

GATEWAY TO



ADVENTURE

The Leprechaun



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

The Leprechaun



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Introduction

I was working on our 2021 *Zine Quest 3* offering, *The Child Thieves* when I was struck with a need and desire to put out something as a surprise for St. Patrick's Day this year. I decided to offer a leprechaun class, as they are characters I have enjoyed in gaming from games such as *Talisman* to *Tunnels & Trolls*. In the 1990s I even tailored a leprechaun for my friend Rick to play during our time playing *AD&D 2nd Edition*. Needless to say, they have long been a part of my gaming. The creature, coming from Irish folklore seemed to be an appropriate offering for a St. Patrick's Day release.

What you now have is my take on the leprechaun as both a new class and as an advanced race. The text within presumes that you are using, or at least have access to *Old-School Essentials Advanced Fantasy*, as many of the spells on the Leprechaun Spell List come from the Druid and Illusionist spell lists. If you do not have access to these spells but still want to use the class, feel free to replace them with spells from *Old-School Essentials Classic Fantasy*. Whatever the case, I hope you enjoy this work.

Ryan Thompson

March 14th, 2021



Leprechaun



About Leprechauns

Leprechauns are magical demihumans that stand between 2' and 3' tall. Most have red hair and pale complexions. Leprechauns are a long lived people. They are tricksters who enjoy drink, music and mirth to excess.

Leprechauns are industrious folk and make excellent crafters. Chief among their crafts is cobbling. A pair of shoes made by a leprechaun is a true treasure, especially if enchanted.

Often, leprechauns will live apart from others due to a misconception among humans that if a leprechaun is caught they will either deliver their captor to a great treasure, or else grant a wish.

Leprechaun: Advanced Race

Requirements: Minimum INT 9, minimum DEX 9, minimum CHA 9, maximum STR 13
Ability Modifiers: -1 STR, +1 DEX

Languages: Alignment, Common, Dwarvish, Goblin, Gnomish, Kobold, Leprechaun

Leprechaun's are magical demihumans typically red haired and standing 2'-3' tall. They tend to be tricksters and crafters who enjoy mirth and strong drink. Leprechaun's are a long lived people, aging similarly to dwarves.

Maximum Level By Class

- **Bard:** 10th
- **Druid:** 10th
- **Fighter:** 8th
- **Illusionist:** 10th
- **Magic-user:** 8th
- **Thief:** 12th

Awareness

Leprechauns are only surprised on a roll of 1. This may mean that a leprechaun may be able to act in the surprise round while their companions are surprised.

Combat

Armor must be tailored to a leprechaun's small size. Likewise leprechauns can only use weapons appropriate for their stature.

Illusion

Leprechauns can create minor visual and audial illusions once per day per character level. The exact nature is at the discretion of the referee.

Invisibility

Leprechauns can turn invisible three times per day as the spell *Invisibility*, but this only works if no one is looking at them.

Luck

Once per day a leprechaun may re-roll any die roll. If a leprechaun is bested by a person; being caught, beaten at a game etc. the leprechaun must give the person a coin that bestows this ability to the recipient. Only one coin per person may ever be given and may only be used once.

Magic Resistance

Leprechauns are naturally resistant to magic, gaining a bonus to saving throws versus spells and magic wands, rods and staves. This bonus is dependent upon the leprechaun's CON score:

- **6 or lower:** No bonus
- **7-10:** +2
- **11-14:** +3
- **15-17:** +4
- **18:** +5

Polymorph Objects

Once per day per 2 levels a leprechaun can turn non-living objects into another object of similar size. 1 item at level 2, 2 items at level 4 etc. This does not affect magic items.

Leprechaun

Requirements: minimum INT 13, minimum DEX 9, minimum CHA 9, maximum STR 13
Prime Requisite: DEX

Hit Dice: 1d4

Maximum Level: 8

Armor: Any, including shields

Weapons: Any

Languages: Alignment, Common, Dwarvish, Goblin, Gnomish, Kobold, Leprechaun

Leprechaun's are magical demihumans typically red haired and standing 2'-3' tall. They tend to be tricksters and crafters who enjoy mirth and strong drink. Leprechauns are a very long lived people, aging similarly to dwarves.

