

ASTONISHING RACES

Leprechaun **Revised!**



Astonishing Races

Leprechaun

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Astonishing Races: Leprechaun gives the leprechaun a full-racial review and expansion, emulating the style of the “Core Races” as detailed in books like the *Pathfinder Roleplaying Game: Advanced Race Guide* and others.

Astonishing Races: Leprechaun aims to give players of the lovable, gnome-like tricksters immersive, world-neutral materials and support for almost any kind of play. Included are new and expanded options for alternate racial traits and a leprechaun-blooded gnome, favored class options for all the base, core, hybrid, and occult classes, and 3 racial archetypes. The book also has new racial rules for leprechaun equipment, feats, traits, magic items, spells and more!

So if you’ve ever wanted to play a wishcrafting weefolk, a gold-lusting fey with a crock of leprechaun gold, or are just feeling lucky, ***Astonishing Races: Leprechaun*** is the book for you!

Leprechaun

Leprechauns are small, fun-loving tricksters with pointed ears, green eyes, and a wicked grin, occasionally being mistaken for peculiar-looking gnomes or even halflings. They are most commonly found in forests and share the close connection with nature that is possessed by most fey creatures. Leprechauns love playing tricks on unknowing passersby—almost as much as they love a fine bottle of wine and a plateful of hot food in their bellies. They often steal something of worth from people just to have something to do. Despite this, they are not inherently greedy creatures, and most often will eventually drop what they’ve stolen, slipping away while their angry pursuers claim the lost property. The exception to this is anything gold (even just in color)—leprechauns love gold and often hoard it in secret, hidden places, though even the mere sight of large amounts

of gold seems to take possession of a leprechaun’s mind and soul. Leprechauns prefer not to kill other creatures unless the ones attacking them are malicious or known enemies of the forest or fey. They often use their powers to befuddle and annoy evil folk, tricking creatures such as goblins and orcs into thinking a forest is haunted. When caught or cornered, leprechauns rely on their penchant for speaking in riddles, made more difficult because most leprechauns will switch between Common, Sylvan, and any other languages they know to help the words flow together better.

Physical Description: The typical leprechaun could be easily confused for a gnome if not for a few key characteristics they all seem to have. For one, a beard on a leprechaun seems to be almost automatic as they all seem to possess them. Said beard is always full and fanciful, with interesting pattern or design that highlight a face that is a little too round or a little too pointed to be mere gnome. Additionally, no leprechauns with a female gender have ever been known to exist. These two traits stem from a fact of all leprechauns, they are not a “natural race” in the traditional sense, instead they have “sprung out” from the Realm of the Fey into the world whole cloth.

While other creatures of Material Plane are born, leprechauns are instead “formed” as they seem to just appear fully formed into the world. Numerous theory as to how and why this is exist, from the idea that the leprechauns are just a type of fey still able to cross over (and back in the Realm of the Fey some kind of ‘true homeland’ still exists), while others claim that leprechauns are more spirit than mortal, and they are in fact either the embodiment of humanoid greed made incarnate, or even possibly mortal souls too greedy in life to move on from this world to the next but not evil enough for punishment beyond. Whatever the reason, leprechauns are seeming “born” into the world as middle aged men with a full beard fully formed personality. The magical nature of this life is reiterated every morning as a leprechaun that shaves

his beard or cuts his hair drastically always awakens from a nights rest with their full beard and normal hair — something many leprechaun use to their advantage for temporary disguises. Another common belief (at least among some gnomes) is that leprechauns are in fact gnomes that were too tainted by the Plane of Shadow to become “mortals” and instead are trapped in a cycle of rebirth and everlife that fey of the Realm of the Fey have enjoyed since time immemorial.

Society: While it is spoken of that “once upon a time” a mass exodus of leprechauns all left the Realm of the Fey at the same time, carrying with them a hoard of golden trinkets, leprechauns in general have become fairly private folk. Some (especially gnomes, whom share the closest bonds with the leprechaun) claim that these exiles aren’t always self-imposed as old men with a wicked sense of humor and lack of concern for time (as leprechauns are not known to ever die from the ravages of aging, but instead remain evergreen even as truly ancient creatures) are hard people to get along with. Additionally, many leprechauns say that their own sense of humors rarely match any of their kith or kin, and that eternity stretches on much too long to make many close friendships with even mortals like the long-lived dwarves, gnomes, and elves. As perpetual hermits, each leprechaun is a society unto himself, and they are known to be interested in as vast an array of interest as any others, seeming to use habits

and norms collected piecemeal from those they have experienced.

Relations: Leprechauns are antagonistic with almost all other races, though they mean to be playfully so with most humanoid. The gnomes are the sole group that seems to have embraced the leprechauns in general, going so far as to have even rare couplings

and relationships with gnomes and leprechauns especially female gnomes with leprechaun males. While rare as gold, a few of these pairs can produce offspring (see the blessed gnome racial variant below). A very few gnomes fear leprechaun lovers, as it is erroneously believed that lying with a leprechaun is either how a gnome is turned to a spriggan or that the children born from these couplings are spriggan. Few others are “in on the jokes” of the lepre-



chauns, as dwarves, humans, and elves are considered too stuck up and halflings too laidback. Goblins, orcs, and similar races typically see leprechauns as either just funny looking gnomes, or just another fey — neither of whom they are typically friends with.

