

Leprechauns

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For use with The Hero's Journey Fantasy Roleplaying



OS4003



Leprechauns

FOR THE HERO'S JOURNEY

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.

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

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. The hair of a leprechaun 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 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.

Leprechauns get along with most races as a general rule but tend to keep all but the family at arm's length. Most get along fine with halflings, seeing them as something akin to more civilized, if somewhat lazy, cousins. They find dwarves humorless, elves too haughty, and humans as too greedy. For a leprechaun, a hot hearth, warm bed, and a good meal are worth more than any gold. They value gold, but it is something they can come by easily.

Leprechauns are inherently magical, many excel in areas of enchantment and other magic, and most all Leprechauns know at least a little magic.

Weapons and Armor: Leprechauns may use any weapon, but it needs to "sized" to fit them. Typically any weapon sized for a Halfling character will be suitable for a Leprechaun. 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.

Luck: Leprechauns typically have some of the highest Luck scores in a group. To maintain this luck, they must follow some superstitions as indicated below.

Leprechaun Attributes

Strength	2d6+2
Dexterity	2d6+4
Constitution	2d6+1
Intelligence	3d6
Willpower	2d6+4
Charisma	2d6+4
Appearance	3d6
Luck	2d6+6

hair. Leprechauns generally wear hair. Leprechauns generally wear decorate their clothes with intricate

Leprechaun Classes

Acrobat	-
Barbarian	3
Bard	8
Cavalier	-
Cleric	3
Druid	8
Duelist	-
Fighter	4
Jester	4
Monk	-
Paladin	-
Thief	7
Witch*	6
Wizard	5

* Witches to be detailed on a future supplement

Combat: All Leprechauns gain the following bonuses when in combat due their small size. They get a -2 (+2) bonus to Armor Class when attacked by creatures man-size or larger. They also gain a +1 bonus to initiative 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, densely 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 light.

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").

Advancement

At maximum level for any class, 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.

"An cé nach bhfuil láidir, ní foláir dó bheith slíic."

- He who is not strong must be clever.

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