

Leshinomicon

Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



Introduction

First debuting in the *Pathfinder Bestiary 3*, the leshy, nature spirits inhabiting adorable little plant bodies, was an instant and breakaway hit, so much so that not only have they appeared in several subsequent bestiaries and other books, but they've even become a player race in *Ultimate Wilderness*.

As with all the greatest things, though, one can never quite get enough of these childlike magical plants, and once the seed was planted, it was inevitable that an entire forest of leshy options would eventually arise. This book provides a number of leshy options, allowing players and GMs alike to

mix and match a variety of different plantlike powers in order to create exactly the kind of plant spirit they have in mind.

This book begins with the leshy plantwarden, a new base class specifically for leshy characters, with a variety of plant-based and nature-themed powers. Next, it presents a dizzying array of new feats for leshies, which allow them to gain a wide assortment of new and exciting abilities. Finally, a short bestiary in the back presents three new leshies and a template for corrupted leshies, created not from nature spirits but from some other possessing entity.



Leshy Plantwarden

While all leshies have an inherent connection to nature, and the primal essence that vitalizes them, some leshies focus more than others on exploring this mystical connection, and unlocking the full extent of their heritage. Leshy plantwardens are able to channel the power of nature to invigorate living creatures, especially plants, causing them to grow more quickly, heal their wounds, and grant them greater strength and stamina. They also form close bonds with other plant creatures, and the most powerful lesly plantwardens can even commune with the very land around them.

Role: Lesly plantwardens provide support for their allies with their spells and invigorating bursts. They are able to draw upon their connection with nature to provide valuable information and utilities, and more powerful lesly plantwardens can call upon the aid of small armies of their lesser kin.

Alignment: Any.

Hit Dice: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp).

Prerequisite: Only leshies can become lesly plantwardens.

Class Skills

The lesly plantwarden's class skills are Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the lesly plantwarden.

Weapon and Armor Proficiency: A lesly plantwarden is proficient with the following weapons: blowgun, club, dart, greatclub, javelin, longbow, quarterstaff, sap, scythe, shortbow, shortspear, sickle, sling, spear, and whip.

A lesly plantwarden is also proficient with light and medium armor, but is prohibited from wearing metal armor; thus, they may only wear padded, leather, or hide armor. A lesly plantwarden may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. Lesly plantwardens are not proficient with shields.

Table 1-1: The Leshy Plantwarden

Level	Base				Special	Spells Per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Camouflage, invigorating burst, leshy scion	3	1	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Bonus feat, verdant empathy, woodland stride	4	2	-	-	-	-	-	-	-	-
3rd	+1	+3	+1	+3	Trackless step	4	2	1	-	-	-	-	-	-	-
4th	+2	+4	+1	+4	Growth surge 1/day, natural defenses +1	4	3	2	-	-	-	-	-	-	-
5th	+2	+4	+1	+4	Bonus feat	4	3	2	1	-	-	-	-	-	-
6th	+3	+5	+2	+5	Leshy seeder, plantspeech	4	3	3	2	-	-	-	-	-	-
7th	+3	+5	+2	+5	Greensight, natural defenses +2	4	4	3	2	1	-	-	-	-	-
8th	+4	+6	+2	+6	Bonus feat, improved woodland stride	4	4	3	3	2	-	-	-	-	-
9th	+4	+6	+3	+6	Growth surge 2/day	4	4	4	3	2	1	-	-	-	-
10th	+5	+7	+3	+7	Natural defenses +3	4	4	4	3	3	2	-	-	-	-
11th	+5	+7	+3	+7	Bonus feat	4	4	4	4	3	2	1	-	-	-
12th	+6/+1	+8	+4	+8	Soil speaker	4	4	4	4	3	3	2	-	-	-
13th	+6/+1	+8	+4	+8	Natural defenses +4	4	4	4	4	4	3	2	1	-	-
14th	+7/+2	+9	+4	+9	Bonus feat, growth surge 3/day	4	4	4	4	4	3	3	2	-	-
15th	+7/+2	+9	+5	+9	Regrow	4	4	4	4	4	4	3	2	1	-
16th	+8/+3	+10	+5	+10	Natural defenses +5	4	4	4	4	4	4	3	3	2	-
17th	+8/+3	+10	+5	+10	Bonus feat	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+11	+6	+11	Forest sight	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+11	+6	+11	Growth surge 4/day, natural defenses +6	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+12	+6	+12	Bonus feat, possess plants	4	4	4	4	4	4	4	4	4	4

A leshy plantwarden who wears prohibited armor is unable to cast leshy plantwarden spells or use any of its supernatural or spell-like class features while doing so, and for 24 hours thereafter.

Spellcasting: A leshy plantwarden casts divine spells drawn from the druid spell list. It can cast any spell it knows without preparing it ahead of time. To learn or cast a spell, a leshy plantwarden must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a leshy plantwarden's spell is 10 + the spell level + the leshy plantwarden's Wisdom modifier.

Like other spellcasters, a leshy plantwarden can cast only a certain number of spells of each spell level per day. Its base daily allotment is given on Table 1-1: The Leshy Plantwarden. In addition, it receives bonus spells per day if it has a high Wisdom score.

A leshy plantwarden's selection of spells is extremely limited. A leshy plantwarden begins play knowing four 0-level spells and two 1st-level spells of its choice. At each new leshy plantwarden level, it gains one or more new spells, as indicated on Table 1-2: Leshy Plantwarden Spells Known (unlike spells per day, the number of spells a leshy plantwarden knows is not affected by its Wisdom score; the numbers on this table are fixed).

Upon reaching 4th level, and at every even-numbered leshy plantwarden level after that (6th, 8th, and so on), a leshy plantwarden can choose to learn a new spell in place of one it already knows. In effect, the leshy plantwarden loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A leshy

plantwarden may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that it gains new spells known for the level.

Unlike a wizard or cleric, a leshy plantwarden need not prepare its spells in advance. It can cast any spell it knows at any time, assuming it has not yet used up its spells per day for that spell level.

Camouflage: A leshy plantwarden gains a bonus on Stealth checks made in forested environments or heavy undergrowth equal to 4 or 1/2 its class level, whichever is higher.

Invigorating Burst (Su): As a standard action, a leshy plantwarden can release a burst of vital energy, which causes nearby living creatures to be strengthened. Each living creature within 30 feet of the leshy plantwarden gains a +2 enhancement bonus to two physical ability scores of their choice for 1 minute. Non-living creatures, such as undead and most constructs, gain no benefits from this ability. The burst is particularly effective on plants, however, and any plants affected by this ability gain the bonus to all three of their physical ability scores, instead. At 8th level, the enhancement bonus increases to +4, and at 15th level, it increases to +6.

The leshy plantwarden can use this ability a number of times per day equal to the lower of its Constitution and Wisdom modifiers (minimum once per day).

Leshy Scion (Su): A leshy plantwarden is an exemplar of leshies, and has potential access to the abilities of all types of leshies. When selecting leshy feats, a leshy plantwarden can take feats that are normally only available at 1st level, regardless of its level.

Table 1-2: Leshy Plantwarden Spells Known

Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Bonus Feat: At 2nd level, and every three levels thereafter, a leshy plantwarden gains a single feat with the plant descriptor of its choice as a bonus feat. The leshy plantwarden must still meet all prerequisites of the chosen feat.

Verdant Empathy (Su): Beginning at 2nd level, a leshy plantwarden gains a natural affinity for improving the attitude of other plant creatures it encounters. This ability functions just like a Diplomacy check made to improve the attitude of a person, but applies only to plant creatures, and can affect plant creatures even if they are mindless or otherwise not usually subject to Diplomacy. The leshy plantwarden rolls 1d20 and adds its leshy plantwarden level and its Charisma modifier to determine the verdant empathy check result.

A typical plant creature has a starting attitude of unfriendly, although this varies from one plant creature to the next.

To use verdant empathy, the leshy plantwarden must be within 30 feet of the creature it is trying to influence. Generally, influencing a plant creature in this way takes 1 minute, although once the process begins, the plant creature will typically (but not always) refrain from attacking during this time, provided that the leshy plantwarden and its allies do not take any hostile actions. The GM determines the exact behavior of any plant creature this ability is used upon.

Woodland Stride (Ex): Starting at 2nd level, a leshy plantwarden may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect it.

Trackless Step (Ex): Starting at 3rd level, a leshy plantwarden leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if so desired.

Growth Surge (Su): At 4th level, a leshy plantwarden gains the ability to temporarily grow to twice its normal height, and bulk up to eight times its normal weight. As a move action, the leshy plantwarden can increase its size category by one. In addition to the normal adjustments for its new size (space and reach, weapon damage dice, and size bonuses and penalties to attack rolls, AC, CMB, CMD, Fly checks, and Stealth checks), the leshy plantwarden gains a +2 size bonus to Strength and Constitution, a -2 size penalty to Dexterity (to a minimum of 1), and its natural armor bonus to AC increases by +2.

If insufficient room is available for the leshy plantwarden to grow to its new size, it attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it.

Any equipment worn or carried by the leshy plantwarden is similarly enlarged by the spell. This applies to melee weapons and ranged weapons equally, but any equipment that leaves the leshy plantwarden's possession returns to its normal size at the end of the round.

At 14th level, whenever the leshy plantwarden uses this ability, it can choose to grow up to two size categories. If it does so, the size bonus granted to Strength and Constitution increases to +4, and its natural armor bonus to AC increases by a further +2 (for a total increase of +4).

These effects last for 1 minute. The leshy plantwarden can use this ability once per day at 4th level. At 9th level, and every five levels thereafter, it gains an additional daily use of this ability.

Natural Defenses (Ex): By 4th level, a leshy plantwarden is in tune enough with nature that its understanding of natural creatures allows it to better defend against them. The leshy plantwarden gains a +1 competence bonus to AC against attacks made by animals, fey, plants, and vermin, and gains a +1 competence bonus on saving throws made to resist the extraordinary, spell-like, and supernatural abilities of such creatures.

At 7th level, and every three levels thereafter, this bonus increases by 1 (to a maximum of +6 at 19th level).

Leshy Seeder (Su): At 6th level, a leshy plantwarden becomes an expert at creating other leshys, gaining the ability to grow their bodies with more speed, and earning the respect and admiration of its kin. When growing a leshy, in addition to the normal benefits plant creatures gain when growing a leshy, a leshy plantwarden is able to grow the leshy in only 2 days per Hit Dice. Further, if its Knowledge check made to craft the body fails, the leshy plantwarden is able to recover some of the rare fertilizers and nutrients, recouping half the cost to grow the leshy.