Awareness

Leprechauns are only surprised on a roll of 1. This may mean that a leprechaun may be able to act in the surprise round while their companions are surprised.

Combat

Leprechauns can use all types of armor and shields, but it must be tailored to their size. They can use any weapon appropriate to their size (as determined by the referee.) They cannot use long bows or two-handed weapons.

Defensive Bonus

Due to their small size, leprechauns gain a +2 bonus to Armor Class when attacked by large opponents (greater than human-sized.)

Illusion

Leprechauns can create minor visual and audial illusions once per day per character level. The exact nature is at the discretion of the referee.

Invisibility

Leprechauns can turn invisible twice times per day as the spell *Invisibility*, but this only works if no one is looking at them.

Luck

Once per day a leprechaun may re-roll any die roll. If a leprechaun is bested by a person; being caught, beaten at a game etc. the leprechaun must give the person a coin that bestows this ability to the recipient. Only one coin per person may ever be given and may only be used once.

Polymorph Objects

Once per day per 2 levels a leprechaun can turn non-living objects into another object of similar size. 1 item may be polymorphed at level 2, 2 items at level 4, 3 items at level 6 and 4 items at level 8. This does not affect magic items.

Spontaneous Arcane Magic

See Magic in *Old-School Essentials* for full details on arcane magic. Note that the spell casting ability of leprechauns is natural and not studious. They may not perform magical research or perform rituals, p if Appendix N Entertainment's ritual magic rules are being used. They may, however aid in magical rituals.

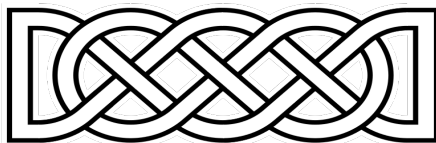
Spontaneous spell casting: Unlike magic-users, a leprechaun does not record or memorize spells. While a magic-user learns and uses magic, leprechauns are a part of magic. They can call upon any spell that they know at will a certain number of times per day. Leprechauns learn a fixed number of spells per level and cannot gain more through study, even if the *Advanced Fantasy* rules for spell books and learning spells are being used. The number of spells a leprechaun knows is located in the *Spells Known* chart (opposite). The number of spells a leprechaun can cast per day is located in the *Spells Per Day* chart (opposite).

Leprechaun Level Progression				Saving Throws					Spells Known			
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4
1	0	1d4	19[0]	8	9	10	14	11	1	-	-	-
2	3,000	2d4	19[0]	8	9	10	14	11	2	-	-	-
3	6,000	3d4	19[0]	8	9	10	14	11	2	1	-	-
4	12,000	4d4	19[0]	8	9	10	14	11	3	1	-	-
5	24,000	5d4	19[0]	8	9	10	14	11	3	2	-	-
6	48,000	6d4	17[+2]	6	7	8	11	9	3	2	1	-
7	96,000	7d4	17[+2]	6	7	8	11	9	3	2	2	1
8	192,800	8d4	17[+2]	6	7	8	11	9	3	3	2	2

Leprechaun Spells Per Day				
Level	1	2	3	4
1	1	-	-	-
2	2	-	-	-
3	3	1	-	-
4	3	2	-	-
5	4	2	-	-
6	4	2	1	-
7	4	3	1	1
8	4	3	2	1



D: Death/poison; **W:** Wands;
P: Paralysis/petrify; **B:** Breath attacks;
S: Spells/rods/staves



Using Magic Items: Due to their nature as magical creatures leprechauns may use any magical item, of appropriate size, that is not specifically for divine spell casters.

Theft

Leprechauns have a 1-in-4 chance of pick pocketing an item from a creature that they approach from behind, or while invisible. If the leprechaun is attempting to steal a particular item there is a 2-in-6 chance that they pick pocket the correct item.

After Reaching 8th Level

A leprechaun has the option of establishing an underground or woodland stronghold that will attract other leprechauns.

A leprechaun stronghold can only be found by other leprechauns, fey creatures or by magical means (scrying etc.)

Leprechaun rulers may hire members of other races as retainers and specialists, but soldiers and mercenaries must be leprechauns.

