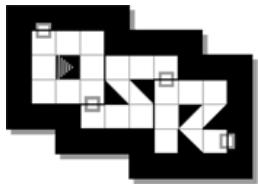


Leprechauns for Basic era Games

by timothy s. branigan



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Leprechauns for Basic era Games

Leprechauns are small humanoids that live in the same general areas as do elves. While elves prefer the open spaces, Leprechauns live underground in elaborate burrows. They share many similarities with halflings and gnomes but are more closely related to pixies, faeries, and distantly elves.

The typical Leprechaun stands 3' to 3½' tall, and weighs about 50-55 lbs; About the same size as a Halfling. Females are slightly smaller and lighter than the males. Their skin color ranges from tan to a pale, if pinkish hue. Their hair is typically any shade or red though some are darker. Their eyes can be any shade of green. Leprechaun males typically have long beards the same color as their hair. Leprechauns wear natural fibers with quite a bit of green in them, though they decorate their clothes with intricate stitching or fine jewelry. Leprechauns reach adulthood at about age 40, and they live about 400 years, though some can live almost to 600 years.

A Leprechaun character must have a score of 9 or higher in both Charisma and Dexterity. Leprechauns are similar to Elves in terms of play, they can act as fighters (though not as good as true fighters or Dwarves) and can cast spells as do Magic-Users, though they are limited to the Enchantment school.

Leprechauns are inherently magical, many excel in areas of enchantment and other magic, and most all Leprechauns know at least a little magic. Adventuring Leprechauns can cast wizard spells as indicated below.

Leprechauns tend to be Neutral in alignment, but quite a few are Lawful. Chaotic leprechauns are known as *Fear Deargs*. These leprechauns are of sour temper and typically wear red.

Prime Requisite: A Leprechaun has two Prime Requisites: Charisma and Dexterity. If either of these Ability scores is 13 or greater the character gains a 5% bonus to Experience Points earned every adventure. If both scores are 13 or greater, then the XP bonus is 10%.

Weapons and Armor: Leprechauns may use any weapon, but it needs to "sized" to fit them. Typically any weapon sized for a Halfling character. Leprechauns may not use "two-handed" handed weapons such as two-handed swords, long bows, battle axes, and other larger weapons.

Leprechauns may wear any armor, but most prefer "natural" armor such as leather or hide. Leprechauns may use any magic item that is useable by Magic-Users and any magic weapon.

Special Abilities

A Leprechaun has a number combat advantages, due to its size and familiarity with the various terrain.

Combat: Leprechauns use a combination of melee weapons and magic in combat situations. All Leprechauns gain the following bonuses when in combat.

-2 bonus to Armor Class when attacked by creatures larger than man-sized.
+1 bonus to initiative rolls.

Luck: The greatest power of a Leprechaun is its "Luck". Once per day the Leprechaun can effect one die roll with luck. This has the effect of giving the roll an automatic +1. This feature must be used before the roll is made, but it can be used on any roll. As a leprechaun increases in levels, he may use a spell slot to convert spell levels to luck. So a 4th level spell can be converted to +4 on a roll. The points have

to be used at one time, no splitting them up among different rolls.

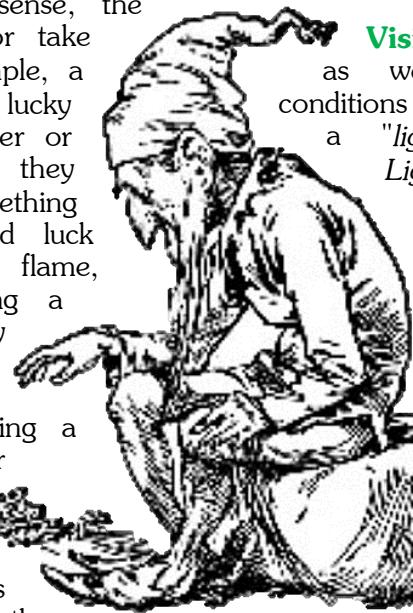
Superstitions: This is considered to be the other side of their luck ability. To have good luck, the leprechaun has to observe some superstitions. While they might seem to be harmless or even non-sense, the leprechaun must follow them or take steps to avoid them. For example, a leprechaun will typically carry a lucky charm, such as a four-leaf clover or rabbit's foot, for every level they have gained. If they do something that would normally cause bad luck (lighting three on a single flame, walking under a ladder, letting a black cat cross their path) they must use their luck item or do a small ritual to "break the curse". This could include putting a lucky copper piece in their shoe, kissing a "blarney" rock, whistling a song backward, or any number of other small rituals. Failing to perform this ritual right away will result in the loss of one point of good luck.

