

Giant Bloodsucking Leech

Large, Monstrosity, Unaligned

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ARMOR CLASS

12

HIT POINTS

60 (8d10 + 16)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Swim 40 ft., Walk 10 ft.

Initiative +0

Saving Throws N/A

Skills Stealth +2

Senses Blindsight 30 ft.; Passive Perception 10

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Languages None

STR17
+3**DEX**10
+0**CON**15
+2**INT**1
-5**WIS**10
+0**CHA**3
-4

Traits

Water Ambusher. The leech has Advantage on Dexterity (Stealth) checks made while submerged in murky water, mud, or swamp growth.

Clinging Body. The leech has Advantage on ability checks and saving throws made to avoid being forcibly detached from a creature.

Actions

Serrated Sucker. Melee Attack Roll: +5, reach 5 ft. Hit: 9 (1d12 + 3) Piercing damage, and the target is Grappled if it is Large or smaller.

Blood Drain. Melee Attack Roll: +5 against a creature grappled by the leech. Hit: 13 (3d6 + 3) Necrotic damage, and the leech gains 6 Temporary Hit Points.

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