Finally, leshys that the leshy plantwarden creates look up to it and respect it, intuitively granting it their loyalty. Any leshy the leshy plantwarden grows has a starting attitude

of friendly towards the leshy plantwarden. Additionally, these leshys may be willing to serve the leshy plantwarden, in a manner similar to the way in which a creature with Leadership is served by NPC followers. Only leshys whose Hit Dice are less than 1/2 the leshy plantwarden's Hit Dice are willing to serve the leshy plantwarden in this way, and only if the total number of Hit Dice worth of leshys serving the leshy plantwarden are no more than twice its class level. In all other cases, the grown leshys simply have an attitude of friendly towards their creator.

Plantspeech (Sp): By 6th level, a leshy plantwarden is able to speak normally with plants of any kind. It is constantly affected as though by the spell *speak with plants*. This also allows the leshy plantwarden to make Bluff, Diplomacy, and Intimidate checks against plant creatures, although it retains its verdant empathy class feature, and can continue to use that instead, if desired.

Greensight (Ex): At 7th level, a leshy plantwarden's vision is unimpeded by plants. It can see up to 60 feet through thick plant matter as though it were transparent. Greenery, leaves, and vines—even lichen, moss, and fungi—offer no concealment to the leshy plantwarden's sight, though its vision can still be blocked by solid wood, such as trees or wooden structures. Undergrowth does not grant concealment against the leshy plantwarden's attacks.

Improved Woodland Stride (Ex): At 8th level, a leshy plantwarden's woodland stride improves, and its movement is no longer impaired by any kind of undergrowth, even that which has been magically manipulated.

Soil Speaker (Sp): At 12th level, a leshy plantwarden can root itself in the soil of a natural area in order to commune with the very land itself. This functions similarly to the spell *commune with nature*. Each day, the leshy plantwarden can gain knowledge of a total number of facts equal to 1/2 its class level. It takes 10 minutes to begin the communion, and if the leshy plantwarden decides to spread these facts across multiple different uses of the ability throughout the day, it must spend 10 minutes taking root and communing each time it does so.

Regrow (Su): Beginning at 15th level, when a leshy plantwarden dies, it may leave behind a seed from which a new body can be regrown, automatically restoring it to life. This seed is roughly six inches in diameter, and must be planted in soft, fertile soil in order to take root and grow (if the leshy plantwarden dies while on such soil, and the seed is not tampered with, there is a 40% chance that it grows anyway; otherwise, it must be deliberately planted).

Once planted, the seed grows a new body for the leshy plantwarden over the course of 1d4 days, after which time the leshy plantwarden's spirit automatically reenters its body. If the leshy plantwarden's spirit has already inhabited a new body (such as if it was returned to life via resurrection magic), or if it does not wish to return, then the seed simply grows into an eerily humanoid-shaped plant, which has no special properties. A leshy plantwarden that is returned to life in this way gains 2 negative levels, which cannot be removed by any means, but which fade on their own at a rate of one negative level per 3 days.

If the leshy plantwarden has any negative levels imposed by this ability when it dies, it does not leave a viable seed behind.

Forest Sight (Su): At 18th level, a leshy plantwarden can turn an entire forest into its eyes and ears. By performing a 1-minute ritual and maintaining physical contact with a tree, the leshy plantwarden can commune with every tree, shrub, or other non-creature plant of Small or larger size within 1 mile per class level. It treats all such plants as though they were scrying sensors, allowing it to see, hear, and otherwise sense the area within 10 feet of each plant it communes with in this way. The leshy plantwarden makes Perception checks to notice hidden or concealed creatures and objects through these scrying sensors, as normal.

The leshy plantwarden can actively monitor only so many of these scrying sensors at a time, equal to its Wisdom modifier. However, if searching for something in particular, it can rapidly scan through all the available scrying sensors. Generally, it takes 2d10 rounds to perform a thorough search of an area sparsely populated with plants, 2d10 minutes to perform a thorough search through an area moderately populated with plants, and 2d10 hours to perform a thorough search through an area heavily populated by plants (such as a dense forest or swamp). In all cases, these durations are to search the full range of the ability for a specific person, place, or object. At the GM's discretion, it may take considerably more time if the leshy plantwarden performs a general search for "things of interest," or considerably less time if the leshy plantwarden is able to narrow down the area of the search. If the object of the leshy plantwarden's search is not within 10 feet of a suitable plant, the search is doomed to failure.

The leshy plantwarden can use this ability once per day.

Possess Plants (Sp): At 20th level, a leshy plantwarden can possess another plant creature. This functions as the spell *possession*^{OA}, except that the leshy plantwarden can use it only on other plant creatures, and the saving throw DC is equal to 10 + 1/2 the leshy plantwarden's class level + the leshy plantwarden's Wisdom modifier. The leshy plantwarden can use this ability at will on willing plant creatures, and can otherwise use it once per day.



New Feats

The following feats are presented in alphabetical order.

Acidic Bite [Leshy]

Your saliva becomes highly acidic, dissolving prey in your mouth

Prerequisite: Flytrap Bite.

Benefit: Your bite attack deals an additional 1d4 points of acid damage on a successful hit. Additionally, creatures damaged by this acid must succeed on a Fortitude save (DC = 10 + 1/2 your level + your Constitution modifier) or be sickened for 1 round.

Acorn Grenade [Leshy]

You can create and throw powerful acorn grenades that explode for tremendous damage.

Prerequisites: Seed Pods, any 4 other leshy feats.

Benefit: Four times per day, you can create and throw a special acorn grenade as a standard action. The acorn grenade is a thrown weapon with a range increment of 20 feet and deals 1d4 points of fire damage per leshy feat you possess to each creature in a 10-foot-radius spread. If you score a direct hit against an opponent, that creature suffers a number of points of bludgeoning damage equal to 1d6 + your Strength modifier, in addition to the fire damage. A successful Reflex save (DC = 10 + 1/2 your level + your Constitution modifier) halves this damage. A creature struck directly by the acorn grenade suffers a -4 penalty on its saving throw.

Air Cyst [Leshy]

You can grow special bulbs filled with pure concentrated oxygen.

Prerequisite: Aquatic Plant.

Benefit: As a full-round action, you can grow a special bulb filled with air and detach it from your body. Any creature can consume the bulb, in a fashion identical to drinking a potion. The air cyst allows the consumer to breathe normally, regardless of the environmental condition, for 1 minute per leshy feat you possess. While the air cyst allows a creature to breathe in a variety of harsh environments, it provides no additional protection against the hazards of such environments.

Amalgam [Leshy]

You can join forces with another flytrap leshys in order to form a single, more powerful creature.

Prerequisite: Flytrap leshy.

Benefit: You can combine with another flytrap leshy who has this feat, forming a single powerful creature for a short time. When you do, you become a single creature with total hit points and current hit points equal to your combined totals. The amalgam creature uses the higher armor bonus of each of the composite creatures, and has the highest Strength, Dexterity, and Constitution scores of either of the composite creatures. It also has all the natural attacks of both creatures. Each composite creature controls the amalgam for an equal amount of time. The round after this ability is used, the composite creature who initiated it has control over the amalgam; at the start of the following round, control of the amalgam passes to the other composite creature. The

amalgam has the base attack bonus, skills, feats, and special attacks of whichever composite creature is in control of the amalgam. The amalgam remains for 1 minute, or until both composite creatures choose to end the effect. When they do, you suffer an amount of damage equal to half the damage (rounded up) remaining on the amalgam when the effect ended.

Apple Fruit [Leshy]

You can grow juicy apples that are either especially restorative or deadly poisonous, depending on your temperament.

Prerequisites: Leaf leshy, Grow Fruit, any 1 other leshy feat.

Benefit: You can grow delicious apples when you use the Grow Fruit leshy feat. If you do, the apples you grow are infused with positive energy if you are good, or with negative energy if you are evil, or with your choice of either positive or negative energy if you are neutral. Once this choice has been made, it cannot be changed, unless your alignment changes. If you channel positive or negative energy, the type of energy your apples are infused with is the same as the energy you channel, regardless of your alignment.

If your apples are infused with positive energy, they restore 1d6 hit points to any living creature that eats them for each leshy feat you possess, and grant a new saving throw against any poisons the creature is suffering from, in addition to the fruit's normal effect. If the apple is infused with negative energy, then it instead deals an amount of negative energy damage equal to 1d6 per leshy feat you possess, and the DC of any ingested poison consumed with the apple is increased by +4. A successful Fortitude save halves this damage (DC = 10 + the number of leshy feats you possess + your Constitution modifier).

Aquatic Plant [Leshy]

You are a leshy composed of seaweed or other oceanic plants, adapted for life under the waves.

Prerequisites: Leshy and Con 13, or seaweed leshy.

Benefit: You can breathe water as easily as air and thrive in underwater environments. You also gain a swim speed equal to half your land speed, and do not need to be weighed down in order to have firm footing underwater.

Aura of Peace [Leshy]

The aura of tranquility you project carries with it a sense of peace and goodwill towards all living things.

Prerequisite: Aura of Tranquility.

Benefit: While within your aura of tranquility, you and your allies gain the benefits of a *sanctuary* spell, except that the saving throw DC is 10 + the number of leshy feats you possess + your Charisma modifier. A creature that committed a hostile action within the last minute never gains the benefits of this ability.

Aura of Tranquility [Leshy]

Your body has tranquil flowers that give off a sweet, calming scent.

Prerequisites: Leshy, any 3 leshy feats.

