

LESHY, LEAF

This little plant person is clad in a winglike leaf cloak and pinecone armor, wielding a twig as a makeshift spear.

LEAF LESHY

CR 1/2



XP 200

N Small plant (leshy, shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 armor, +1 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +1, **Will** +1

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft., climb 10 ft., fly 10 ft. (clumsy); glide

Melee shortspear +2 (1d4–2/19–20)

Ranged seedpods +2 touch (1 plus deafen)

Spell-Like Abilities (CL 2nd; concentration +3)

Constant—*pass without trace*

STATISTICS

Str 6, **Dex** 13, **Con** 12, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +0; **CMB** –3; **CMD** 8

Feats Weapon Finesse

Skills Fly –1, Stealth +5 (+9 in forests and jungles), Survival +1 (+5 in forests and jungles); **Racial Modifiers** +4 Stealth and Survival in forests and jungles

Languages Druidic, Sylvan; plantspeech (trees)

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

ECOLOGY

Environment any forest or hill

Organization solitary or grove (2–16)

Treasure standard

SPECIAL ABILITIES

Glide (Ex) A leaf leschy cannot use its fly speed to hover. When flying, a leaf leschy must end its movement at least 5 feet lower in elevation than it started.

Seedpods (Ex) Leaf leschys sprout explosive acorns, pine cones, or other seedpods, and can hurl these as ranged attacks. A seedpod has a range increment of 10 feet and detonates on contact to deal 1 point of bludgeoning damage (this damage is not modified by Strength). Anyone struck by a seedpod must succeed at a DC 11 Fortitude save or be deafened for 1 round. The save DC is Constitution-based.

Leaf leschys tend to the well-being of trees, whether natural stands or cultivated orchards. In appearance, they have soft, pulpy-looking bodies and wear clothing made of dozens of leaves. Larger leaves cover their shoulders, often giving them the appearance of wearing cloaks, and most adorn their relatively featureless heads with helmets made from pine cones, nuts, or fruit rinds. This

leafy layer of clothing functions as masterwork padded armor for a leaf leschy, but not for any other creature.

Leaf leschys love to play at war. When not laboring on their trees, they wheedle any companions to engage in mock duels with their twig spears, resorting to private weapon drills when they must. In actual battle, they are much more cautious, sticking to cover and harrying their foes with hit-and-run tactics, as they have a strongly developed sense of self-preservation.

GROWING A LEAF LESHY

Leaf leschys are usually grown under the shade of fruit or nut trees. To grow a leaf leschy, the maker plants an acorn and pine cone together, then mounds up leaves, sticks, and needles around them. When first born, a leaf leschy has no armor, leafy cape, or weapon, but can construct them from available materials given a day and left to its own devices (no Craft check required).

LEAF LESHY

CL 5th; Price 1,000 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, *magic stone*, *plant growth*, *summon nature's ally I*; **Skill** Knowledge (nature)

DC 12; **Cost** 500 gp