Leprechaun Spell List

1st Level

1. Auditory Illusion*
2. Charm Person
3. Dancing Lights*
4. Detect Danger*
5. Detect Illusion*
6. Detect Magic
7. Faerie Fire*
8. Glamour*
9. Read Magic
10. Sleep

2nd Level

1. Blur*
2. Detect Invisible
3. False Aura*
4. Invisibility
5. Knock
6. Magic Mouth*
7. Mirror Image
8. Obscuring Mist*
9. Phantasmal Force
10. Warp Wood*

3rd Level

1. Blacklight*
2. Dispel Illusion*
3. Dispel Magic
4. Fear*
5. Hallucinatory Terrain*
6. Improved Phantasmal Force*
7. Invisibility 10' Radius
8. Rope Trick*
9. Tree Shape*
10. Wizard Lock

4th Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Emotion*
5. Improved Invisibility*
6. Massmorph
7. Polymorph Others
8. Polymorph Self
9. Rainbow Pattern*
10. Veil of Abandonment*



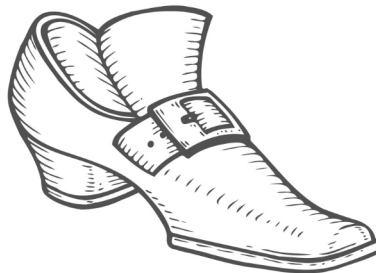
*Only appears in *Old-School Essentials*
Advanced Fantasy

Appendix A: New Magic Item

Shoes of the Leprechaun

A pair of well crafted shoes that aid the wearer in magic and trickery when worn.

- **Spell slots:** An arcane caster gains one additional spell slot per day of any level spell they know.
- **Thief skills:** All thief skills gain a 10% bonus.
- **Invisibility:** May become invisible once per day as the magic-user spell.



Appendix B: Monsters

Leprechaun

Diminutive (2' tall) magical humanoids who delight in mischief and theft. Dwell in lush, green lands.

AC 7 [12], HD 1/2* (2hp), Att None, THAC0 19 [0], MV 150' (50'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 6, NA 1 (1d20), TT F

Surprise: Acute hearing prevents surprise. Always surprise others, if invisible.

Magic resistance: +4 to saving throws.

Magic powers: Usable without limit:

a. **Illusion:** Visual and audial. No concentration required. Remains until touched or dispelled.

b. **Invisibility:** In combat: cannot be attacked in the first round; in subsequent rounds, may be attacked at -2 to hit (locatable by faint shadows).

c. **Polymorph objects:** Turn a non-living object into another object of similar size.

d. **Ventriloquism:** Throw voice 60'.

Theft: Sneak up on PCs, snatch valuable objects, and run away. 1-in-4 chance per round of dropping object if chased.

Hoard: If captured, will use trickery to avoid revealing location of hoard.

Wine: Their love of wine may be used to outwit them.



Appendix N

In the same manner that the co-creator of the original game once supplied a list of reading material that was inspirational to the creation of the game, under the heading “Appendix N,” so will the products of Appendix N Entertainment. This inspirational appendix will help to give our readers and players a glimpse into the creative process, possibly exposing them to something new that they might enjoy, and as with the original Appendix N, may help to give a better understanding of our games and adventures. Unlike the original Appendix N, ours features all manner of influential media.

Inspirational Writing:

- W.B. Yeats: *Fairy and Folk Tales of the Irish Peasantry*
- D.R. McAnnally: *Irish Wonders*
- Nancy Arrowsmith: *A Field Guide to the Little People*

Film:

- *Darby O’Gill and the Little People* (Disney, 1959)
- *The Magical Legend of the Leprechauns* (NBC, 1999)

Music:

- The Chieftans: *Ballad of the Irish Horse, The Long Black Veil*
- Clannad: *Banba, Dúlaman, Legend, Macalla*
- The Dropkick Murphys: *Signed and Sealed in Blood, The Warrior’s Code*
- Gaelic Storm: *Cabbage, How Are We Getting Home?, Tree*
- Jeff Johnson & Brian Dunning: *Music of Celtic Legends: The Bard and the Warrior, Patrick*
- Jon Mark: *Land of Merlin, The Standing Stones of Callanish*



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