Benefit: You can project an aura of tranquil calm around you, which keeps hostilities at bay. This aura has the same effect as a *calm emotions* spell, except that the effect is

Table 2-1: New Feats

Feats	Prerequisites	Benefits
Amalgam	Flytrap leschy	Combine with other flytrap leschies.
Aquatic Plant	Leschy and Con 13, or seaweed leschy	Breathe water and gain a swim speed.
Air Cyst	Aquatic Plant	Grow bulbs of air creatures can breathe.
Water's Gift	Air Cyst	Your bulbs also grant a swim speed.
Water Jet	Aquatic Plant	You can spit a jet of water.
Aura of Tranquility	Any 3 leschy feats	Project an aura of tranquil calm.
Aura of Peace	Aura of Tranquility	Your aura also grants a <i>sanctuary</i> effect.
Barkflesh	Any 3 leschy feats	Leschy feats increase your natural armor.
Become Treant	Any 7 leschy feats	Transform into a treant 1/day.
Bloom Lasso	Leschy	Grow lassos that harm and intoxicate foes.
Hysterics	Bloom Lasso, any 2 other leschy feats	Your bloom lasso incapacitates foes.
Cactus Leschy	Leschy	+4 Stealth and Survival in deserts.
Change Shape	Ability to speak with plants, any 2 leschy feats	Transform into a plant like <i>tree shape</i> .
Greater Change Shape	Change Shape, any 4 other leschy feats	Speak with plants while in plant form.
Digestive Growth	Any 3 leschy feats	You sap life from creatures you hit.
Dream Pollen	Any 2 leschy feats	Your natural attacks put creatures to sleep.
Entangle	Leschy	Your natural attacks can entangle creatures.
Filaments	Leschy	Fire filaments that deal lasting acid damage.
Flytrap Hands	Flytrap leschy	Your hands become biting flytraps.
Flytrap Leschy	Leschy	+4 Stealth and Survival in wetlands.
Fungus Leschy	Leschy	+4 Stealth and Survival underground.
Gourd Leschy	Leschy	+4 Stealth and Survival on plains.
Green Speak	Any 3 leschy feats	Speak with any type of plant.
Plant Persona	Green Speak, caster level 11th	You treat plants as humanoids for spells.
Grounding Roots	Leschy	Gain resistance to electricity and sonic.
Grow Fruit	Leschy	Grow fruit that functions as <i>goodberry</i> .
Apple Fruit	Leaf leschy, Grow Fruit, any 1 other leschy feat	Grow apples infused with positive or negative energy.
Biting Fruit	Flytrap leschy, Grow Fruit	Grow fruit that enhances natural attacks.
Calming Fruit	Lotus leschy, Grow Fruit	Grow fruit that ends emotion effects.
Desert Fruit	Cactus leschy, Grow Fruit	Grow fruit that provides fire resistance.
Dissolving Growths	Lichen leschy, Grow Fruit	Grow acidic lichen that breaks down objects.
Inspiring Fruit	Snapdragon leschy, Grow Fruit	Grow fruit that protects against fear and compulsion.
Mushrooms	Fungus leschy, Grow Fruit	Grow mushrooms that grant darkvision.
Sea Fruit	Seaweed leschy, Grow Fruit	Grow fruit that makes you amphibious.
Squash	Gourd leschy, Grow Fruit	Grow fruit that makes you stronger.
Sunflower Seeds	Sunflower leschy, Grow Fruit	Grow fruit that empowers you in bright light.
Grow Plants	Leschy	Cause a plant to grow rapidly.
Enhance Harvest	Grow Plants	Your presence increases crop yields.
Shape Plants	Grow Plants	Alter the shape of plants.
Heliotrope	Leschy	You reflect bright light to dazzle foes.
Keepsake	Leschy	You have a hollow space inside you for storage.
Leschy Strongbox	Keepsake	Items stored in you are difficult to find or damage.
Lucky Charm	Keepsake	Items stored in you become lucky.
Leaf Glide	Any 3 leschy feats	Use your leaf-like body to fly.
Leschy Flight	Leaf Glide	Your ability to fly improves.
Leaf Leschy	Leschy	+4 Stealth and Survival in forests.

Table 2-1: New Feats (cont'd)

Feats	Prerequisites	Benefits
Leshy Bite	Leshy	You gain a bite natural attack.
Acidic Bite	Leshy Bite	Your bite deals acid damage.
Paralyzing Saliva	Acidic Bite	Your bite attack sometimes paralyzes foes.
Grabbing Bite	Leshy Bite	You can grab creatures you bite.
Leshy Claws	Leshy	You gain two claw natural attacks.
Leshy Climber	Leshy	You gain a climb speed.
Leshy Slam	Leshy	You gain a slam natural attack.
Lesser Photosynthesis	Leshy	Gain sustenance from sunlight.
Photosynthesis	Lesser Photosynthesis	You heal more quickly in sunlight.
Greater Photosynthesis	Photosynthesis, any 3 other leshy feats	Gain the benefits of <i>heroes' feast</i> from sunlight.
Lichen Leshy	Leshy	+4 Stealth and Survival in mountains.
Lotus Leshy	Leshy	+4 Stealth and Survival in aquatic environments.
Needle Body	Leshy	Your body is covered in piercing thorns.
Launch Needle	Needle Body	Launch your needles as a ranged attack.
Needle Storm	Launch Needle, base attack bonus +5	Fire many needles in a 15-foot cone.
Sharp Needles	Needle Body	Your needles deal more damage.
Nonlethal Leshy Attack	Any 1 leshy feat	Your leshy attacks can deal nonlethal damage.
Puff Ball	Leshy	You can fire fungus spores that weaken foes.
Spore Ball	Puff Ball, Spores	Your puff ball also delivers blinding spores.
Seaweed Leshy	Leshy	+4 Stealth and Survival underwater.
Seed Pods	Leshy	Create and throw explosive seed pods.
Acorn Grenade	Seed Pods, any 4 other leshy feats	Create and throw special acorn grenades.
Holly Berry Charge	Seed Pods, any 2 other leshy feats	Create explosive berries you can trigger remotely.
Pinecone Grenade	Seed Pods, any 4 other leshy feats	Create and throw special pinecone grenades.
Seed Spit	Leshy	Spit seeds as a ranged attack.
Seed Cone	Seed Spit	Fire many seeds in a 15-foot cone.
Snapdragon Leshy	Leshy	+4 Stealth and Survival in urban areas.
Spores	Leshy	When you are damaged, you release blinding spores.
Toxic Spores	Spores	Your spores inflict persistent damage.
Sunflower Leshy	Leshy	+4 Stealth and Survival in hills and plains.
Unusual Anatomy	Any 5 leshy feats	You resist critical hits and precision damage.
Verdant Body	Leshy, base Fortitude save +2	You resist sleep and poison.
Verdant Immunity	Verdant Body, Verdant Mind, Verdant Spirit	You gain plant immunities.
Verdant Mind	Leshy, base Will save +2	You resist mind-affecting effects.
Verdant Spirit	Leshy, base Fortitude and Will +2	You resist polymorph, stun, and paralysis.

Table 2-2: Burst Feats

Feats	Prerequisites	Benefits
Healing Burst	Heal 5 ranks, invigorating burst	Your invigorating burst heals affected creatures.
Remote Burst	Invigorating burst	Center an invigorating burst up to 120 ft. away.
Selective Burst	Invigorating burst	Exclude certain creatures from an invigorating burst.
Toughening Burst	Invigorating burst	Your invigorating burst improves natural armor.
Widened Burst	Invigorating burst	Your invigorating burst extends twice as far.

extraordinary and cannot be dispelled, and the effect persists so long as a creature remains within the aura and for 1 minute thereafter. The aura is a 20-foot-radius spread centered on you, and affects all creatures that fail a Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier). A creature that succeeds on this save is immune to the effects of your aura of tranquility for 1 minute (but could still be affected by the auras of other leshys). You can only project this aura for a total number of minutes per day equal to the number of leshy feats you possess. Projecting or suppressing the aura is swift action. This is a mind-affecting emotion effect.

Barkflesh [Leshy]

Your body is stiff and covered in sturdy bark.

Prerequisites: Leshy, any 3 leshy feats.

Benefit: You gain a +1 enhancement bonus to your natural armor for every 3 leshy feats you possess. You also gain a bonus to AC for the purposes of confirming critical hits against you equal to twice this amount.

Become Treant [Leshy]

You can realize the true extent of your leshy powers and assume the form of giant treant.

Prerequisites: Leshy, any 7 leshy feats.

Benefit: Once per day, as a full-round action, you can channel your inner might to assume the form of a treant, as with the spell *plant shape III*. You retain the abilities granted to you by any leshy feats you possess while in this form, and the saving throw DCs of any leshy abilities you possess are increased by +2 while in this form. The transformation lasts for 1 round per leshy feat you possess.

Biting Fruit [Leshy]

Your fruit makes those who eat it more fearsome.

Prerequisites: Flytrap leshy, Grow Fruit.

Benefit: You can grow a fanged fruit with a bitter bite to it that enhances natural attacks. When consumed, your fruit grants a +1 enhancement bonus on attack and damage for all natural attacks and unarmed strikes possessed by the creature eating it. This benefit lasts for 1 hour. If consumed by a plant creature, the enhancement bonus on attack and damage is increased to +1 for every 5 Hit Dice you possess, to a maximum of +5.

Bloom Lasso [Leshy]

You can throw a chain of snapdragon seed pods around your foe, dealing damage and causing the target to be overcome with mirth.

Prerequisite: Leshy.

Benefit: As a standard action, you can make a bloom lasso attack, creating and throwing a chain of snapdragon pods around your foe. Treat this as a ranged attack with a range increment of 10 feet, which deals 1 point of damage per leshy feat you possess on a successful hit. Additionally, the pods release an intoxicating pollen, and on a successful hit, the target must succeed on a Will saving throw (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) or become overcome with giddiness, doing nothing but laughing on its next turn.

Cactus Leshy [Leshy]

You are a cactus leshy, native to the hot deserts.

Prerequisite: Leshy.

Benefit: Your leshy body resembles a cactus with prickly needles. You gain a +4 bonus on Stealth and Survival checks made in deserts. Additionally, you can speak to cacti as with the plantspeech language of cactus leshies. Finally, you count as a cactus leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Calming Fruit [Leshy]

Your fruit has as special calming influence on those who partake of it, restoring their sense of self and helping them to achieve a relaxed state of mind.

Prerequisites: Lotus leshy, Grow Fruit.

Benefit: The fruit you grow with your Grow Fruit feat bestows a calming influence on those that eat it. A creature that eats your fruit is immediately freed from any emotion effect he is currently affected by, and gains a +1 competence bonus on saving throws made to resist emotion effects for the next minute.

Change Shape [Leshy]

You have a limited ability to change form in order to mimic a natural plant.

Prerequisites: Ability to speak with plants, any 2 leshy feats.