Alignment and Religion: While a leprechaun can be any alignment or follow any religion, they tend toward being such spirits of chaos and mayhem that some claim they are antithesis to “law and order.”

Additionally, while their magics cover illusion, many realize that the leprechauns have a strong connection to the Plane of Shadow, which many feel “taints” what passes for a soul in a leprechaun. These same scholars are likely the ones to point out how even a Lawful Good leprechaun can see that it is ok to pull “harmless pranks” or claim they’re not “stealing” gold, merely reclaiming it or removing it from the hands of unworthy that would do ill with it. The leprechauns hold no gods sacred themselves, and in fact many seem almost sacrosanct of even those beings held holy by other fey. This is often considered to be possibly related to the idea that leprechauns have been cursed by the gods or cast out by them from the Realm of Fey, until some great task is completed or collective repentance paid. The rare leprechaun cleric is as likely to express they’re in it for personal gain as much as enlightenment when pushed on why they’ve joined a religion and thus those more welcoming to such thinking are more likely to find a leprechaun in their ranks.

Adventurers: While it takes only a day for a leprechaun’s physical form to take shape, and thus they’re born adults, they are not born with experience. As such, most leprechauns seek out adventure to learn about the world and to gain some personal skills and mastery. After all, the fastest route to a hoard of golden nuggets all your own is to go out adventuring for some, and as such it’s not uncommon for “youngling” leprechauns to be found in the company of other mortals. These leprechauns in fact often choose to let people labor under the assumption they are in fact gnomes, going so far as to give elaborate tales of being from far off holms or places.

Language and Names: Unlike many fey, leprechaun tend to speak common, even among themselves or other fey. While this is a point often taken for granted, though, leprechauns can and do speak sylvan, albeit with their own special slang mixed in. More than one of their fellow fairfolk has foolishly commented to a companion about a leprechaun in

Tales and Rhymes of Ol’ Codger

While a shared history is at best something of the ancient past for leprechauns, there are things that recur throughout all leprechauns tales, poems, and songs. One example is the popular character of “Ol’ Codger” and his many sad stories. While his name is often changed (likely to help with rhyming schemes), most leprechauns when pressed will point out that Ol’ Codger is in fact a real person, the longest living leprechaun of them all. Many of the tales of woe about Ol’ Codger are in fact ruminations on endless life, and how to “survive” the mental trauma of the passing of eons of time. By the time you are seeing your third millennium dawn, you’d likely be drinking and making merry but a gruff and tough old man too, as the saying goes among themselves. Then again, most leprechauns also like to joke that Ol’ Codger is grim because he knows why all the female-leprechaun are gone!

their native tongue, having assumed they were too dumb to understand them when in fact leprechauns seem to just prefer the common speech. When questioned on it, most claim it’s that it is easier to lie in the common tongue than in sylvan, though

Many people also assume leprechauns have entirely foolish names like “Sniffles Tweedbottom” or “Sneaky Greentooth.” The truth is, these are at best alias leprechauns love to develop, at worse just outright lies. Many a leprechaun seems to delight in developing a reputation by some ridiculous name, if for no other reason than hear people warn off travelers from entering the forest where “Twitchy Short-legs” is said to live.

Names: Beamish, Crawford, Donegal, Guinness, Kilkenny, Murphy, and Smithwick

Random Starting Ages

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
1 day	+1d4 years	+1d6 years	+2d6 years

¹ This category includes barbarians, kineticists, medium, oracles, rogues, sorcerers, and spiritualists.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, psychics, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, mesmerists, monks, occultists, and wizards.

Growing Older

Middle Age ¹	Old ²	Venerable ³	Maximum Age
500 years	1,000 years	2,000 years	Unlimited

¹ At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

² At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

³ At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	2 ft. 10 in.	+2d4 in.	30 lbs.	+(2d4 x1 lbs.)

Alternate Racial Traits

The following racial traits may be selected instead of existing leprechaun racial traits. Consult your game-master before selecting any of these new options.

Luck of the Isles: Not all the wee'folk have the power to cast forth the magic within them, others have it manifest as being unusually lucky. These leprechauns gain a +1 luck bonus on all saving throws, ability checks, and skill checks and doubles any luck bonuses gained from other sources like a *luckstone*. In addition, a leprechaun with this trait qualifies to take any racial feat that is based around luck, normally reserved for being a special race like human or halfling. They must still meet any other prerequisites for taking such a feat. This racial trait replaces the Leprechaun Magic and Leprechaun Tricks racial traits.

Gold Lust: Even among other leprechauns, your lust for gold is exceptional. You gain a +8 racial bonus to Appraise checks when assessing the gold piece value of any item, and +4 racial bonus to any Craft or Profession checks made in relation to gold items. This racial trait replaces the Observant Thieves racial trait.

Humble Cobbler: Too often do your fellow leprechauns get caught up in merry-making and tomfoolery. You have a much more sensible head on your shoulders and are willing to work for an honest day's wage. You gain a +8 racial bonus to any Craft or Profession check, and a +2 morale bonus to all saving throws. You are also immune to all forms of leprechaun gold fever (see below). Most often these leprechauns have a love for the making and repairing of shoes, but any Craft or Profession can be chosen. This racial trait replaces the Leprechaun Tricks and Observant Thieves racial trait.

