

# LESHAY

**Source:** 3e *Epic Level Handbook*.

The leshay are a mysterious race of fey humanoids of exceptional power. They dwell in the deepest, most forbidding realms of the Feywild, emerging only rarely in order to carry out inscrutable missions. Leshay disdain all of the Fey Courts and acknowledge no authority save their own.

Leshay are ageless and perish only if killed. The oldest leshay are truly ancient, possibly dating to the first days of the Feywild. It is thought that leshay no longer reproduce, and thus there are only a finite number of them remaining in the multiverse. It is known that there are at least three generations of them; they thus probably once bred. The youngest known leshay are still dozens of thousands of years old.

**Progenitor Fey:** The eldest and wisest of the sages of the Feywild assert that the leshay are the progenitor race of many of the fey races that exist today. The evidence to support this is scant and often in extremely remote areas of the Feywild; the theory is disavowed by all of the Fey Courts, but eladrin, elven and Drow scholars all agree that their three races all descend from leshay ancestors.

**The Immaculate Villages:** Though the enigmatic leshay rarely speak of their homelands, they do occasionally refer to villages nestled with perfect harmony into the wilds of the deep Feywild. No non-leshay is known to have visited any of these villages, but the leshay refer to them as “immaculate” and have found every settlement established by other creatures to be filthy garbage pits (and are not shy about voicing their opinions).

**Leshay Weapons:** Leshay create their weapons by manifesting them from their own life essence. When a leshay is defeated or disarmed, its weapons vanish and it can re-manifest them immediately. (This is a free action.)

## Leshay Hunter

Medium fey humanoid

**HP** 262; **Bloodied** 131

**AC** 43; **Fortitude** 38; **Reflex** 43; **Will** 41

**Speed** 9

**Immune** disease

## Level 29 Skirmisher

XP 15,000

**Initiative** +26

**Perception** +27

Lowlight vision

## STANDARD ACTIONS

**(mbasic) Longsword (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 2d8+10 damage.

**(rbasic) Longbow (weapon) \* At Will**

*Attack:* Ranged 40 (one creature); +34 vs. AC.

*Hit:* 2d10+8 damage.

**Hunter's Attack \* At Will**

*Effect:* The leshay hunter makes a basic attack, shifts up to its speed, then makes another basic attack. One of these basic attacks must be a ranged attack and the other must be a melee attack.

**Focused Attack \* At Will**

*Attack:* Melee 1 or ranged 40 (the hunter's quarry); +34 vs. Reflex.

*Hit:* 6d8+10 damage.

**Heart Shot \* Encounter**

*Attack:* Ranged 40 (the hunter's quarry); +32 vs. Fortitude.

*Hit:* If the target is not bloodied and has at least 40 hit points, it is reduced to 1 hit point. Otherwise, the target is reduced to 0 hit points and must immediately roll three death saves.

## MINOR ACTIONS

**Designate Quarry \* At Will**

*Effect:* The leshay hunter designates one creature that it can see as its quarry until the quarry dies or until the end of the encounter. The hunter ignores cover and concealment, including total concealment and invisibility, when targeting its quarry.

**(close) Beguiling Gaze (charm) \* Recharge 6**

*Attack:* Close blast 3 (one creature in blast); +32 vs. Will.

*Hit:* The target cannot make attacks that include the hunter as a target (save ends). The leshay hunter then shifts up to 2 squares.

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**Skills** Nature +26

**Str** 26    **Dex** 30    **Wis** 27

**Con** 22    **Int** 25    **Cha** 25

**Alignment** unaligned

**Languages** Elven

**Equipment** leather armor

## Leshay Tempest Warrior

## Level 29 Soldier

Medium fey humanoid

XP 15,000

**HP** 262; **Bloodied** 131

**Initiative** +26

**AC** 45; **Fortitude** 38; **Reflex** 43; **Will** 41

**Perception** +25

**Speed** 9

Lowlight vision

**Immune** disease

### TRAITS

**Whirlwind of Blades** \* **Aura** 1

Enemies in the aura cannot shift or make ranged attacks.

### STANDARD ACTIONS

**(mbasic) Bastard Sword** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 2d8+10 damage.

**Tempest Attack** \* **At Will**

*Effect:* The tempest warrior uses *bastard sword* twice.

### MINOR ACTIONS

**(close) Beguiling Gaze** (charm) \* **Recharge** 6

*Attack:* Close blast 3 (each creature in blast); +32 vs. Will.

*Hit:* The target grants combat advantage (save ends).

### TRIGGERED ACTIONS

**(melee) Ignore Me At Your Peril** (weapon) \* **At Will**

*Trigger:* An adjacent enemy makes an attack that does not include the leshay tempest warrior as a target.

*Effect (Opportunity Action):* The tempest warrior uses *bastard sword* against the triggering opponent, gaining a +2 bonus to the attack and a +10 bonus to damage.

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**Skills** Nature +25

**Str** 27    **Dex** 30    **Wis** 24

**Con** 22    **Int** 25    **Cha** 25

**Alignment** unaligned

**Languages** Elven

**Equipment** leather armor

## Elder Leshay Stag Warrior

## Level 30 Skirmisher

Medium fey humanoid

XP 19,000

**HP** 268; **Bloodied** 134

**Initiative** +25

**AC** 44; **Fortitude** 42; **Reflex** 42; **Will** 42

**Perception** +30

**Speed** 9

Lowlight vision

**Immune** immobilized, slow

### STANDARD ACTIONS

**(mbasic) Longspear** (weapon) \* **At Will**

*Requirement:* The leshay may not be in stag form.

*Attack:* Melee 2 (one creature); +35 vs. AC.

*Hit:* 3d10+22 damage, and the leshay pushes the target 1 square.

**(mbasic) Antlers \* At Will**

*Requirement:* The leshay must be in stag form.

*Attack:* Melee 1 (one creature); +35 vs. AC.

*Hit:* 4d12+12 damage.

**(melee) Fury of Nature \* Recharges** when first bloodied

*Attack:* Melee 1 (stag form) or 2 (humanoid form); +35 vs. AC.

*Hit:* 6d10+15 damage and the target is stunned (save ends).

## MOVE ACTIONS

**Stag Form (polymorph) \* At Will**

*Effect:* The leshay polymorphs into a medium sized stag with a large rack of antlers and shifts up to 6 squares. While in stag form, its speed increases to 12, it gains a +2 bonus to defenses against opportunity attacks and it gains a +2 bonus to saving throws. The leshay remains in stag form until it spends another move action to change back.

**Fey Step (teleportation) \* Recharges** when the leshay enters or leaves *stag form*

*Effect:* The leshay teleports up to 6 squares.

## MINOR ACTIONS

**(close) Beguiling Gaze (charm) \* Recharge 6**

*Attack:* Close blast 3 (each creature in blast); +32 vs. Will.

*Hit:* The leshay slides the target up to 6 squares and the target is dazed (save ends).

*Miss:* The target is dazed until the end of the leshay's next turn.

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**Skills** Nature +29

**Str** 26    **Dex** 27    **Wis** 30

**Con** 20    **Int** 22    **Cha** 25

**Alignment** unaligned

**Languages** Elven

**Equipment** leather armor