Benefit: You can alter your body as a standard action, transforming into a plant reflecting your nature. Once per day, you can assume the form of any plant you can speak to, as with the spell *tree shape*, except that the form you assume must be Small size, and you may only assume the form of a plant you have the ability to speak with without the aid of magic. Your caster level for this effect is equal to twice the number of leshy feats you possess.

Change Shape, Greater [Leshy]

You can alter your form to mimic the form of any plant.

Prerequisites: Change Shape, any 4 other leshy feats.

Benefit: A number of times per day equal to the number of leshy feats you possess, you can assume the form of any natural plant, as with the spell *tree shape*. Your caster level for this effect is equal to twice the number of leshy feats you possess. While in this form, you gain the ability to speak with plants of the type whose form you assume. This communication is completely silent and conducted as though via telepathy, but otherwise functions like the plantspeech ability possessed by leshies.

Desert Fruit [Leshy]

Your fruit is improved by its time ripening in harsh climates.

Prerequisites: Cactus leshy, Grow Fruit.

Benefit: Your leshy fruit protects against heat. Any creature that eats your leshy fruit gains a number of points of fire resistance equal to the number of leshy feats you possess.

Digestive Growth [Leshy]

Your body produces a lattice of digestive lichen-like growths, which can slowly reduce a creature to easily absorbed mush.

Prerequisites: Leshy, any 3 leshy feats.

Benefit: Your natural attacks, and attacks granted by leshy feats (such as Filament or Fire Needle), can envelope a creature in a lattice of digestive growths. A creature can remove these growths as a standard action by succeeding at a Strength check (DC = 5 + the number of leshy feats you possess). A creature can also remove the growths by burning them off, requiring at least 1 point of fire damage per instance of the digestive growths. A creature that ends their turn with one or more digestive growths still on their body suffers 1d4 points of acid damage per 2 leshy feats you possess and must succeed on a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) or become staggered for 1 round.

Dissolving Growths [Leshy]

You can grow patches of lichen that break down organic or inorganic matter over time.

Prerequisites: Lichen leshy, Grow Fruit.

Benefit: Rather than growing fruit when you use your Grow Fruit feat, you can choose to grow a patch of highly acidic lichen which breaks down any material it remains in contact with. A single patch remains active for 24 hours before harmlessly deteriorating, and can attach to a 5-foot-square area. Each hour, the surface the lichen remains in contact with suffers a number of points of acid damage equal to 1d4 + 1 per every leshy feat you possess, which ignores hardness.

Dream Pollen [Leshy]

You project a pollen that has the power to put creatures to sleep.

Prerequisites: Leshy, any 2 leshy feats.

Benefit: Your natural attacks, as well as any special attacks granted by a leshy feat, can produce a sleep-inducing pollen. Because this pollen is destroyed by fire, leshy feats that deal fire damage, such as Acorn Grenade, cannot be used to deliver this pollen. Whenever you hit a creature with an attack that can carry this pollen, you may force the target to succeed on a Fortitude save (DC = 10 + 1/2 your Hit Dice

+ your Constitution modifier) or fall asleep. Creatures with at least 4 more Hit Dice than the number of leshy feats you possess are immune to this effect. You can use this feat a number of times per day equal to 3 + 1 per 2 leshy feats you possess.

Enhance Harvest [Leshy]

You can cause an exceptionally good harvest.

Prerequisite: Grow Plants.

Benefit: You can spend 24 hours in a field in order to enhance the production in that area. The amount of area that can be affected is equal to one 1,000-foot square per 2 leshy feats you possess. The production of all plants within the area is increased by 50% during harvest. A plant cannot be affected by this feat more than once per harvest season.

Entangle [Leshy]

Your natural attacks cause vines to sprout and entangle your foes.

Prerequisite: Leshy.

Benefit: Your natural attacks, unarmed strikes, and attacks granted by leshy feats (such as Seed Spit and Seed Pods) can cause sprouting vines to potentially entangle your foes. Whenever you successfully hit and deal damage with a natural attack, unarmed strike, or attack granted by a leshy feat, you may force the target to succeed on a Reflex save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) or gain the entangled condition for 1 round per leshy feat you possess. The target can attempt to break free of these vines with a Strength check made as a standard action. The DC for this Strength check is equal to 10 + the number of leshy feats you possess. You can use this feat a number of times per day equal to 3 + 1 per 2 leshy feats you possess.

Filaments [Leshy]

You can produce a shoot of sticky filaments which burn your opponents, slowly stripping them of their organic or inorganic matter.

Prerequisite: Leshy.

Benefit: You can create and fire a filament as a standard action. Treat this as a ranged attack with a range increment of 20 feet and a maximum range of 100 feet. On a successful hit, the attack deals 1 point of acid damage. For a number of rounds equal to the number of leshy feats you possess, the target suffers an additional point of acid damage. A creature that is suffering damage in this way can attempt a Reflex save as a standard action to clear the filament. Multiple instances of filament stack on a given creature, but a single successful Reflex save clears them all.

Flytrap Hands [Leshy]

Your hands resemble tiny flytraps and can bite and tear at your foes.

Prerequisite: Flytrap leshy.

Benefit: You gain 2 secondary bite attacks, which deal 1d3 points of damage on a successful hit. These flytrap hands are somewhat clumsier than regular hands, causing you to suffer a -2 penalty on weapon attacks involving your hands, and on all Dexterity-based skill checks.

Special: If you also possess the Leshy Claws feat, then these attacks are primary rather than secondary and deal 1d4

points of damage instead of 1d3. However, you lose the ability to make claw attacks. If you also possess the Acidic Bite or Paralyzing Saliva feats, those feats apply to the bite attacks granted by this ability.

Flytrap Leshy [Leshy]

You have the body of a flytrap plant, with a head that splits open and closed.

Prerequisite: Leshy.

Benefit: Your head resembles that of a flytrap plant. You gain a +4 bonus on Stealth and Survival checks made in wetlands. Additionally, you can speak to flytraps as with the plantspeech language of flytrap leshies. Finally, you count as a flytrap leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Fungus Leshy [Leshy]

You have a fungal body, with mismatched eyes atop a mushroom cap for a head.

Prerequisite: Leshy.

Benefit: Your body is shaped like a mushroom. You gain a +4 bonus Stealth and Survival checks made underground. Additionally, you can speak to fungi as with the plantspeech language of fungus leshies. Finally, you count as a fungus leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Gourd Leshy [Leshy]

You are a gourd leshy with a body of vines and a pumpkin head.

Prerequisite: Leshy.

Benefit: Vines make up your body and your head is like a carved pumpkin. You gain a +4 bonus on Stealth and Survival checks made while in a plains environment. Additionally, you can speak to gourds as with the plantspeech language of gourd leshies. Finally, you count as a gourd leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Grabbing Bite [Leshy]

Your strong jaws are more capable of maiming other creatures than the bites possessed by most leshies.

Prerequisite: Leshy Bite.

Benefit: Your bite attack deals an additional 1d6 points of damage, and you gain the grab universal monster ability for your bite attack.

Green Speak [Leshy]

You are exceptionally gifted at influencing plants.

Prerequisites: Leshy, any 3 leshy feats.

Benefit: You can speak with any type of plant or plant creature. Additionally, you can affect plants with mind-affecting spells and effects, though because of their natures plants still receive a +2 bonus on will saves made to resist mind-affecting effects.

Grounding Roots [Leshy]

Your body can withstand certain elements.

Prerequisite: Leshy.

Benefit: You gain a number of points of electricity and sonic resistance equal to the number of leshy feats you possess. If you possess 10 or more leshy feats, you instead gain immunity to electricity and sonic damage.

Grow Fruit [Leshy]

You can grow healthy leshy fruit from your body, which can be ingested by yourself or another creature.

Prerequisite: Leshy.

Benefit: You can spontaneously grow edible fruit from your body. Once each day, you can grow a number of edible fruits equal to your Constitution modifier, which might take the form of berries, seeds, nuts, or edible roots. These fruits have the effect of one of the berries transmuted by a *goodberry* spell, except that they each restore a number of hit points equal to the number of leshy feats you possess.

Grow Plants [Leshy]

You can cause plants to grow at rapid speeds.

Prerequisite: Leshy.

Benefit: By spending 1 hour, you can create and plant special seeds that grow at high speeds into full grown plants. You must plant these seeds in an area that could receive them, such as rich soil or water. When you use this ability, you must choose a type of plant to grow. The plant grows at supernatural speeds: if the plant would normally reach maturity within 1 year's time (such as most flowering plants), it instead reaches maturity within 1 day; if the plant would not reach maturity within 1 year, the plant grows the amount it would over the course of a single year in a single day. Rare and magical plants cannot generally be grown in this fashion.

Healing Burst [Burst]

Your invigorating burst heals living creatures.

Prerequisite: Heal 5 ranks, invigorating burst class feature.

Benefit: An invigorating burst modified by this feat causes affected creatures to heal a number of hit points equal to your class level. Plant creatures affected by your invigorating burst instead heal a number of hit points equal to twice your class level, and any healing in excess of their maximum hit points is gained as temporary hit points that last for 1 minute, instead.

Heliotrope [Leshy]

You can reflect the sun's rays (or another bright light) onto your foes.

Prerequisite: Leshy.

Benefit: While in an area of bright light, you can use the light absorbing and reflecting qualities of your brightly colored flowers to temporarily incapacitate other creatures. As a swift action, you can cause each creature within 30 feet to be dazzled for 1 minute unless it succeeds on a Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier). Additionally, as a full-round action, you can focus this reflected light on a single creature; if you do, the target must succeed on a Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) or be dazed for 1 round. This is a mind-affecting effect.

Hysterics [Leshy]

Your bloom lasso releases exceptionally potent hallucinogens that cause the target to laugh uproariously and fall prone.

Prerequisites: Bloom Lasso, any 2 other leshy feats.

Benefit: When a creature suffers damage from your bloom lasso attack and fails its saving throw against the laughing effect, she is more strongly affected. First, the target drops any held item and falls prone, laughing hysterically for a number of rounds equal to the number of leshy feats you possess. While the target is prone and incapable of performing actions other than laughing, she is not helpless, and she retains her Dexterity bonus to AC while affected by this effect. At the end of her turn each round, the target may make a new Will save to resist this effect.

Holly Berry Charge [Leshy]

You can fashion a small explosive from a holly berry to destroy walls and other barriers.

Prerequisites: Seed Pods, any 2 other leshy feats.

