RAIN LEECH

Medium • Plant • Unaligned



Armor Class 13
Initiative -2 (8)
Hit Points 105 (14d8 + 42)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	16 (+3)	2 (-4)	11 (+0)	5 (-3)

Damage Resistances cold
Damage Immunities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft., passive Perception 10
Languages -
CR 9 (XP 5,000; PB +4)

Leech. Whenever the rain leech deals damage, it gains temporary hit points equal to half the damage dealt. Temporary hit points gained this way can stack up to a maximum of 30.

Plant Killer. The rain leech deals double damage to plants and Plant creatures.

Rain Eater. Mundane rain in a 300-foot emanation originating from the rain leech evaporates immediately. Further, no water can be magically created in that area.

Unusual Nature. The rain leech doesn't require air.

ACTIONS

Multiattack. The rain leech makes two Drying Touch attacks.

Drying Touch. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 21 (4d8 + 3) necrotic damage, and the target's maximum hit points are reduced by an amount equal to half the damage dealt. For every 5 temporary hit points the rain leech has, this attack deals an additional 1d6 necrotic damage.

Moisture Leech (Recharge 5-6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot cone. *Failure:* 22 (4d10) necrotic damage, and the target's hit die maximum is reduced by 1d4 until it finishes two long rests. *Success:* Half damage.

RAIN LEECH — WEAKER



Armor Class 12
Initiative -2 (8)
Hit Points 71 (11d8 + 22)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Damage Resistances cold
Damage Immunities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft., passive Perception 10
Languages -
CR 6 (XP 2,300; PB +3)

Leech. Whenever the rain leech deals damage, it gains temporary hit points equal to half the damage dealt. Temporary hit points gained this way can stack up to a maximum of 20.

Plant Killer. The rain leech deals double damage to plants and Plant creatures.

Rain Eater. Mundane rain in a 300-foot emanation originating from the rain leech evaporates immediately. Further, no water can be magically created in that area.

Unusual Nature. The rain leech doesn't require air.

ACTIONS

Multiattack. The rain leech makes two Drying Touch attacks.

Drying Touch. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 15 (3d8 + 2) necrotic damage, and the target's maximum hit points are reduced by an amount equal to half the damage dealt. For every 5 temporary hit points the rain leech has, this attack deals an additional 1d6 necrotic damage.

Moisture Leech (Recharge 5-6). *Constitution Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* 16 (3d10) necrotic damage, and the target's hit die maximum is reduced by 1d4 until it finishes two long rests. *Success:* Half damage.

RAIN LEECH — STRONGER



Armor Class 15
Initiative -2 (8)
Hit Points 144 (17d8 + 68)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	18 (+4)	2 (-4)	12 (+1)	5 (-3)

Damage Resistances cold
Damage Immunities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft., passive Perception 11
Languages -
CR 12 (XP 8,400; PB +4)

Leech. Whenever the rain leech deals damage, it gains temporary hit points equal to half the damage dealt. Temporary hit points gained this way can stack up to a maximum of 40.

Plant Killer. The rain leech deals double damage to plants and Plant creatures.

Rain Eater. Mundane rain in a 300-foot emanation originating from the rain leech evaporates immediately. Further, no water can be magically created in that area.

Unusual Nature. The rain leech doesn't require air.

ACTIONS

Multiattack. The rain leech makes two Drying Touch attacks.

Drying Touch. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 26 (5d8 + 4) necrotic damage, and the target's maximum hit points are reduced by an amount equal to half the damage dealt. For every 5 temporary hit points the rain leech has, this attack deals an additional 1d6 necrotic damage.

Moisture Leech (Recharge 5-6). *Constitution Saving Throw:* DC 16, each creature in a 30-foot cone. *Failure:* 27 (5d10) necrotic damage, and the target's hit die maximum is reduced by 1d4 until it finishes two long rests. *Success:* Half damage.