Leech, Giant

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Uncommon | Small | Neutral | Insect

A parasite ballooned to monstrous proportions undulates in the muck, its circular maw a spiral of teeth.

Armor Class	Hit Points	Move
11	4 *(1 Hit Dice)*	walk 5 ft swim 20 ft
Appearing	1	
Habitat	Fresh Water,Salt Water,Swamp,Underground	
Negotiation	no	
Morale DC	13	
Challenge	0.5 (150 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
-3	0	-1	-3	-1	-3

Combat

Has 1 attack. Hit Bonus +2. Damage Bite 1d6 plus attach damage

Special Attacks

Attach: Upon making a successful attack, the giant leech can Grapple the target. The leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 bonus to maintain its grapple on a foe once it is attached.

Blood Drain: A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage. Falling below 0 on either renders the player unconscious.

Treasure

Individual: None

Lair: None