Benefit: You can grow and place a small explosive holly berry as a standard action. Once placed, the berry can be moved and handled safely, and is no sturdier than an ordinary holly berry. As long as the berry remains intact and you remain within 100 feet of it, you can cause it to explode by speaking a special command word. If you do, all placed holly berries within 100 feet of you explode dealing 1d8 points of fire damage for each leshy feat you possess to objects within 5 feet of the berry. The holly berries only deal minimum damage to creatures within 5 feet. A successful Reflex save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) negates this damage. Damage dealt by these berries ignores hardness.

Inspiring Fruit [Leshy]

You can create an inspiring fruit, which lifts the hearts and artistic abilities of anyone who eats it.

Prerequisites: Grow Fruit, snapdragon leshy.

Benefit: Your fruit has powerful impact on those that eat it. Any creature that consumes your fruit gains a +4 morale bonus on saving throws against fear and compulsion effects for 1 hour. Additionally, a creature with bardic performance or raging song that eats this fruit regains 1d6 rounds of that ability.

Keepsake [Leshy]

Your body includes a hollow in which you can store items to keep them safe.

Prerequisite: Leshy.

Benefit: You can remove a portion of your body in order to reveal a hollow space in which you can store an object of Fine size or smaller. Items stored in this space are protected as though by a *nondetection* spell, the caster level of which is equal to twice the number of leshy feats you possess. Additionally, any item remaining within the space for at least 24 hours is always found to be clean and polished. Finally, every 24 hours an item remains within your body, it receives the benefits of a *mending* spell, with a caster level equal to twice the number of leshy feats you possess.

Launch Needle [Leshy]

You can fire needles from your body as deadly projectiles.

Prerequisite: Needle Body.

Benefit: As a standard action, you can launch a needle at a creature within 30 feet as a ranged attack. If it hits, the target suffers 1 point of damage and must succeed on a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) or be sickened for 1d4 rounds.

Leaf Glide [Leshy]

You are cloaked in wing-like leaves, which allow you limited power of flight.

Prerequisites: Leshy, any 3 leshy feats.

Benefit: You gain a fly speed equal to your land speed, but you cannot hover and you cannot attempt vertical flight unless the wind speed is at least 15 mph. You must also end your flight at least 5 feet below where you began the round, unless the wind speed is at least 15 mph. If the wind speed is 15 mph or higher, you must travel in the direction the wind is blowing in order to remain level or take vertical flight.

Leaf Leshy [Leshy]

You have a cloak of leaves and a wooden body.

Prerequisite: Leshy.

Benefit: Your body resembles that of a very small humanoid tree, clad entirely in a natural cloak of leaves. You gain a +4 bonus on Stealth and Survival checks made while in forests and jungles. Additionally, you can speak to trees as with the plantspeech language of leaf leshies. Finally, you count as a leaf leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Leshy Bite [Leshy]

Your leshy body has a nasty bite.

Prerequisite: Leshy.

Benefit: You gain a bite primary natural attack that deals 1d4 points of damage, regardless of your size. For every 2 leshy feats you possess, the damage on this bite natural attack increases by 1 size category.

Leshy Claws [Leshy]

You have sharp claws shaped like roots.

Prerequisite: Leshy.

Benefit: You gain 2 claw primary natural attacks that deal 1d3 points of damage, regardless of your size. For every 2 leshy feats you possess, the damage on these claw natural attacks increases by 1 size category.

Leshy Climber [Leshy]

Your body contains creepers or special filaments that allow you to rapidly ascend surfaces.

Prerequisite: Leshy.

Benefit: You gain a climb speed equal to 1/2 your land speed and can cling even to sheer surfaces and ceilings, as though with a *spider climb* spell.

Leshy Flight [Leshy]

Through extreme exertion, you can move your leaves in order to generate enough down force for sustained flight.

Prerequisite: Leaf Glide.

Benefit: Your fly speed increases to twice your land speed.

with good maneuverability, and you can hover and undertake vertical flight. However, each round you fly you must make a Fly check with a DC equal to $10 + 5$ for each previous round of consecutive flight in which you did not decrease your elevation by at least 5 feet. Failure on this check indicates that you can no longer sustain flight, and you glide harmlessly to the ground at a speed of 60 feet per round.

Leshy Slam [Leshy]

You can slam with the force of a falling tree

Prerequisite: Leshy.

Benefit: You gain a slam primary natural attack that deals $1d4$ points of damage, regardless of your size. For every 2 leshy feats you possess, the damage on this slam natural attack increases by 1 size category.

Leshy Strongbox [Leshy]

Items kept within your body are exceptionally safe, both from harm and from prying eyes,

Prerequisite: Keepsake.

Benefit: Items kept within the hollow space in your leshy body provided by the Keepsake feat are immune to divination effects of all kinds; such effects made about or to find the item simply fail to function. Additionally, each day the item remains inside the hollow space in your body, it receives the benefits of a *make whole* spell with a caster level equal to the number of leshy feats you possess. Even an item that is totally destroyed can be restored to its former pristine glory, provided it remains within the leshy for at least 1 year and 1 day. This ability has no effects on artifacts.

Lichen Leshy [Leshy]

Your body is covered in small leafy growths and lichen-like fibers.

Prerequisite: Leshy.

Benefit: Your body is made up of lichen-like fibers. You gain a +4 bonus on Stealth and Survival checks made while in hills and mountains. Additionally, you can speak to lichens as with the plantspeech language of lichen leshys. Finally, you count as a lichen leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Lotus Leshy [Leshy]

You have the serene appearance of a blooming lotus flower.

Prerequisite: Leshy.

Benefit: Your plant body resembles a lotus in full bloom and carries an air of serenity. You gain a +4 bonus on Stealth and Survival checks made while in aquatic terrain. Additionally, you can speak to lotuses as with the plantspeech language of lotus leshys. Finally, you count as a lotus leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Lucky Charm [Leshy]

You keep a good luck charm in your body.

Prerequisite: Keepsake.

Benefit: Any item you hold within the hollow space granted by the Keepsake feat becomes a good luck charm after it

remains within your body for 24 hours. As long as you have the item in your hollow space, you gain a +1 luck bonus on all saving throws. Additionally, a number of times per day equal to $1/2$ the number of leshy feats you possess, you may reroll an attack roll, saving throw, or skill or ability check. You may choose to reroll after the roll has been made, but before the results of the roll are known. You may choose to keep the original roll or use the new roll in its place.

Mushrooms [Leshy]

You produce edible mushrooms that invigorate those that consume them and help them adapt to life in underground environments.

Prerequisites: Fungus leshy, Grow Fruit.

Benefit: You can grow special mushrooms when you use the Grow Fruit leshy feat. These mushrooms have a delightful earthy flavor, and any creature that consumes one gains darkvision 60 feet (or, if it already had darkvision, its existing darkvision is increased by a further 60 feet). Additionally, the target gains a +2 bonus on Fortitude saves made to resist poisons and diseases.

Needle Body [Leshy]

Your body is covered in prickly needles, like those of a cactus.

Prerequisite: Leshy.

Benefit: Your body is covered with sharp prickly needles that can harm other creatures. Your natural attacks deal piercing damage in addition to the type of damage they normally deal. Additionally, your body deals $1d3$ points of piercing damage to any creature grappling you, or which hits you with a natural attack or unarmed strike.

Needle Storm [Leshy]

You can fire a torrent of needles from your body.

Prerequisites: Launch Needle, base attack bonus +5.

Benefit: As a standard action, you can launch a torrent of needles from your body, which takes the form of a 15-foot cone. Each creature in the area suffers $1d4$ points of piercing damage for every 2 leshy feats you possess and becomes sickened for $1d4$ rounds. A successful Reflex save ($DC = 10 + 1/2$ your Hit Dice + your Constitution modifier) halves this damage and negates the sickening effect.

Special: If you possess both the Needle Storm and Seed Cone feats, you can spend a full-round action to use both special attacks simultaneously.

Nonlethal Leshy Attack [Leshy]

Your understanding of the tranquil nature of plants allows you to subdue your foes without harming them.

Prerequisites: Leshy, any 1 leshy feat.

Benefit: You can deal nonlethal damage with your natural attacks, unarmed strikes, and special attacks granted by leshy feats. When you choose to deal nonlethal damage with a natural attack, unarmed strike, or special attack granted by a leshy feat, you do not suffer a penalty to attack rolls for doing so, and you deal an additional $1d3$ points of nonlethal damage. This feat only affects the physical damage done by the attack, and has no effect on energy damage dealt by the attack.

Paralyzing Saliva [Leshy]

Your digestive saliva has a paralyzing agent, which slows and even stops creature cold in their tracks.

Prerequisite: Acidic Bite.

Benefit: Your bite attacks stagger victims who fail their saving throw to avoid being sickened by 5 or more, and paralyze those who fail their saving throw by 10 or more. In either case, the effect lasts for 1 round.

Photosynthesis [Leshy]

You can more efficiently process nutrients from the sun in order to enhance your health.

Prerequisite: Lesser Photosynthesis.

Benefit: You can recover your injuries more efficiently when you are in direct sunlight. For every 1 hour you spend in direct sunlight, you recover 1d8 hit points, and 1 point of Strength, Dexterity, or Constitution damage. Additionally, if you are exhausted when you recover hit points in this way, you become fatigued instead, and if you are fatigued when you recover hit points from this ability, you are cured of that fatigue.

Photosynthesis, Lesser [Leshy]

You can absorb nutrients from the sun in order to sustain yourself.

Prerequisite: Leshy.

Benefit: You can process nutrients from direct sunlight. Any day in which you spend at least 8 hours in sunlight, you do not need to eat in order to sustain yourself. You must still consume an adequate amount of water. Additionally, while in direct sunlight, you gain a bonus equal to the number of leshy feats you possess on saving throws and ability checks made to resist nonlethal damage, fatigue, and exhaustion.

Photosynthesis, Greater [Leshy]

You can absorb an intense amount of nutrients from sunlight, allowing you to function at a higher level in direct sunlight.

Prerequisites: Photosynthesis, any 3 other leshy feats

Benefit: If you spend at least 4 hours in direct sunlight, you gain the benefits of a *heroes' feast* spell. You lose any benefits gained this way whenever you leave direct sunlight.

Pinecone Grenade [Leshy]

You can create a powerful pinecone grenade, which sprays wooden shards in a large area.

