

GOO LEECH

Small • Ooze • Unaligned

Armor Class 7

Initiative -3 (7)

Hit Points 67 (9d6 + 36)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	16 (+3)	2 (-4)	7 (-2)	3 (-4)

Damage Resistances acid, cold, fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 1 (XP 200; PB +2)



Amorphous. The leech can move through a space as narrow as 1 inch without expending extra movement to do so.

Magic Resistance. The leech has advantage on saving throws against spells and other magical effects.

Spider Climb. The leech can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The leech doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 (with advantage against creatures affected by its Latch On), reach 5 ft. *Hit:* 12 (3d6 + 2) acid damage.

Latch On. *Dexterity Saving Throw:* DC +13, one creature the leech can see within 5 feet of it. *Failure:* The leech attaches to the target. While attached, at the start of each of the target's turns, the target must expend one spell slot. If the target doesn't have spell slots, it instead must expend one hit die. The leech gains temporary hit points equal to twice the expended spell slot or to twice the number rolled on the hit dice. The attached leech moves with the target whenever the target moves, requiring none of the leech's movement. The leech can detach itself by spending 5 feet of its movement on its turn. Otherwise, the leech can only be detached by killing it.

GOO LEECH — WEAKER

Armor Class 7

Initiative -3 (7)

Hit Points 9 (2d6 + 2)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	5 (-3)	12 (+1)	2 (-4)	7 (-2)	3 (-4)

Damage Resistances acid, cold, fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 1/8 (XP 25; PB +2)



Amorphous. The leech can move through a space as narrow as 1 inch without expending extra movement to do so.

Magic Resistance. The leech has advantage on saving throws against spells and other magical effects.

Spider Climb. The leech can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The leech doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +2 (with advantage against creatures affected by its Latch On), reach 5 ft. *Hit:* 3 (1d6) acid damage.

Latch On. *Dexterity Saving Throw:* DC +10, one creature the leech can see within 5 feet of it. *Failure:* The leech attaches to the target. While attached, at the start of each of the target's turns, the target must expend one spell slot. If the target doesn't have spell slots, it instead must expend one hit die. The attached leech moves with the target whenever the target moves, requiring none of the leech's movement. The leech can detach itself by spending 5 feet of its movement on its turn. Otherwise, the leech can only be detached by killing it.

GOO LEECH — STRONGER

Armor Class 7

Initiative -3 (7)

Hit Points 32 (5d6 + 15)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	18 (+4)	2 (-4)	7 (-2)	3 (-4)

Damage Resistances acid, cold, fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 4 (XP 1,100; PB +2)



Amorphous. The leech can move through a space as narrow as 1 inch without expending extra movement to do so.

Magic Resistance. The leech has advantage on saving throws against spells and other magical effects.

Spider Climb. The leech can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The leech doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 (with advantage against creatures affected by its Latch On), reach 5 ft. *Hit:* 25 (4d10 + 3) acid damage.

Latch On. *Dexterity Saving Throw:* DC +14, one creature the leech can see within 5 feet of it. *Failure:* The leech attaches to the target. While attached, at the start of each of the target's turns, the target must expend one spell slot. If the target doesn't have spell slots, it instead must expend one hit die. The leech gains temporary hit points equal to three times the expended spell slot or to twice the number rolled on the hit dice.

The attached leech moves with the target whenever the target moves, requiring none of the leech's movement. The leech can detach itself by spending 5 feet of its movement on its turn. Otherwise, the leech can only be detached by killing it.