PURPLE MOSS

CR 2
This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows will be extremely dry.

It emits a heavy sweet smell that has the same effect as a sleep spell (Fortitude save DC 11). Once the victim has fallen asleep, the moss will quickly cover a Medium–size body in 4 rounds. If the victim is smaller than Medium–size, subtract 1 round per size category difference. Larger victims add 2 rounds to the time needed to cover per size category difference. Purple moss can detect the warmth and moisture of breath, and it will begin growing over the victim’s mouth and nose first so that it will suffocate its victim (see the rules for suffocation on page 88 of the DMG). Once this has been done, and the victim is dead, it will devour all soft material on the body (organs, skin, clothes, etc.) in less than 1 hour.

A 5 ft x 5 ft section of purple moss has 5 hp, and it cannot be destroyed except by normal or magical fire, or by any spell or poison that affects plant life. Magical fire deals damage as per the spell or item that produced the fire. Torches deal 1d4 points of damage at the first touch. Normal fire has a 75% chance of igniting the moss. It burns quickly due to its dryness, so once alight, the purple moss will take 2 hp of damage per round until it is all gone.

The Purple Moss first appeared in module B3 (Jean Wells, 1981).