Prerequisites: Seed Pods, any 4 other leshy feats.

Benefit: Up to 4 times per day, you can create and throw a pinecone grenade as a standard action. A pine cone grenade is a thrown weapon with a range increment of 20 feet and explodes upon impact. A creature struck by the pine cone grenade suffers 1d8 points of bludgeoning and piercing damage. Additionally, the pine cone explodes when it hits the target or when it hits another hard surface, dealing a number of points of piercing and bludgeoning damage equal to 1d8 + 1 per leshy feat you possess to each creature within a 10-foot radius. Creatures damaged by this explosion are also sickened for 1 round from the pain of wooden shards embedding in their bodies.

Plant Persona [Leshy]

Your close connection with plants allows you to treat them much as you would people.

Prerequisites: Green Speak, caster level 11th.

Benefit: For the purposes of your special abilities and spells you cast, you treat plants as though they were both humanoids and plants (for example, you could control a plant creature with either *dominate person* or *dominate plant*).

Puff Ball [Leshy]

You can fire a blast of soft spores at your foes.

Prerequisite: Leshy.

Benefit: As a standard action, you can create and fire a blast of fungus-like spores at a foe within 30 feet. Treat this as a ranged touch attack that deals 1 point of damage per leshy feat you possess. Additionally, on a successful hit, the target suffers a -2 penalty on Fortitude saves made within the next round.

Remote Burst [Burst]

You can cause your invigorating burst to originate from far away.

Prerequisite: Invigorating burst class feature.

Benefit: An invigorating burst modified by this feat can be centered on any location within 120 feet of you, affecting all living creatures in a 30-foot-radius burst from the centered point.

Normal: Normally, an invigorating burst is centered on your location.

Sea Fruit [Leshy]

You can grow a special fruit that allows creatures to survive underwater or on land for long periods of time.

Prerequisites: Grow Fruit, seaweed leshy.

Benefit: Your fruits are blue-green in color and taste rubbery. Each time you grow a sea fruit, you must choose either air or water. A creature that consumes one of these fruits can breathe either air or water (according to your choice) for 24 hours. However, during this time, the creature loses the ability to breathe in the condition not chosen by you for the 24 hours. Use of an air cyst (from the Air Cyst feat) or similar ability can temporarily mitigate this problem. A creature can only benefit from a single sea fruit each day.

Seaweed Leshy [Leshy]

Your body is comprised of dripping seaweed.

Prerequisite: Leshy.

Benefit: Your body is made from soggy, dripping seaweed in a variety of colors. You gain a +4 bonus on Stealth and Survival checks made while underwater. Additionally, you can speak to seaweed as with the plantspeech language of seaweed leshys. Finally, you count as a seaweed leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Seed Cone [Leshy]

You can fire your seeds in cone to hit a larger target area.

Prerequisite: Seed Spit

Benefit: As a standard action, you can fire your seeds in

a 15-foot cone. Creatures in this area suffer 1d4 points of bludgeoning damage per leschy feat you possess, with a successful Reflex save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) halving the damage.
Special: If you possess both the Needle Storm and Seed Cone feats, you can spend a full-round action to use both special attacks simultaneously.

Seed Pods [Leschy]

You can sprout explosive seed pods in the form of acorns or pine cones.

Prerequisite: Leschy.

Benefit: You can create and hurl an explosive seed pod as a standard action. This is a ranged attack with a range increment of 10 feet and deals 1 point of bludgeoning damage per leschy feat you possess on a successful hit. Creatures hit by the seed pod must also succeed on a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) or be deafened for 1 round.

Seed Spit [Leschy]

You can fire seeds at high speeds towards your foes.

Prerequisite: Leschy.

Benefit: You gain a seed spit special attack. As a swift action, a number of times per day equal to your Constitution modifier (minimum 1), you can spit your seeds at creatures within range. Treat this as a ranged attack with a range of 30 feet. When you use this ability, you can fire a number of seeds equal to the number of leschy feats you possess. The seeds deal 1 point of damage each and can be fired at the same target, or at several different targets within range.

Selective Burst [Burst]

Your invigorating burst does not affect certain creatures.

Prerequisite: Invigorating burst class feature.

Benefit: An invigorating burst modified by this feat can be made to ignore a number of living creatures in the area up to your Wisdom modifier. These creatures gain no benefit from the invigorating burst.

Normal: Normally, all living creatures within the area of an invigorating burst gain its benefits.

Shape Plants [Leschy]

You can alter the form of a single plant twisting it about and altering its form.

Prerequisite: Grow Plants.

Benefit: You can alter the shape of 1 or more plants altering its form and changing its space. This ability can be used once per day for each leschy feat you possess. This functions similarly to the spell *stone shape* except that it affects living plants rather than stone, and the plant returns to its normal form after 1 hour per leschy feat you possess. Your caster level for this effect is equal to your Hit Dice. This ability has no effect on creatures of the plant type.

Sharp Needles [Leschy]

Your needles are more dangerous than those of less developed cactus leschys.

Prerequisite: Needle Body.

Benefit: Your sharper than normal needles deal additional

damage. Your slams deal an additional 1d4 points of piercing damage. Creatures which grapple you or which strike you with a natural attack or unarmed strike also suffer an additional 1d4 points of damage and must succeed on a Reflex save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) or be stuck with needles suffering an additional 1d4 points of damage on the following round.

Snapdragon Leschy [Leschy]

You have a verdant shape including a giant snapdragon blossom for a head.

Prerequisite: Leschy.

Benefit: Your most remarkable feature is the giant snapdragon blossom for your head, which gives you the distinct appearance of a snapdragon leschy. You gain a +4 bonus Stealth and Survival checks made while in hills and urban areas. Additionally, you can speak to snapdragons as with the plantspeech language of snapdragon leschys. Finally, you count as a snapdragon leschy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Spore Ball [Leschy]

You can unleash your spores through your puff ball attack

Prerequisites: Puff Ball, Spores.

Benefit: Any creature struck by your puff ball special attack is also exposed to your spores except that the effect always lasts for 1 round and the spores do not affect adjacent targets.

Spores [Leschy]

Your body is covered in molds and spores, which explode out from you when damaged.

Prerequisite: Leschy.

Benefit: Whenever you are damaged, you explode in a cloud of spores, which fill a 10-foot radius around you. Creatures in the area must succeed on a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) or have their vision reduced to 10 feet with blindness occurring in the area beyond that. This effect lasts for 1 round + 1 round for every 2 leschy feats you possess. A creature can spend a standard action to clear their eyes of these spores ending the effect early.

Squash [Leschy]

You can grow a tasty squash fruit that fills those that consume it with the vigor of a good harvest

Prerequisites: Gourd leschy, Grow Fruit.

Benefit: You can grow a tasty squash with your Grow Fruit ability. The squash must be coded taking at least 20 minutes before it is safe to be consumed. Any creature that consumes this squash gains a +4 bonus on Strength, Dexterity, and Constitution ability checks for 24 hours, and gains a +2 bonus on Strength- and Dexterity-based skill checks for 24 hours. Single creature can only benefit from a single dose of this squash each day.

Sunflower Leschy [Leschy]

You have a large flowering head, which casts the light in unusual ways.

Prerequisite: Leschy.

Benefit: Your body resembles a massive supernatural sunflower. You gain a +4 bonus Stealth and Survival checks made while in hills and plains. Additionally, you can speak to flowers as with the plantspeech language of sunflower leshys. Finally, you count as a sunflower leshy for the purposes of meeting the prerequisites of feats, prestige classes, and similar.

Special: You may only take this feat at 1st level.

Sunflower Seeds [Leshy]

You can produce delicious natural sunflower seeds that taste roasted and salted and fill those consuming them with visions of summer.

Prerequisites: Sunflower leshy, Grow Fruit.

Benefit: Your fruit takes the form of delicious sunflower seeds. These seeds grant the recipient greatly improved vision in areas of bright light. The creature receives a +1 competence bonus on Attack rolls and AC and a +4 bonus on all Perception checks while within an area of bright light. These effects persist for 1 hour per leshy feat you possess after consuming the seeds.

Toughening Burst [Burst]

Your invigorating burst hardens the skin, increasing the defenses of your allies.

Prerequisite: Invigorating burst class feature.

Benefit: An invigorating burst modified by this feat causes each affected creature to gain a +1 enhancement bonus to its natural armor. If your class level is 11 or higher, this bonus increases to +2. For plant creatures, these enhancement bonuses are doubled.

Toxic Spores [Leshy]

Your spores are highly poisonous and inflict sickness and damage on those exposed to them.

Prerequisite: Spores.

Benefit: Your spores sicken creatures exposed to them. Any creature which is exposed to your spores and fails their saving throw suffers 1d4 points of damage per round while the spores persist, and must succeed on a Fortitude save each round they suffer 3 or more points of damage from this effect or become nauseated for 1 round. This is a poison effect.

Unusual Anatomy [Leshy]

The wild combination of plant traits you possess makes it difficult to determine your vulnerabilities.

Prerequisites: Leshy, any 5 leshy feats.

Benefit: You gain a chance to resist critical hits and precision damage equal to 5% for every leshy feat you possess.

Verdant Body [Leshy]

Your body is awoken to the natural strength of plants.

Prerequisites: Leshy, base Fortitude save +2.

Benefit: You gain a +4 bonus on saving throws made to resist sleep and poison effects. Additionally, the duration of sleep effects and poison effects is reduced by 1 round for every 4 leshy feats you possess.

Verdant Immunity [Leshy]

Your mind body and spirit are more closely in tune with plants than other creatures.

Prerequisites: Verdant Body, Verdant Mind, Verdant Spirit.

Benefit: You gain immunity to mind affecting effects, poison, polymorph, paralysis, sleep, and stunning effects.

Verdant Mind [Leshy]

Your plant like mind makes it difficult to affect you with mental magic.

Prerequisites: Leshy, base Will save +2.

Benefit: You gain a +2 bonus on Will saves made to resist mind-affecting effects. This bonus stacks with Iron will and similar effects. You Additionally, reduce the duration of mind-affecting effects which affect you by 1 round for every 2 leshy feats you possess (to a minimum of 1 round).

Verdant Spirit [Leshy]

Your soul is more closely in tune with your plant heritage.

Prerequisites: Leshy, base Fortitude and Will +2.