LEPRECHAUN RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Strength (0 RP): Leprechauns are agile and clever, but lack physical might.

Fey (2 RP): Leprechauns are fey with the leprechaun subtype.

Small (0 RP): Leprechauns are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Leprechauns have a space of 5 feet by 5 feet and a reach of 5 feet.

Fast (1 RP) Leprechauns have a base speed of 40 feet.

Low-Light Vision (Fey) In dim light, leprechauns can see twice as far as humans.

Cudgel (2 RP): Leprechauns treat any wooden club or quarterstaff like weapons that they wield as if under the effects of a constant *shillelagh* spell.

Cold Iron Allergy (Ex) (1 RP): Leprechauns gain DR 2/cold iron. Even the mere touch of cold iron to their skins causes many leprechauns to break out in hives (Fort DC 5 negates, no mechanical effect just cosmetic).

Little Folk Spell Resistance (Su) (2 RP): Leprechauns gain spell resistance equal to 6 + their character level.

Leprechaun Magic (Sp) (2 RP): When a leprechaun casts any spell or uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the gamemaster's discretion), the spell or spell-like ability resolves at twice the normal caster level. If a leprechaun casts any spell or uses any of its spell-like abilities in this manner, it has a bonus +4 on all concentration checks.

Leprechaun Tricks (Sp) (2 RP): Leprechauns with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sounds*, *mage hand*, *prestidigitation*, and *ventriloquism*. The caster level for these effects is equal to the user's level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Charisma modifier.

Observant Thieves (2 RP): Leprechauns are naturally wary and pickpockets, always on the lookout for marks to steal from them. Leprechauns gain a +8 racial bonus on Perception and +4 racial bonus on Sleight of Hand checks.

Languages (0 RP): Leprechauns begin play speaking Common and Sylvan. Leprechauns with high Intelligence scores can choose from the following languages: Draconic, Dwarven, Elven, Giant, Gnome, Halfling, and Orc.

TOTAL RACIAL POINTS: 14

While more powerful than all of the Core Races, the leprechaun as a race presented above is more similar to Featured Races and Uncommon Races found in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

Wish Granting: Legend abounds of how poor farmers returned sacred gold to a leprechaun and were granted a *wish*. While this is merely a story for most leprechauns with only a nugget of truth (see *lost leprechaun gold* below), certain members of the race retain a natural ability for wish-granting to mortals able to give these leprechauns enough gold. Once in a humanoid creature's lifetime, a creature may enter into a bargain with a wish granting leprechaun by giving them 50,000 gps worth of gold in a solid nugget. The leprechaun granting the *wish* casts the spell with a caster level of 17 using as if they were a Charisma caster, and the gold used for this spell turns into *leprechaun coins* (see below). This racial trait replaces the Leprechaun Magic and Leprechaun Tricks racial traits.

The Blessed (Gnome Race Variant)

The rare leprechaun+gnome pairing will lead to a viable offspring. Known as "The Blessed," these rare gnomes seem to have been born with "luck on their side." Though not terribly common, these gnomes have a slightly different set of racial traits than the norm. They also gain access to magics of the leprechaun and count as both leprechauns and gnomes for all feats or other prerequisites. Even rarer blessed are said to possess alternate racial traits of the leprechauns.

The blessed are welcomed in gnome communities, though most also expect to find "their father in them," a phrase implying that the blessed are expected to be more mischievous and 'difficult' than other gnomes to raise and love.

THE BLESSED RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Strength: The blessed share the gnome's physically weak but surprisingly hardy bodies, and naturally agreeable attitude.

Small: The blessed are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: The blessed have a base speed of 20 feet.

Low-Light Vision: The blessed can see twice as far as humans in conditions of dim light.



Leprechaun Blood: The blessed are humanoids that gain both the gnome and leprechaun subtypes, and count as both gnomes and leprechauns for any effects related to race.

Leprechaun Magic (Sp): When one of the blessed casts any spell or uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the gamemaster's discretion), the spell or spell-like ability resolves at twice the normal caster level. If a blessed casts any spell or uses any of its spell-like abilities in this manner, it has a bonus +4 on all concentration checks.

Leprechaun Tricks (Sp): Blessed with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sounds*, *mage hand*, *prestidigitation*, and *ventriloquism*. The caster level for these effects is equal to the user's level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Charisma modifier.

Illusion Resistance: The blessed gain a +2 racial saving throw bonus against illusion spells and effects.

Blessed: The blessed get their name by being uncommonly lucky, even compared to halflings. Blessed gain a +2 racial bonus on all saving throws.

Weapon Familiarity: The blessed treat any weapon with the word "gnome" in its name as a martial weapon.