Hiding: Leprechauns are difficult to spot. In their natural habitat, dense wooded areas, low hill lands and natural (not man-made) underground formations a Leprechaun can only be detected 25% of the time (GM rolls). In man-made dungeons this increases to 35%. The Leprechaun must remain still and not be carrying any type of light.

Táinte (Leprechaun's Gold): There is a legend that leprechaun's guard a pot of gold. There is some truth to this. If someone were to beat a leprechaun in some form of personal challenge (cards, drinking, or being found when they would rather stay hidden) the leprechaun is obliged to grant the winner a gold coin. This coin will grant

the winner a single +1 to any roll. This luck comes from the leprechaun's own pool of luck for the day.

Languages: In addition to the common and alignment languages Leprechauns may also speak Leprechaun, elf, gnome and goblin.



Vision: A Leprechaun can see twice as well as a human in low-light conditions (starlight, moonlight, torchlight and a "light" spell, but not "*Continual Light*").

Spells: As mentioned above, Leprechauns can use Magic-User spells like an elf. They favor Enchantment and Charm spells. Leprechauns cannot use necromancy.

Advancement

Leprechauns may advance only to 9th level "*Tighearnán*" (male) or "*Tuilelaith*" (female). This is balanced by the Leprechaun's magical ability and their ability to also fight better than the same level magic-user. At 9th level, a Leprechaun may settle in the area and attract other Leprechauns to form a clan, or gather their family together for a clan as its Chieftain. In any case, there will only be a small gathering of immediate family and some close relations. Leprechauns are so spread out though they immediately assume any other leprechaun they meet must be related and refer to each other as "cousins."

Leprechauns are known as "solitary faeries." This makes them great candidates for an adventuring race. They will settle down in an area, but there must not be any other faerie species in the area, especially pixies, and other "trooping faeries". Leprechauns and Pixies have an uneasy truce.

Leprechaun EXPERIENCE TABLE

Level	Title	XP	Hit Die	1	2	3	4	5
1	Nuacht	0	1d6	1				
2	Laoch/Laochra	3,000	2d6	2				
3	Gaischoch	6,000	3d6	2	1			
4	Curadh	12,000	4d6	2	2			
5	Marcach	25,000	5d6	2	2	1		
6	Máistir	50,000	6d6	3	2	2		
7	Oifigeach	110,000	7d6	3	2	2	1	
8	Myrghléas	220,000	8d6	3	3	2	2	
9	Tighearnán/Tuilelaith	400,000	9d6	3	3	2	2	1

Leprechaun SAVING THROWS

Level	1-3	4-6	7-9
Death Ray or Poison	12	10	8
Magic Wands	13	11	9
Paralysis or Turn to Stone	13	11	9
Dragon Breath	15	12	9
Rods, Staffs and Spells	15	12	9

Leprechauns can also use the same attack to hit rolls as do fighters, dwarves, elves and Halflings.

CHARACTER HIT ROLLS (on 1d20)

Level	Target's	Armor	Class	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Leprechauns				10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
1-3				8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	22
4-6				6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	21	22

"An té nach bhfuil láidir, ní folaír dó bheith glic."

- He who is not strong must be clever.

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