

# LESKY, GOURD

*This little plant man walks on legs like tangled vines and has a pumpkin carved with eyes and a mouth for a head.*

## GOURD LESHY

CR 1



XP 400

N Small plant (leshy, shapechanger)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

### DEFENSE

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 9 (1d8+5)

**Fort** +4, **Ref** +2, **Will** +0

**Immune** electricity, sonic, plant traits

### OFFENSE

**Speed** 20 ft.

**Melee** slam –1 (1d3–2 plus ensnare)

**Ranged** seed +3 (1 plus ensnare)

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 2nd; concentration +4)

Constant—*pass without trace*

### STATISTICS

**Str** 6, **Dex** 15, **Con** 14, **Int** 6, **Wis** 11, **Cha** 15

**Base Atk** +0; **CMB** –3; **CMD** 9

**Feats** Toughness

**Skills** Perception +4, Stealth +6 (+10 in plains and undergrowth), Survival +0 (+4 in plains and undergrowth); **Racial Modifiers** +4 Stealth and Survival in plains and undergrowth

**Languages** Druidic, Sylvan; plantspeech (gourds)

**SQ** change shape (Small gourd; *tree shape*), keepsake, verdant burst

### ECOLOGY

**Environment** any hills or plains

**Organization** solitary or patch (2–16)

**Treasure** standard

### SPECIAL ABILITIES

**Ensnare (Ex)** The seeds and slam attack of a gourd lesly entangle the target in vines for 2d4 rounds unless the target makes a DC 12 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a DC 12 Strength check as a full-round action. The save and burst DCs are Constitution-based.

**Keepsake (Su)** Gourd leslys can pop off the top of their heads and store a single Fine-sized object such as a dagger or potion inside.

While within the lesly's head, the item is warded by *nondetection*. In addition, after 24 hours, the item within is cleaned and polished, and, if damaged, repaired as if by a *mending* spell. Both spell effects have a caster level equal to twice the lesly's Hit Dice (CL 2nd for most gourd leslys).

**Seed (Ex)** A gourd lesly can hurl its seeds as a ranged attack. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target with the gourd lesly's ensnare ability. This attack has a 10-foot range increment.

With tangles of leafy vines for limbs and a carved gourd for a head, gourd leslys present a rather comical appearance. Intimately connected with the harvest season, gourd leslys see to the health and sustainable harvest of crops, especially vegetables and grains.

Superstition and love of rituals run deep in gourd leslys. They do their best to exactly reproduce what worked before with every trivial activity, and change seemingly random details when attempting tasks they previously failed. Gourd leslys collect random odds and ends as good luck charms, ranging from polished stones to bird feathers to tarnished coins. Credulous to a fault, gourd leslys believe nearly anything they hear from those they trust. However, their admittedly hollow heads still hold memories, and a gourd lesly betrayed rarely forgets.

As gourd leslys aren't particularly strong, they often fight dirty. One favorite trick is to wait for an enemy to come within striking distance while in gourd form so that they can assume their true form and make a sneak attack in the same round.

## GROWING A GOURD LESLY

Gourd leslys grow best in small vegetable patches or in sunny meadows. Carving eyes and a mouth into a growing gourd lesly's "face" is an important part of the growth ritual, for neglecting to do this robs the gourd lesly of its ability to see or speak. The exact nature and appearance of a gourd lesly's features can vary wildly between individuals.

### GOURD LESLY

CL 6th; Price 1,500 gp

#### RITUAL

**Requirements** Knowledge (nature) 5 ranks, *entangle*, *plant growth*, *summon nature's ally I*;  
**Skill** Knowledge (nature) DC 13; **Cost** 750 gp