Languages: The blessed begin play speaking Common, Gnome, and Sylvan. Blessed with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Favored Class Options

The following options are available to all leprechaun who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: More than one leprechaun's love of gold has sent them seeking the philosopher's stone. *As a favored class, add +1/2 to the number of bombs per day the alchemist can create..*

Arcanist: Leprechaun are natural spellcasters, and it is entirely common for those with the discipline to study magic to also find ways to tap their natural talents. *As a favored class, add 1/6 to the number of points the arcanist gains in her arcane reservoir each day.*

Barbarian: Leprechauns often adopt the customs of those they live near, and in savage lands, some leprechauns give into the their ageless rage. *As a favored class, add a +1/2 bonus to the barbarian's trap sense.*

Bard: Leprechauns are natural musicians, poets, and performers of all arts. *As a favored class, add +1 to the bard's total number of bardic performance rounds per day.*

Bloodrager: Leprechauns have magic in their veins, and many hold a kind of passion that goes from "good natured pranks" to a channeled rage. *As a favored class, add 1/4 to the bloodrager's effective class level when determining the power of her bloodrager bloodline powers..*

Brawler: Every leprechaun is a pugilist with a few drinks in the, but some take the matter more seriously. *As a favored class, increase the number of times per day the brawler can use martial flexibility by 1/4.*

Cavalier: People always laugh at the “idea” of a leprechaun cavalier, until they’re being harried down by one in a forest. *As a favored class, add +1 to the cavalier’s mounted base speed. In combat this has no effect unless the cavalier has selected this reward five times (or another increment of five). If the cavalier ever replaces his mount, the new mount gains this bonus to its speed.*

Cleric: Some leprechauns find faith or solace in religion, and cleric is a natural space for that. *As a favored class, add +1/2 to the cleric’s channeled energy total when healing creatures of the animal, fey, and plant types.*

Druid: The most likely of faiths to be followed by any leprechaun is the green paths of the druid. *As a favored class, the druid gains energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by +1 (maximum 10 for any one type).*

Fighter: Haven’t you ever heard of the “fighting leprechaun?” *As a favored class, add +1 to the fighter’s CMD when resisting a dirty trick or steal attempt.*

Gunslinger: Ever interested in the new inventions of the “bigguns,” many a leprechaun has begun to play with blackpowder in lands where it is commonly found, after all, think of all the new pranks to play! *As a favored class, The gunslinger reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).*

Hunter: Leprechauns with martial inclinations do well following the path of the hunter. *As a favored class, add DR 1/magic to the hunter’s animal companion. Each time the hunter gains another level, the DR increases by 1/2 (maximum DR 10/magic). If the hunter replaces her animal companion, the new companion gains this damage reduction.*

Inquisitor: Possibly the rarest class for a leprechaun, remember that those that convert to a faith or find it later in life are the most likely to take it to the extreme. *As a favored class, add a +1 bonus on concentration checks when casting inquisitor spells.*

Investigator: Leprechauns are well-known for having an inquisitive nature, and as such, many choose this path. *As a favored class, add one extract formula from the investigator’s list to his formula book. This formula must be at least 1 formula level below the highest level the investigator can create.*

Kineticist: Some claim leprechauns are spirits of nature first and foremost, the elementally connected kineticists seem to be exploring said connection. *As a favored class, gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against creatures with the elemental subtype matching the kineticist’s primary element.*

Magus: When magic courses in your blood, but you have a martial bent, the magus is a natural choice for leprechauns. *As a favored class, add one of the following weapon special abilities to the list of weapon special abilities the magus may add to his weapon using his arcane pool: defending, ghost touch, merciful, mighty cleaving, vicious; allying, conductive, corrosive, corrosive burst, menacing. Once an ability has been selected with this reward, it cannot be changed.*

Medium: It may seem odd for a race as eternal as the leprechaun to focus on the dead, but how else will a being that lived for 1,000 lifetimes ever visit with friends again? *As a favored class, gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the Astral Plane.*

Mesmerist: Many a leprechaun mesmerist claims they are the ones that taught the other humanoids the

ways of manipulating the mind with simple trickery. *As a favored class, increase the number of mesmerist tricks the mesmerist can use per day by 1/3.*

Monk: If there is one thing you can predict from a leprechaun, it's the unpredictable. Some rare leprechauns seek a balance that few with their chaotic nature would. *As a favored class, add +1 to the monk's Acrobatics check bonus gained by spending a point from his ki pool. A monk must be at least 5th level to select this benefit.*

Occultist: Magic takes many forms, and leprechauns more than some understand the power that items hold. *As a favored class, increase the duration of the occultist's minor figment by 1 minute, and increase the total concealment miss chance from the occultist's distortion resonant power by 2%. This doesn't increase*

the maximum miss chance.

Oracle: You don't choose to become an oracle, the powers that be choose you, and occasionally they have a sense of humor. *As a favored class, add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.*

Paladin: Leprechauns can be disciplined in their pranking, harmless in their traps, and defenders of the innocent. Do all those things, and the gods may well smile on you too. *As a favored class, add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).*

Psychic: Many a leprechaun has wished they could read their mark's thoughts, some have just figured out how. *As a favored class, increase the total number of points in the psychic's phrenic pool by 1/3 point.*



Ranger: A classic choice for the leprechaun that wishes to be both a loner but also a warrior of the woodlands. *As a favored class, add DR 1/magic to the ranger's animal companion. Each additional time the ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the ranger ever replaces his animal companion, the new companion gains this DR.*

Rogue: Even as natural thieves, their real power always lies with a strong connection to magic. Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is

selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Shaman: Leprechauns will answer when the spirits call them. *As a favored class, the shaman gains 1/6 of a new shaman hex.*

Skald: Some leprechauns harbor a kind of rage at their existence, and find music is the only thing to soothe their spirits. *As a favored class, add a +1 bonus on concentration checks when casting skald spells.*