Benefit: You gain a +2 bonus on saving throws made to resist polymorph, stunning, and paralysis effects. Additionally, the duration of such effects is reduced by 1 round for every 3 leshy feats you possess to a minimum of 1 round.

Water Jet [Leshy]

You can fire a blast of water at high speeds at another creature

Prerequisite: Aquatic Plant.

Benefit: As a standard action, you can make a special water jet attack. Treat this attack as a ranged attack with a range of 30 feet. If the attack hit the target suffers 1 point of damage per leshy feat you possess and must make a Reflex save (DC = 10 + 1/2 your Hit dice + your Constitution modifier) or be blinded for 1 round. This attack can only be used if you have access to a source of water containing at least 1 gallon, but has no effect on creatures that are submerged.

Water's Gift [Leshy]

You can bestow more potent supernatural bulbs, which allow creatures to not only survive, but thrive underwater.

Prerequisite: Air Cyst.

Benefit: A creature that consumes a bulb created by your air cyst ability is further empowered underwater, gaining a swim speed equal to their land speed and never suffering a penalty to attack or damage rolls while under water regardless of the type of weapon they are wielding. Additionally, creatures benefiting from this bulb can speak and hear clearly while underwater allowing them to easily carry on a conversation and granting a bonus on perception checks while underwater equal to the number of leshy feats you possess.

Widened Burst [Burst]

Your invigorating burst affects a particularly large area.

Prerequisite: Invigorating burst class feature.

Benefit: An invigorating burst modified by this feat has its radius increased to 60 feet, and can affect plant creatures at a range of up to 120 feet, although any plant creatures more than 60 feet away gain only the standard benefits of the invigorating burst, not any additional benefits they would normally gain for being plant creatures.



New Leshies

Although most leshies are created from plants that are taken from the wild, it is possible to create leshies from plants that are grown and harvested as crops, under the watchful eye of civilization. These are particularly popular among druids who seek to create a balance between civilization and nature, rather than favoring one over the other. Of course, just because a plant has been cultivated as a farm crop doesn't mean it can't grow in the wild as well, and leshies formed from wild crops are just as mysterious and free-spirited as any other leshy.

Another rare form of leshy are corrupted leshies, which were made incorrectly, or tainted by dark magic that filled the natural area they came from. These perversions of normal leshies are dangerous twisted, but retain the same cute demeanor as their natural cousins.

The following section presents a number of new leshies to serve as foes and minions of nature-loving characters, and are presented in alphabetical order.

Leshy, Apple

A short, fat, red plant with short and extremely thin limbs that look like fruit stems, and a head that resembles a worm.

APPLE LESHY

CR 7

XP 3,200

N Small plant (leshy, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 21, touch 15, flat-footed 17 (+3 Dex, +1 dodge, +6 natural, +1 size)

hp 133 (14d8+70)

Fort +13, **Ref** +7, **Will** +10

Immune electricity, plant traits, sonic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (1d4+1)

Special Attacks seed spray (7d4, 15-ft. cone, DC 20)

Spell-Like Abilities (CL 14th, concentration +16)

Constant—*pass without trace*

3/day—*beguiling gift*^{APG}, *identify*

Spells Prepared (CL 7th, concentration +11)

4th—*scrying*, *solid fog*

3rd—*dispel magic*, *earth tremor*^{UW}, *insect scouts*^{UI},

2nd—*detect thoughts*, *invisibility*, *resist energy*, *see invisibility*

1st—*alarm*, *mage armor*, *magic missile*, *silent image* (DC 15), *true strike*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *prestidigitation*

STATISTICS

Str 13, **Dex** 16, **Con** 18, **Int** 18, **Wis** 22, **Cha** 15

Base Atk +10; **CMB** +10; **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Finesse

Skills Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (nature) +18, Perception +23 (+27 in forests and swamps), Spellcraft +18, Stealth +24 (+28 in forests and swamps); **Racial Modifiers** +4 Stealth and Survival in forests and swamps

Languages Common, Druidic, Elven, Sylvan, Terran; plantspeech (apple trees)

SQ change shape (Tiny apple or Small apple tree; *tree shape*), knowledge fruit, verdant burst

ECOLOGY

Environment any forest or swamp

Organization solitary or grove (2–12)

Treasure standard

SPECIAL ABILITIES

Knowledge Fruit (Su): As a full-round action that provokes attacks of opportunity, an apple leshy can expend a prepared spell in order to grow an apple which contains a small portion of its arcane knowledge, and can imbue that knowledge on anyone who consumes the apple. Any creature that consumes the entire apple (a process that takes at least 1 full round) is imbued with the ability to cast whatever prepared spell was consumed in order to grow the apple, as a spell-like ability. The creature can use this ability once. Alternatively, if the creature that consumes the apple is a spellcaster, and the

spell in question appears on that creature's spell list, they can choose to learn the spell from the apple, instead. For casters that store their spells in spellbooks, formulae books, or familiars, they can expend this ability to add the spell directly to them. For characters with inherent spells known (such as sorcerers and bards), they may choose to exchange one of their spells known for the spell stored in the apple, in the same fashion that they are able to do when they reach certain levels in their spellcasting class. An apple leshy can create only three knowledge fruit in any given day, even if it has more prepared spells available to expend.

Seed Spray (Ex): Three times per day, an apple leshy can spray seeds in a 15-foot cone as a standard action. The spray deals 7d4 points of piercing damage to all targets in its area of effect. A DC 20 Reflex save halves the damage. The saving throw DC is Dexterity-based.

Spellcasting: An apple leshy casts spells as a 7th-level wizard. It does not gain any other benefits of being a wizard, such as the ability to choose a school of magic to specialize in, or an arcane bond. The spells listed above are a common selection of spells for apple leshys, but apple leshys are likely to prepare a wide variety of spells depending on their situation.

Ecology

The scholars and lorekeepers of the leshy world, apple leshys often take on roles as leaders of leshy communities, organizing their brethren, and directing them to make the best use of their varied abilities and powers. The leshy communities that these apple leshys create often begin growing large numbers of additional leshys to expand their population, and quietly pruning and cultivating the lands in which they inhabit, slowly bridging the gap between the truly natural world and something more civilized.

Apple leshys scribe their spells in spellbooks that are little more than collections of relatively smooth sheets of bark, held together by bits of twine. They have developed a method of recording spells that is unique to them, allowing them to do so with notably less space, and without special inks. As a result, while apple leshys can learn spells from other creatures' spellbooks, non-leshys are unable to make use of an apple leshy's spellbook without further research, likely involving the assistance of an apple leshy.

Growing an Apple Leshy

Apple leshys are usually grown within an orchard of apple trees, although sometimes they can be grown without such trees, most commonly in parks or gardens, or on farms. Unlike most leshys, they are best grown in deliberately cultivated land, rather than truly wild environs. When first born, an apple leshy knows all 0-level spells, and seven 1st-level spells of its choice. It must learn any further spells by encountering them and scribing them into its spellbook.

CL 11th; **Price** 15,000 gp

RITUAL REQUIREMENTS

Knowledge (nature) 7 ranks, Spellcraft 7 ranks; **Spells** imbue with spell ability, summon nature's ally VI

Leshy, Cabbage

This squat, bulbous plant creature resembles a head of cabbage. It has no arms or legs, but seems to roll and bounce wherever it goes.

CABBAGE LESHY CR 5

XP 1,600

N Small plant (leshy, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura stench (DC 19, 10 rounds)

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 66 (7d8+35)

Fort +9, **Ref** +4, **Will** +5

Immune electricity, plant traits, sonic

OFFENSE

Speed 30 ft.

Melee slam +9 (1d6+3)

Special Abilities (CL 5th; concentration +5)

Constant—*pass without trace*

STATISTICS

Str 15, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +6; **CMD** 18 (can't be tripped)

Feats Ability Focus (stench), Iron Will, Skill Focus (Acrobatics), Toughness

Skills Acrobatics +12, Perception +11, Stealth +6 (+10 in plains), Survival +1 (+5 in plains); **Racial Modifiers** +4 Stealth and Survival in plains

Languages Druidic, Sylvan; plantspeech (cabbage)

SQ change shape (cabbage; *tree shape*), leafy body, verdant burst

ECOLOGY

Environment any

Organization solitary or patch (2–12)

Treasure standard

SPECIAL ABILITIES

Leafy Body (Ex): A cabbage leshy's body is made primarily of layer after layer of densely packed leaves. This renders it immune to critical hits and precision-based damage. However, the more damage a cabbage leshy suffers, the smaller its body gets, as external leaves are stripped away. If reduced to less than 1/2 its maximum hit points, a cabbage leshy becomes Tiny, reducing its space and reach, adjusting the size bonuses to attack rolls, AC, CMB, CMD, and skills, and reducing the damage of its slam attack to 1d4. If its hit points are restored to more than 1/2 its maximum, the cabbage leshy returns to its normal size.

Growing a Cabbage Leshy

Pompous, self-important cabbage leshys are grown in fields and farms, and tend to gravitate towards such locations, although some do prefer to live in the wild.

CL 5th; **Price** 7,500 gp

RITUAL REQUIREMENTS

Knowledge (nature) 5 ranks, Spellcraft 5 ranks; **Spells** *stinking cloud*, *summon nature's ally II*

Leshy, Corn

This tall, childlike creature resembles an ear of corn, with sinewy, vine-like limbs.

CORN LESHY CR 3

XP 800

N Small plant (leshy, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +4, **Will** +0

Immune electricity, plant traits, sonic

Weaknesses fire vulnerability

OFFENSE

Speed 30 ft.

Melee slam +5 (1d4+1)

Ranged kernel +7 (1 plus grease)

Special Attacks explode

Special Abilities (CL 3rd; concentration +4)

Constant—*pass without trace*

STATISTICS

Str 13, **Dex** 16, **Con** 16, **Int** 8, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 16

Feats Improved Initiative, Power Attack

Skills Perception +6, Stealth +7 (+11 in plains), Survival –1 (+3 in plains); **Racial Modifiers** +4 Stealth and Survival in plains

Languages Druidic, Sylvan; plantspeech (corn stalks)

SQ change shape (corn stalk; *tree shape*), verdant burst

ECOLOGY

Environment any

Organization solitary, row (2–12), or field (13–36)

Treasure standard

SPECIAL ABILITIES

Explode (Ex): A corn leshy that suffers at least 5 points of fire damage from a single source must succeed on a DC 15 Fortitude save or instantly explode in a shower of bursting kernels, which deals 4d6 points of bludgeoning damage each creature within 20 feet of the corn leshy (Reflex DC 15 halves this damage). Additionally, the ground in the area of the burst becomes slick and oily, as though affected by a *grease* spell. This destroys the corn leshy. The Reflex saving throw DC is Constitution-based

Grease (Ex): A creature hit by a corn leshy's kernel attack is splashed with grease and oil. It must succeed on a DC 15 Reflex save or have any object it is holding coated in grease, as though with the *grease* spell. This grease lasts indefinitely until the item can be cleaned.

