

The LeShay (Medium Size Fey)

Level	Hit Dice	Base Attack Bonus	Base Saves Slow/Fast	Skill Points	CR	Feats	Ability Boosts	Special
1	1d6	+0	+0/+2	(6 + Int mod) x4	1	1	+2 cha	leShay weapons (simple), elf traits
2	2d6	+1	+0/+3	6 + Int mod	2	b	+2 dex	Natural armor, Immunities (lesser)
3	3d6	+1	+1/+3	6 + Int mod	3	1	+2 cha	Two-Weapon fighting (basic)
4	4d6	+2	+1/+4	6 + Int mod	4	–	+2 dex	Lesser leShay Powers (1/day)
5	5d6	+2	+1/+4	6 + Int mod	5	–	+2 con	Fast healing, DR (5/+1)
6	6d6	+3	+2/+5	6 + Int mod	6	1	+2 dex, +2 wis	Fast draw (move-equivalent)
7	7d6	+3	+2/+5	6 + Int mod	7	b	+2 str	Weapon enhancements
8	8d6	+4	+2/+6	6 + Int mod	7	–	+2 con, +2 cha	leShay weapons (martial), DR (10/+2)
9	9d6	+4	+3/+6	6 + Int mod	8	1	+2 dex, +2 int	Lesser leShay Powers (3/day)
10	10d6	+5	+3/+7	6 + Int mod	9	–	+2 cha	Defensive insight, spell resistance
11	11d6	+5	+3/+7	6 + Int mod	10	–	+2 con, +2 int	Gaze (10 ft.), DR (15/+3)
12	12d6	+6/+1	+4/+8	6 + Int mod	11	1+b	+2 dex, +2 cha	LeShay Powers (1/day)
13	13d6	+6/+1	+4/+8	6 + Int mod	12	–	+2 str	Fast draw (free), Immunities (greater)
14	14d6	+7/+2	+4/+9	6 + Int mod	13	–	+2 con, +2 int	Lesser leShay Powers (5/day)
15	15d6	+7/+2	+5/+9	6 + Int mod	14	1	+2 dex	leShay weapons (exotic), DR (20/+4)
16	16d6	+8/+3	+5/+10	6 + Int mod	14	–	+2 wis	Greater leShay Powers (1/day)
17	17d6	+8/+3	+5/+10	6 + Int mod	15	b	+2 cha	LeShay Powers (3/day)
18	18d6	+9/+4	+6/+11	6 + Int mod	16	1	+2 int	Two-Weapon fighting (superior)
19	19d6	+9/+4	+6/+11	6 + Int mod	17	–	+2 dex	Lesser leShay Powers (at will)
20	20d6	+10/+5	+6/+12	6 + Int mod	18	–	+2 cha	Greater LeShay Powers (3/day)
21	23d6	+11/+6/+1	+7/+13	18 + Int mod	19	1	+6 dex, +2 str	Blood of the Ancient Fey, DR (20/+5)
22	25d6	+12/+7/+2	+8/+14	12 + Int mod	20	1+b	+4 con, +4 int	LeShay Powers (5/day)
23	28d6	+14/+9/+4	+9/+16	18 + Int mod	21	1	+6 cha, +2 wis	Gaze (15 ft.)
24	30d6	+15/+10/+5	+10/+17	12 + Int mod	21	1	+4 con, +4 int	Greater LeShay Powers (5/day)
25	33d6	+16/+11/+6/+1	+11/+18	18 + Int mod	22	1	+6 dex, +2 str	DR (20/+6)
26	35d6	+17/+12/+7/+2	+11/+19	12 + Int mod	23	b	+4 con, +2 int	Immunities (superior)
27	38d6	+19/+14/+9/+4	+12/+21	18 + Int mod	24	–	+6 cha, +4 wis	Gaze (20 ft.)
28	40d6	+20/+15/+10/+5	+13/+22	12 + Int mod	25	1	+4 con, +2 int	DR (25/+6)
29	43d6	+21/+16/+11/+6	+14/+23	18 + Int mod	26	1+b	+6 dex, +2 str	LeShay Powers (at will)
30	45d6	+22/+17/+12/+7	+15/+24	12 + Int mod	27	1	+2 con, +2 int	DR (30/+7)
31	48d6	+24/+19/+14/+9	+16/+26	18 + Int mod	28	1	+6 cha, +2 wis	Gaze (30 ft.)
32	50d6	+25/+20/+15/+10	+16/+27	12 + Int mod	28	b	+2 dex, +4 cha	Greater LeShay Powers (at will)

Elf Traits: as per ELH; immune to magic sleep spells and effects; +2 racial bonus to Will saves vs. enchantment; low-light vision; free Search check within 5 ft. of secret door; Martial Weapon Proficiencies (bows, longsword and rapier); +2 racial bonus on Listen, Spot and Search.

Defensive Insight: A leShay gains an inherent insight bonus to AC equal to his CR minus 8 (maximum of +20 by 19th level).

Damage Reduction: At 5th, the leShay gains damage reduction 5/+1. This improves to 10/+2 at 8th level, 15/+3 at 11th level, 20/+4 at 15th level, 20/+5 at 21st level, 20/+6 at 25th level, 25/+6 at 28th level and 30/+7 at 30th.

Spell Resistance: At 10th level, a leShay gains spell resistance equal to her CR +14 (maximum of 42).

Natural Armor: A leShay gains natural armor equal to half his CR, round down (maximum of +5 natural armor at 11th level).

Fast Healing: A leShay has Fast Healing equal to his leShay HD divided by 5, rounded down (maximum of 10 by 32nd level).

Immunities: At 2nd level, the leShay gains a +4 racial bonus to saves vs. poisons and diseases. This improves to +8 at 13th level. At 26th level, the leShay gains complete immunity to poisons and diseases.

Saves: The leShay's Fort save uses the "slow" progression, while her Ref and Will saves use the "fast" progression.

LeShay Weapons (Su): A leShay can manifest two personal melee weapons that she manifests from her own life essence. The weapon can change form as she shifts from one weapon class to another weapon class (such as from a dagger to a club). When not in combat, the weapons simply do not exist, but leShay can "draw" their weapons from nowhere as a standard action (this improves to move-equivalent and eventually free action with the Fast Draw ability). At 1st level, she can manifest any simple weapon. At 8th level, she can manifest any martial weapon type. At 15th level, she can manifest any exotic weapon type. Regardless of the weapon size, leShay weapons are considered light weapons in terms of feats, such as Weapon Finesse. However, leShay cannot manifest and wield a weapon of large size or bigger in one hand without the appropriate feats (such as Monkey Grip). She may also take feats for "leShay weapons" such as Weapon Focus, Weapon Finesse, Improved Critical, etc. These feats apply to any weapon the leShay manifests, regardless of the type or size. Treat leShay Weapons like the Soulnife's mind-blade in terms of sustaining it within an *antimagic field*.

Fast Draw: A leShay "draws" (manifests) her leShay weapons as a standard action at 1st level. At 6th level, this improves to "drawing" her weapons as a move-equivalent action, and eventually as a free action at 13th level. This also applies to how fast she can "change" a set of two already manifested weapons into two other

types of weapons (such as changing from two light picks to two longswords).

Weapon Enhancements: At 7th level, the leShay can now imbue **each** her leShay Weapons with magic enhancements equal to her leShay HD divided by 3, round down (maximum of +15 enhancements). She can mix and match an enhancement bonus (though there needs to be at least a +1 enhancement) with any other melee weapon magical special abilities (such as Ghost Touch, Holy, Bane, Keen, Defending, etc.). Thus, a 15th level leShay (maximum Weapon Enhancements of +5) could manifest two +1 *brilliant energy bastard swords*, or two +4 *defending dwarven waraxes*. These two weapons need not be the same type of enhancements (thus, she could have one +1 *brilliant energy bastard sword*, and one +4 *defending dwarven waraxe*).

Two-Weapon Fighting: A 3rd level leShay acts “as if” she has the Two-Weapon Fighting and Ambidexterity feats, but only while she is not wearing armor or using a shield. At 18th level, the leShay gains the EX ability of Superior Two-Weapon Fighting, which treats her LeShay Weapons as extensions of her own body. Thus, she does not take an attack or damage penalty for attacking with these two weapons (though she would suffer penalties while using weapons other than the ones she manifests). Using magic items, such as *bracers of armor* or *ring of force shield*, does not count as wearing armor or using a shield for the purposes of gaining these virtual feats.

Gaze (Su): All creatures in the range indicated (10 ft. at 11th, 15 ft. at 23rd, 20 ft. at 27th and 30 ft. at 31st level) who meet the gaze of a leShay become affected as if by *charm monster*. A Will save (DC = leShay's HD + 3, maximum of 53 at 32nd level) negates the effect. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. A leShay can actively gaze as an attack action by choosing a target within range, who must then attempt a saving throw. LeShay are immune to their own gaze. The leShay cannot turn this ability “off” without the Narrowed Gaze feat (Savage Species, pg.37), which allows her to avoid accidentally affecting friends with her gaze.

Blood of the Ancient Fey: At 21st level, the leShay gains more than 1 HD per level, as the remnant power of a once-great race courses through their veins. These HD still count as normal HD in all ways, including for calculating HP. Thus, a 32nd level leShay (50 HD) with a Con score of 36 (+13) would have 50d6+650 HP.

Feats: A number “1” in this column is the standard one feat per 3 HD (a leShay gains 16 of these across 50 HD). A “b” in this column represents a single bonus feat acquired at this level (a leShay gains 8 total bonus feats across the 32 levels). A “1+b” indicates that the leShay

gains one standard feat and one bonus feat at that level. Epic feats may be chosen starting at 21st level. Bonus feats are select from the following list: Alertness, Blind-fight, Cleave, Combat casting, Combat reflexes, Dodge, Endurance, Expertise, Great cleave, Improved critical (leshay weapon), Improved initiative, Iron will, Mobility, Power attack, Quick draw, Spring attack, Sunder, Toughness, Weapon finesse (leshay weapon), Weapon focus (leshay weapon), Whirlwind attack; and after 21st level, these bonus feats may also be selected: Blinding speed (epic), Polyglot (epic), Spell Stowaway (epic)

Ability Boosts: Over the course of the 32 levels, the leShay gains +10 str, +34 dex, +26 con, +22 int, +12 wis, +36 cha. To maintain balance in lower levels, the leShay only gains the following by 20th level: +4 str, +14 dex, +8 con, +8 int, +4 wis, +14 cha. This equals a total of 52 points of ability boosts by 20th level, which is the same total as a 20th level Astral Deva (per Savage Species, Table A-54).

Skill Points: The ELH leShay had 197 skill points after subtracting ability modifiers, synergy modifiers, Alertness feat and racial modifiers. This comes out to 3.72 skill points per HD, or 6.16 skill points per level over 32 levels, or 5.63 skill points per level across 32 levels including a x4 at 1st level. However, Savage Species (Table 2-1) grants Fey (6 + Int mod) per level, which is what I went with for this progression. If you find this getting out of hand, the DM can simply rule that the leShay gains a flat 20 skill points at 1st level, and a flat 5 or 6 additional skill points every level thereafter up to 32nd. This will approximate the leShay as presented in the ELH.

Class Skills: Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (local), Knowledge (nature), Listen, Move Silently, Search, Speak Language, Spot

Spell-Like Abilities: All leShay spell-like abilities (lesser leshay powers, leshay powers and greater leshay powers) are cast as if the leShay were a caster level equal to her CR (maximum of 28th caster level). The save DC is equal to (10 + Cha modifier + spell level). The number of times per day these powers can be used is listed in the table above.

Lesser leShay Powers: (1/day at 4th, 3/day at 9th, 5/day at 14th and “at will” by 19th levels) – alter self, detect thoughts, displacement, knock, speak with plants, water breathing

LeShay Powers: (1/day at 12th, 3/day at 17th, 5/day at 22nd, and “at will” at 29th levels) – greater dispelling, heal, improved invisibility

Greater leShay Powers: (1/day at 16th, 3/day at 20th, 5/day at 24th, and “at will” at 32nd levels) – freedom, spell turning, teleport without error