Slayer: Some leprechauns aren't so "playful" in their tricks, and the powers of a slayer help to balance their small size. *As a favored class, the slayer gains 1/6 of a new slayer talent.*

Sorcerer: It's only natural for a race with natural magical talent to be drawn to the sorcerer. Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Spiritualist: When you've had so many loved ones pass, sometimes you just want to hold on. *As a favored class, add 1/6 to the shield bonus granted to the spiritualist while under the effects of either spiritual interference or greater spiritual interference.*

Summoner: Leprechaun summoners always have eidolons that reflect their inner most being. *As a favored class, add +1 hit point to the summoner's eidolon.*

Swashbuckler: When you are already living such a charmed existence, maybe its best to just go with it. *As a favored class, increase the number of times per day the swashbuckler can use charmed life by 1/4.*

Warpriest: Only the inquisitor is a less popular choice for the leprechaun, but odd leprechaun warpriest has been known to exist. *As a favored class, add 1/2 to the result of the warpriest's channeled energy when healing creatures of the animal, fey, and plant types.*

Witch: When you live by yourself in the woods and happen to have magical powers, its not long before someone claims you're a witch — might as well be what they think you are. *As a favored class, the witch gains 1/6 of a new witch hex.*

Wizard: While whimsical is a nature of leprechauns, they can be dedicated students of the kinds of magical powers they are 'born' with in this world. *As a favored class, select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.*

Racial Archetypes

The following racial archetypes are available to leprechauns.

SHENANIGAN (ROGUE ARCHETYPE)

The shenanigan is the trickster and practical joker puller extraordinaire. While almost all leprechauns are known for stealing something from an adventurer or traveler only to have them chase them down, the shenanigan is likely running the person through a number of pre-made traps and has almost no intention of returning the item stolen. The shenanigan gains access to building ranger traps, which can be found in *Pathfinder Roleplaying Game: Ultimate Magic*.

Trapster (Ex): The shenanigan gains the ability make ranger traps as if they took the Learn Ranger Trap feat. Any time you would learn a rogue talent, you can instead learn two new ranger traps. If the shenanigan possess the minor magic rogue talent, he may create supernatural traps as well as extraordinary traps.

This ability replaces uncanny dodge.

Master Trapster (Su): At 8th level, the shenanigan gains the Craft Wondrous Item feat, and he may now craft magical traps with his Craft (Traps) skill, even if he doesn't have access to the necessary spells. Add 5 to the crafting DC for every spell he can't provide, as is normal for crafting magic items. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the shenanigan archetype: convincing lie, cunning trigger, getaway artist, honeyed words, quick trapsmith, major magic, minor magic.

Advanced Talents: The following advanced rogue talents complement the shenanigan archetype: frugal trapsmith, getaway master, hide in plain sight, skill mastery.

SHADOWCASTER (WIZARD ARCHETYPE)

Leprechauns are seen as jovial creatures of the fey, and so few realize they in fact have a powerful connection to the Plane of Shadow, which is reflected in their natural magical abilities with illusions. While other powers come to the forefront when they channel natural powers, others have learned to study their inner shadow and tap it as a font of power.

A shadowcaster has the following class features.

Shadow Spells (Su): At 1st level, a shadowcaster uses his shadow to prepare additional spells. He must spend his entire period of spell preparation in dim illumination to use this ability. He may prepare a number of additional spell levels of spells equal to the level of the highest-level wizard spell he can cast. For example, if he can cast 6th-level wizard spells, he could prepare six 1st-level spells, two 3rd level-spells, or any similar combination that adds up to a total of six spell levels. These spells are stored in his shadow. He can only cast these spells when he is in an area of normal light or dim light. This ability replaces arcane bond.

Shadowsight (Ex): At 5th level, a shadowcaster gains darkvision 60 feet. This ability replaces the shadowcaster's 5th-level wizard bonus feat.

Shadowy Specialization (Ex): At 10th level, when a shadowcaster casts *shades*, *shadow conjuration*, *shadow evocation*, and similar illusion spells that have a listed fraction of the strength of real effects, he increases the percentage of damage caused by the spell's effect or summoned creatures by one-fifth (+20%) against creatures that make their saving throw against the effect, up to a maximum of 100% of the strength. For example, *shadow evocation* and *shadow conjuration* deal 40% normal damage on a successful save instead of 20%. This ability replaces the shadowcaster's 10th-level wizard bonus feat.

WISHCRAFTER (SORCERER)

While the ifrit, those mortal-born descendents of the efreeti genies, would claim sole domain over wishcrafting, many a leprechaun feels the ancient power flow through their veins. Wishcrafters are born with a talent for manipulating reality, but these wishcrafters can only draw upon this power to fulfill the desires of others. A wishcrafter has the following class features.

Prerequisite: To take this class, the leprechaun must possess the wish granting alternate racial trait.