Growing a Corn Leshy

Corn leshys are grown in fields, and often serve as guardians of a farm or similar area.

CL 5th; **Price** 5,000 gp

RITUAL REQUIREMENTS

Knowledge (nature) 5 ranks, Spellcraft 5 ranks; **Spells** *grease*, *summon nature's ally II*

Leshy, Corrupted

The vibrant colors of this lotus-like creature seem to be dulled and muted, as though it were a sickly, pale shadow of its true self. Its childlike countenance seems to hold an unnatural malevolence.

CORRUPTED LOTUS LESHY

CR 6

Pathfinder Roleplaying Game: Bestiary 5

XP 2,400

NE Small plant (leshy, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +14

Aura tranquility (20 ft., DC 17, 10 rounds)

DEFENSE

AC 23, touch 19, flat-footed 19 (+3 Dex, +1 dodge, +4 Wis, +4 natural, +1 size)

hp 59 (7d8+28)

Fort +9, **Ref** +5, **Will** +6

Defensive Abilities negative energy adapted; **Immune** electricity, plant traits, sonic

OFFENSE

Speed 30 ft.; *lily pad stride*

Melee slam +8 (1d4 plus corruptive touch)

Ranged seed spray +9 (1d3 nonlethal/x3 plus dream pollen and corruptive touch)

Special Attacks corruptive touch, dream pollen, haunting laugh, seed spray, shriveling burst

Spell-Like Abilities (CL 14th, concentration +18)

Constant—*lily pad stride*^{APG}, *pass without trace*

STATISTICS

Str 10, **Dex** 17, **Con** 18, **Int** 16, **Wis** 19, **Cha** 19

Base Atk +5; **CMB** +4; **CMD** 22

Feats Dodge, Improved Initiative, Skill Focus (Knowledge [religion]), Weapon Finesse

Skills Diplomacy +11, Heal +11, Intimidate +12, Knowledge (religion) +13, Perception +14, Sense Motive +11, Stealth +7 (+11 in aquatic terrain), Survival +0 (+4 in aquatic terrain);

Racial Modifiers +8 Intimidate, +4 Stealth in aquatic terrain, +4 Survival in aquatic terrain

Languages Common, Druidic, Sylvan; plantspeech (lotuses)

SQ change shape (small lotus flower; *tree shape*), plant step (lotus flowers), soul harbor

ECOLOGY

Environment warm lakes or ponds

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Tranquility (Su): A lotus leshy exudes a calming aura within a 20-foot radius, which functions as calm emotions (Will DC 15 negates). A creature that succeeds at the save is immune to that leshy's aura for 24 hours. The save DC is Charisma-based.

Dream Pollen (Ex): A lotus leshy can expel pollen in a 15-foot cone. All creatures within the cone (as well as those who take damage from seed spray) must succeed at a DC 16 Will save or fall asleep for 1d4 rounds. The save DC is Constitution-based.

Seed Spray (Ex): A lotus leshy can shoot several of its seeds at targets within 30 feet. It can shoot up to 6 seeds as a standard action, dividing the seeds as it chooses among targets in range. Each seed deals 1d3 points of nonlethal damage. The leshy rolls a single attack roll to determine the accuracy of all of the seeds in the spray. The attack has a $\times 3$ critical multiplier, and the leshy makes only one roll to confirm a critical threat.

Creating a Corrupted Leshy

"Corrupted leshy" is an inherited template that can be added to any leshy (referred to hereafter as the base creature). A corrupted leshy uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature +1.

AL: Any evil.

Armor Class: Natural armor improves by +2.

Defensive Abilities: The corrupted leshy gains the following defensive ability.

Negative Energy Adapted (Su): The corrupted leshy is treated as an undead creature for the purposes of determining whether it is harmed or healed by positive and negative energy. Additionally, the corrupted leshy is treated as both a plant creature and an undead creature for the purposes of abilities that affect such creatures differently.

Special Attacks: The corrupted leshy gains the following special attacks. Save DCs are equal to 10 + 1/2 the corrupted leshy's Hit Dice + the corrupted leshy's Charisma modifier, unless otherwise noted.

Corruptive Touch (Su): The corrupted leshy's very touch is anathema to living things. Each of its natural attacks deals an additional 1d8 points of negative energy damage to living creatures. Additionally, a creature that suffers negative energy damage in this way must succeed on a Fortitude save or be sickened for 1 minute.

Haunting Laugh (Ex): The corrupted leshy can unleash a torrent of unnerving, child-like laughter as a move action. Each intelligent creature within 60 feet (those with an Intelligence score of 3 or higher) that can hear the corrupted leshy must succeed on a Will save or be shaken for 1 minute. Whether a creature succeeds or fails on its saving throw, it is immune to that corrupted leshy's haunting laugh for 24 hours thereafter.

Shriveling Burst (Su): When slain, a corrupted leshy explodes not with fertile energy, but with withering and corrupting energy. All creatures within 30 feet of the slain corrupted leshy suffer an amount of negative energy damage equal to 1d6 per two Hit Dice the corrupted leshy possessed. A successful Will save halves this damage. Plant creatures instead

suffer 1d8 points of damage per two Hit Dice, and suffer a -4 penalty on their saving throws. At the GM's discretion, this burst may also wither or even kill non-creature plants in the area.

Special Qualities: The corrupted leshy loses the verdant burst special quality, and gains the following special qualities.

Plant Step (Sp): The corrupted leshy can disappear into one plant and emerge from another plant of the same type within 1,000 feet. The corrupted leshy can use this ability to travel only through plants of the same kind as itself (with the same limitations as its change shape and plantspeech abilities). The corrupted leshy can use this ability at will, but must wait at least 1 minute between each use of this ability. This otherwise functions as the spell *transport via plants*.

Soul Harbor (Ex): The corrupted leshy is animated by the spirit of a dead creature, nearly always a humanoid child. The corrupted leshy shares all the memories and knowledge that were possessed by the creature whose spirit it harbors. As long as the corrupted leshy is alive, that creature's soul is not considered free to return for the purposes of effects such as *raise dead*. Similarly, its spirit cannot be called or conjured with spells such as *call spirit*^{OA}. Destroying the corrupted leshy frees the spirit that animates it.

Ability Scores: Dex +2, Con +2, Cha +4.

Skills: Corrupted leshys gain a +8 racial bonus on Intimidate checks.

Languages: The corrupted leshy speaks all languages that the creature whose soul it harbors spoke, in addition to any languages the base creature speaks.

Ecology

When a leshy is created, a nature spirit is coaxed into a specially-prepared plant body, animating it and claiming it as its own. In rare circumstances, a different kind of spirit may occupy the plant body instead, resulting in the unfortunate and twisted creatures known as corrupted leshys. Most commonly, this happens by accident, when the wandering spirit of a deceased creature stumbles upon a leshy body and claims it for itself, inhabiting it before any nature spirit can do so. Other times, corrupted leshys are deliberately created for one purpose or another, although this is quite rare, as they are almost universally regarded as abominations and perversions of nature, and even those who do not care about such things find that they prove rather ungrateful to their creators.

Although corrupted leshys house the spirit of a deceased person, it would be a mistake to assume that this means that they are that person. While certain general personality traits do seem to carry over, and the corrupted leshy typically possesses the vast bulk of the memories of the creature whose soul it contains, something about the process of becoming a corrupted leshy warps and twists the spirit, making it more

malevolent, and, in most cases, at least mildly insane. Some scholars postulate that the human soul was not meant to be contained in a plant vessel, and that the spirit must therefore be horribly contorted and twisted, in a metaphorical sense, in order to "fit" within the leshy body. Others believe that the process might be less traumatic on the spirit in question if they were prepared to become leshys, as the vast majority of corrupted leshys are created by accident.

Corrupted leshys have a complex relationship with their kin. Normal leshys are able to immediately sense that there is something wrong with corrupted leshys after only a few moments of interacting with them, and this wrongness makes them very uneasy. However, rather than shun or attack corrupted leshys, most standard leshys will instead try to help their corrupted brethren and find a way to fix their inherent wrongness. This often leads to the corrupted leshy manipulating other leshys into unwittingly doing its bidding, in a relationship that usually takes a heavy toll on the normal leshy. For their part, many corrupted leshys eventually develop genuine feelings for the leshys they dupe into serving as their minions, but this does not result in their relationship becoming any less unhealthy.

Many corrupted leshys find themselves invariably drawn to the people, places, and things that defined the life and death of the person whose soul they carry, and typically this leads only to heartbreak and tragedy.

The exact specifics for how to create a corrupted leshy are particularly obscure and hard to come by, but most scholars believe that in order to do so deliberately, the ritual would likely require either the *animate dead* or *call spirit*^{OA} spell. Some writings suggest that growing a leshy's body on a graveyard or somewhere else that was the site of a number of tragic deaths will greatly increase the chance that the resulting leshy will be corrupted on its own.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradieses of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurler, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Mastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurler, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan MacKlin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurler, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Player Companion: Arcane Anthology © 2016, Paizo Inc.; Authors: Alexander Augunas, Steven T. Helt, and David N. Ross.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Leshynymicon Copyright 2019, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

A Leshy For Every Season!

Everyone's favorite nature spirits are back, and the time is right to play as a leshy. This book builds on the vine leshy race from *Ultimate Wilderness*, dramatically expanding the options available for leshy characters with over 50 new feats that grant a wide variety of new and exciting abilities, allowing you to mimic the powers of all kinds of leshies from various *Pathfinder Bestiaries*, as well as brand new abilities that grant a variety of plant- and nature-themed powers. In addition, the new leshy plantwarden base class provides even more powers and abilities for leshies that devote themselves to the protection and cultivation of nature. Finally, this book presents a handful of new leshies that can serve as friends or foes to player characters.



*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE