the moss that it can see. *Failure*: The target contracts the *thrallmire* disease.

BONUS ACTIONS

Spur Into Action. The creature the moss controls through *thrallmire* takes 3 (1d6) psychic damage. That creature then takes its reaction to move up to half its speed and make one attack.

SLAVER MOSS — STRONGER

Armor Class 5 (or the controlled creature's AC)

Initiative -5 (5)

Hit Points 75 (10d6 + 40)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	1 (-5)	18 (+4)	1 (-5)	8 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, deafened, frightened, poisoned, prone

Senses blindsight 60 ft., passive Perception 9

Languages -

CR 3 (XP 700 or 1,100 while controlling; PB +2)



False Appearance. If the moss is motionless and doesn't control a body at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the moss move or act, that creature must succeed on a DC 20 Intelligence (Investigation) check to discern that the moss is animate.

Parasitic. The moss shares a space with the creature it controls through *thrallmire*. The moss moves with the target whenever the target moves, requiring none of the moss's movement.

Pyrophoric. Whenever the moss is subjected to fire damage, *Constitution Saving Throw*: DC equals half the fire damage it took. *Failure*: The target becomes poisoned for 1 minute.

Spider Climb. The moss can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Thrallmire Disease. When a Beast or Humanoid ingests parts of the moss or a creature afflicted with *thrallmire*, *Constitution Saving Throw*: DC 14. *Failure*: The target contracts the *thrallmire* disease. While diseased, whenever the creature finishes a long rest, it repeats the save. *Subsequent Failure*: The target's maximum number of hit dice is reduced by 2. If this reduces the target's maximum number of hit dice to half or fewer, this effect stops, and a new slaver moss grows from the creature's skin. At that point, the disease can only be cured after the moss is destroyed.

Unusual Nature. The moss doesn't require sleep.

ACTIONS

Multiattack. The moss uses its Vines once and its Pain Stimulant once.

Vines. *Dexterity Saving Throw*: DC 14, each creature in a 5-foot emanation originating from the moss. *Failure*: The target becomes grappled (escape DC 6).

Pain Stimulant. *Wisdom Saving Throw*: DC 14, each creature grappled by the moss or the infected creature. *Failure*: 18 (4d8) psychic damage, and the target is incapacitated. *Success*: Half damage. *Failure or Success*: This damage is non-lethal.

Infect. *Constitution Saving Throw*: DC 14, one creature at 0 hit points within 5 feet of the moss that it can see. *Failure*: The target contracts the *thrallmire* disease.

BONUS ACTIONS

Spur Into Action. The creature the moss controls through *thrallmire* takes 3 (1d6) psychic damage. That creature then takes its reaction to move up to half its speed and make one attack.