Wishbound Arcana (Su): At 1st level, the wishcrafter can use the wishes of non-fey creatures other than himself in place of the normal verbal components of his spells. A creature can make a wish as a free action at any time, even during the wishcrafter's turn. The wishcrafter must be able to hear and understand a wish in order to use it as a spell component. A spell that doesn't normally have a verbal component gains one when cast using this ability. A wish doesn't need to mention the name of a specific spell, but must describe an outcome that can be accomplished by casting a spell the wishcrafter knows (for example, wishing to be bigger could supply the verbal component for *enlarge person*). A wishcrafter gains a +1 bonus to his caster level when using a creature's wish as a verbal component in this manner, but cannot include himself as a target of such spells. He can be affected by such a spell if it affects an area rather than a target or targets. A wishcrafter is under no compulsion to grant a creature's wish. Once the wishcrafter grants a creature's wish using this ability, he cannot use this ability to grant that creature any further wishes for 24 hours. This ability replaces bloodline arcana.

Expanded Wishcraft: At 3rd level and every 2 levels thereafter, the wishcrafter grows more adept at altering reality to fit the whims of others. He may add an additional spell selected from the sorcerer/wizard spell list to his list of spells known. This spell must be one level lower than the highest-level spell he can cast. A wishcrafter can only use these spells in conjunction with his wishbound arcana ability. For example, if he used this ability to learn *cat's grace*, he can only cast it when another creature wishes for it, and can't cast it on himself because it is a targeted spell. He cannot use these spells to craft or recharge magic items. These bonus spells replace the bloodline spells gained by the sorcerer's bloodline.

Heart's Desire (Su): At 7th level, as a swift action, a wishcrafter can force a single creature within 30 feet to confess its deepest desire. The target receives a Will save to negate this effect (DC 10 + 1/2 the wishcrafter's level + the wishcrafter's Charisma modifier). On a failed save, the creature must immediately wish aloud in a clear voice for something it truly desires, allowing the wishcrafter to activate his wishbound arcana ability if he knows a spell that can fulfill that wish. This is a mind-affecting effect. Regardless of whether the save is successful, a creature cannot be the target of the same wishcrafter's heart's desire ability again for 24 hours. The wishcrafter can use this ability a number of times per day equal to her Charisma bonus. This ability replaces the bloodline bonus feat gained at 7th level.

Twisted Wish (Su): At 13th level, a wishcrafter becomes adept at corrupting wishes to negatively affect the creature that wished them. When a wishcrafter affects a creature with a spell using its wish as a spell component, he may twist the wish, applying a -4 penalty to the creature's saving throws against the spell. The effects of wishes twisted this way are difficult to remove; the DC of caster level checks to dispel them increases by 5. This ability replaces the bloodline bonus feat gained at 13th level.

Perfect Wishcraft (Su): At 19th level, the wishcrafter perfects his ability to manipulate reality. Once per day, he may cast any spell on the sorcerer/wizard spell list as if it were on his list of spells known. Using this ability otherwise has all of the benefits and limitations of the wishbound arcana ability. This ability replaces the bloodline bonus feat gained at 19th level.

New Racial Rules

The following options are available to leprechaun. At the gamemaster's discretion, other appropriate races may make use of these options.

Leprechaun Curse

All leprechauns share a chance to catch a curse known as leprechaun gold fever. Leprechauns exposed to any amount of actual gold (in coin, statues, or even raw ore) equal to twice the current value of all possessions they own risk a chance of being afflicted with this curse. Unlike most curses, once a person is afflicted they can pass this disease on by mere contact with others that are susceptible, even without having seen the gold themselves. This aspect, that leprechaun gold fever can be transmitted so easily, is part of why most are hermits choosing to live far away from other leprechauns.

Leprechaun Gold Fever

Type curse, disease; **Save** Will DC = value of the gold divided by 10,000 gp negates

Effect target becomes obsessed with gold and obtaining it. Treat this as a mind-effect in which the afflicted will attempt to hoard or otherwise collect through any means as much gold or valuable items as they are capable of. This may allow them to lie or con

friends as well as just outright theft too even being willing to kill for gold, depending upon the afflicted's demeanor and style.

Cure leprechaun gold fever can only be cured by successfully casting both *remove curse* and *remove disease* within 1 minute of each other, or by making two consecutive Will saves, which an afflicted creature can make once a day

Leprechaun Equipment

Leprechauns gain access to following equipment.

Four-Leaf Clover: The four-leaf clover holds a special place within leprechaun society, and in addition to granting a leprechaun with a +1 morale bonus to any single check made each day while the possess the clover, they are also able to use four-leaf clovers as material components in any place of any normal components worth less than 1 gold piece and it can also be used as a divine focus as well. Once picked a four-leaf clover is typically fresh and usable for up to 1 week. Clovers can be preserved in various ways, but become fragile and always crumble to dust if older than 1 week and used for anything except decorative purposes.

Leprechaun Feats

BLESSED LEPRECHAUN

Your blood courses with power, granting you greater spell-like abilities.

Prerequisites: Able to use leprechaun spell-like abilities, leprechaun.

Benefit: You may use *prestidigitation* as a spell-like ability at will, and add *invisibility* (self only) and *major image* (visual and auditory elements only) to the spell-like abilities that you may use once each per day. Your caster level is equal to your character level.



BLESSED LEPRECHAUN

SPELL RESISTANCE

You count yourself among the Blessed; you have the spell resistance of all powerful fey.

Prerequisites: Cha 15, Wis 13, Greater Blessed Leprechaun, character level 13th, leprechaun.

Benefit: Your spell resistance is equal to 11 + your character level.

Special: Increase your DR to 5/cold iron.

GREATER BLESSED LEPRECHAUN

You have mastered the lesser spell-like abilities of the leprechaun, being truly blessed.

Prerequisites: Cha 15, Blessed Leprechaun, Improved Blessed Leprechaun, able to use leprechaun spell-like abilities, leprechaun.

Benefit: You may use your *dancing lights*, *ghost sounds*, *invisibility* (self only), *mage hand*, *major image* (visual and auditory elements only), *prestidigitation*, and *ventriloquism* spell-like abilities at will. You may use your *color spray* and *fabricate* (1 cubic foot only) spell-like abilities three times per day. You gain *major creation* as a spell-like ability once per day.

IMPROVED BLESSED LEPRECHAUN

Your magical heritage is more potent than that of your peers, as demonstrated by your superior spell-like abilities.

Prerequisites: Cha 13, Blessed Leprechaun, able to use leprechaun spell-like abilities, leprechaun.

Benefit: You may use your *dancing lights*, *ghost sounds*, *invisibility* (self only), *mage hand*, *major image* (visual and auditory elements only), and *ventriloquism* spell-like abilities three times per day. You gain *color spray* and *fabricate* (1 cubic foot only) as spell-like abilities once per day.

LUCKY LEPRECHAUN

You are unusually lucky, even for a leprechaun.

Prerequisite: Chr 15, leprechaun.

Benefit: You are treated as having the Luck of the Isles racial trait, without having to lose access to your other racial traits. If you already possess the Luck of the Isles racial trait, apply your luck bonus to all rolls you make and increase that bonus by +1 per 5 character levels you possess (maximum +5 at 20th level).

Leprechaun Magic Items

Leprechauns have access to the following magic items.

TREASURE-CROCK (POT) OF GOLD

Price 40,000 gp; **Slot** none; **Aura** moderate conjuration and divination; **CL** 9th; **Weight** 35 lbs.

The common tale about leprechauns is that their treasure-crockpot full of gold can be found at the end of a rainbow. While pure fantasy, many gold-hoarding leprechauns have turned the tale on its head, instead having magically enchanted their common-looking clay pots to project a 30-foot, rainbow-colored beam of light (bright as the *daylight* spell) in the direction of any gold pieces that were in the pot within the past year. The actual distance between the pot and the specific gold piece doesn't matter as long as they are the same plane of existence, the light beam will point in the direction of the gold as if a magnetic needle pointing North. In addition to this effect, a *treasure-crock of gold* functions as a *bag of holding type III*.

CONSTRUCTION REQUIREMENTS

Cost 20,000 gp

Craft Wondrous Item, *clairaudience/clairvoyance*, *secret chest*

LEPRECHAUN COINS

Price special; **Slot** none; **Aura** faint transmutation; **CL** 1th; **Weight** 1 lb.

Appearing as if in every possible way to be gold coins, the fact that these “coins” are nothing more than magically preserved cookie-like pastries can only be discovered if placed within a creature's mouth and bit down into, as if to test their malleability. At this point, the ruse is discovered and all other leprechaun coins within a 20-foot radius revert to their cookie form. Despite no longer being nearly as valuable, the cookies are typically considered quite delicious, though not overly nutritious.

Lots of 50 *leprechaun coins* can be prepared by first baking 50 golden brown cookies (typically costing 1 sp in materials, but requiring access to proper kitchen) which can then be enchanted by having a religious leprechaun cast a modified version of *purify food and drink* on to the cookies. Only 50 cookie-coins can be created with each casting, and once altered to gold form, the coins weight the normal 1 lb. for gold coins.

Alternately, wish granting leprechauns (see alternate racial trait above) seem to magically produce these coins en masse when they grant wishes to creatures. Whether this is an actual transmutation that occurs

with the casting of the spell or merely a bit of sleight of hand by the leprechaun is known only to those rare individuals able to do it.

Leprechaun coins still in gold coin form will be preserved indefinitely, though once bit into, they revert to normal cookies. It is thought that this really may have been just a means of preserving food at one time.

CONSTRUCTION REQUIREMENTS

Cost special

Special, see above.

LOST LEPRECHAUN GOLD

Price 4,000 gp; **Slot** none; **Aura** strong universal; **CL** 15th; **Weight** varies.

In the oldest tales of the leprechauns, it is believed that when they first came to this Realm, they brought with them the original hoard of leprechaun gold. Having crafted each to be a unique piece of art from miniature statues to commemorative coins, the leprechauns gifted these *objects de art* to the mortals they found as a sign of friendship, not realizing that they were only stoking the fires of envy and greed within the mortals, who often saw only the value



of the gold and not it's masterful artwork. Untold numbers of the coins then were melted down and made into holy symbols, golden crowns, and numerous other works of the mortals hands—but the metal has a memory and it calls to all leprechauns to free it and bring it home.

Any gold objects made with even a single *lost leprechaun gold* coin or trinket warms in the lands of a leprechaun, infusing them with a power to grant a single *limited wish* (caster level 15) to any creature that willingly gives the leprechaun the gold object. Once the spell is cast, any gold that composed the gift but didn't come from the original *lost leprechaun gold* melts into a pool, leaving behind the original *object de art*. Some believe that returning enough gold at the same time to a single leprechaun will grant the gift-giver a full casting of *wish*, but no true records of this occurring seem to exist.

In general, leprechauns long for the return of their lost gold, though not all believe in the myth of said gold. Others believe that only the wish-granting leprechauns are able to use this ability, believing they hold within their bloodlines some of the ancestor's talent for goldsmithing.

Some believe the modern leprechaun gold fever to be a curse brought down upon the leprechauns as punishment for having lost the original elder's gold, and it can only be lifted if all the coins are brought back to their original home.

CONSTRUCTION REQUIREMENTS

Cost 2,000 gp

Craft Wondrous Item, *limited wish*

Leprechaun Spells

Leprechauns have access to the following spell.

Fool's Gold

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, M (a single, shiny copper coin)

Range touch

Target one coin

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** Yes

By casting this spell, you are able to touch one copper coin and imbue it with the power to afflict creatures normally unaffected by leprechaun gold fever with that curse. Choose one type and subtype (for instance, humans) that you can afflict with this coin's affliction. To creatures of that type and subtype, the copper coins appears as a perfectly beautiful gold coin. Once touched, a creature of the type and subtype makes a Will save or becomes afflicted with a special form of leprechaun gold fever. Unlike normal leprechaun gold fever, this version can only afflict other creatures of the same type and subtype as specified by the caster and all creatures that become afflicted remain so only for the duration of the original spell.

Random Leprechaun Features

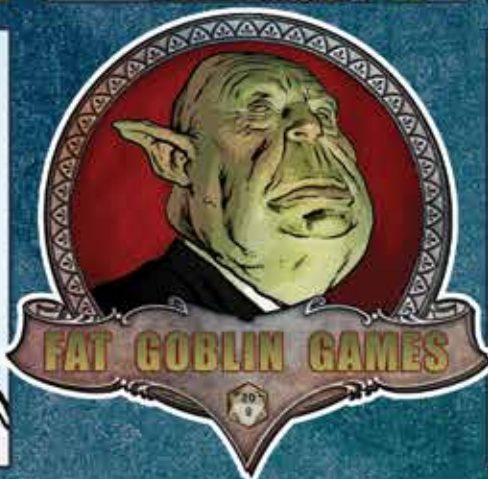
Presented below are random features a leprechaun might possess. None of the following features grant characters any special power in excess of their usual abilities.

d100 Feature

d100	Feature
01-02	Your beard comes in a different color from your hair.
03-04	You will always choose a new kind of alcohol over something you've already had.
05-06	You wear green obsessively.
07-08	Despite what they say, you're actually quite pleasant company to be around.
09-10	Hair and beard glow softly for 1 round after exposure to sunlight.
11-12	You feel a need to explain your jokes to people.
13-14	You have larger canine teeth that show when you smile, adding a wickedness to your grin.
15-16	You're only happy when it rains.
17-18	Your hair and beard looks like gold thread until appraised up close.
19-20	You are more trusting of a person if they wear green clothing.
21-22	If a limerick ain't dirty, it ain't funny.
23-24	You shave your beard daily
25-26	Your skin is freckled.
27-28	You know the difference between a shamrock and clover and will explain it to people.
29-30	You grin when you're angry.
31-32	You believe the blue moon is an auspicious time when they occur.
33-34	You giggle when you are poked.
35-36	You like to drink out of oversized mugs.
37-38	Emeralds are your favorite gemstone.
39-40	You talk to your gold like it was a trusted friend.
41-42	You obsessively use the phrase "Aye, laddy."
43-44	You assume you're the "average height" and everyone else is just too damn big.
45-46	You have a dragon friend, and you share gold-hoarding secrets.
47-48	You consider goats milk a fine delicacy.
49-50	You don't feel comfortable without a cudgel at hand.
51-52	You like rainbows, and they often appear in your songs, poems, or art.
53-54	You slap your knee when you laugh.
55-56	You always wear red on your person.
57-58	You prefer the color of your clothes to clash.

- | | |
|-------|--|
| 59-60 | You're known to dance a jig when you're happy. |
| 61-62 | You use limericks like life lessons when you need guidance. |
| 63-64 | You will do anything for a laugh — anything. |
| 65-66 | Your love of eggs and their "golden surprise" is rivaled only by real gold. |
| 67-68 | You actually prefer silver over gold. |
| 69-70 | You speak in rhyming verse whenever able. |
| 71-72 | It's not that you "have" to have gold all the time, it just you're a better you with it. |
| 73-74 | You have once owned a 5-leaf clover, and hope to find one again. |
| 75-76 | You meticulously care for your footwear. |
| 77-78 | You "are not" a compulsive liar, no sir, not you. |
| 79-80 | You can blow smoke rings like you were a wizard or something! |
| 81-82 | You consider yourself an expert at finding 4-leaf clovers. |
| 83-84 | You often try to befriend halflings, because they "get it." |
| 85-86 | You're 'a ginger' and damn proud of it! |
| 87-88 | You love to make children laugh. |
| 89-90 | You keep a bracelet with your charms, which you feel are lucky. |
| 91-92 | You like to claim "there really are women leprechauns." |
| 93-94 | You only feel "whole" when you're wearing a hat. |
| 95-96 | Your laugh makes dogs and cats cringe. |
| 97-98 | You prefer amber beers over all others, and you really, really care. |
| 99-00 | You're "tired" of leprechaun "stereotypes" and actively work to undermine them. |





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