

LEECH

Tiny beast, unaligned

Armor Class 9

Hit Points 1 (1d4-1)

Speed 5 ft., Swim 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	8 (-1)	3 (-4)	9 (-1)	3 (-4)

Skills Stealth +2

Condition Immunities Blinded

Senses Blindsight 20ft., (Blind beyond this radius), Passive Perception 9.

Languages -

Challenge 1/8 (25 xp)

Amphibious. The leech can breathe air and water.

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1d4 Piercing damage and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 1d4 hit point due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 8 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

GIANT LEECH

Large Beast, unaligned

Armor Class 14

Hit Points 60 (8d10+16)

Speed 15 ft., Swim 40ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (+0)	14 (+2)	3 (-4)	9 (-1)	3 (-4)

Skills Stealth +2

Condition Immunities Blinded

Senses Blindsight 30ft., (Blind beyond this radius), Passive Perception 9.

Languages -

Challenge 2 (450 xp)

Amphibious. The leech can breathe air and water.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 9 (3d6) Piercing damage. When the target is Medium or smaller they have to make a Strength saving throw (DC 13). On a failed save they are swallowed by the leech.

Swallow. A swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the leech. The creature takes 6 (2d6) Piercing and 6 (2d6) Poison damage at the start of each of the leech's turns. The leech can have only one target swallowed at a time. If the leech dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

LEECH

Leeches can be found swimming through murky waters and crawling through the mud. In some places people even use them for medical purposes. Their gigantic variation is often encountered in swamps and sometimes on other planes of existence where the planar magic changes their physical size.

Swarms: Leeches are often encountered in groups, Giant leeches however often hunt alone or in packs of 3.

Horrific Teeth: Unlike its smaller counterpart, a giant leech tends to swallow a creature whole to drain it of its blood. For this purpose the entire inside of the leech is lined with sharp rows of teeth.

