

Species, Breed: Leprechaun

Type: Not applicable.

Class: Enchanted (Mammal).

Align: Good.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 31 + 1-D30

Number encountered: 1

Experience points: 500 x level.

Characteristics:

Awareness: 100

Charisma: Female: 45, Males: 30

Constitution: 200

Coordination: 130

Dexterity: 80

Intelligence: 40

Mental-Strength: 120

Strength: 40 This creature is not muscular looking.

Wisdom: 40

Movement:

Flying: Can't

Grounded: 45

Swimming: 15

Luck: 600 This creature will have a 50% chance of not losing its next physical turn for using luck.

Oxygen-points: 360

Blood-points: 600

Attack descriptions:

As weapon wielded. A leprechaun will use a weapon from its treasure hoard. It will always use best items within its treasure stash to aid its success.

Defense: 160

Offense: 110

Damage-Points: Roll 1-D100 +4 x2 x level.

Treasure: %Roll needed to have treasure:

Automatically has treasure.

Copper: 1-D100 x 40,000

Bronze: 1-D100 x 20,000

Silver: 1-D100 x 10,000

Electrum: 1-D100 x 5,000

White-gold: 1-D100 x 4,000

Yellow-gold: 1-D100 x 2,000

Black-gold: 1-D100 x 1,000

Treasure item(s):

Common: None.

UnCommon: 1-D20 +5 x5

Rare: 1-D20 +4 x4

Legendary: 1-D20 +3 x3

Note:

The Leprechaun will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

90% chance of having 3-D20 Artifacts

70% chance of having 2-D20 Enchanted Items

60% chance of having 2-D12 Enchanted Armors

60% chance of having 2-D12 Enchanted Weapons

95% chance of having 1-D100 +50 x2 random Gems.

65% chance of having 1-D20 +3 x3 random Special Gems.

80% chance of having 1-D20 x3 Magic Armors

80% chance of having 1-D20 x3 Magic Weapons

40% chance of having 5-D6 Oracles

85% chance of having 1-D100 x2 Other Valuable Items (O.V.I.)

40% chance of having 5-D6 Relics

10% chance of having 1-D4 +1 guardians of its lair. These guardians will be creatures and very close allies and life-long, loyal, friends. G.M.: You decide this creature's social situation, and those who will be within its lair watching over it when the Leprechaun is out thieving.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be an elf in proportions. Many mistake this creature for elves when they initially encounter them.

Eye color: Emerald-green.

Eye shape: Sharply slanted (as an Aldarian elf). The eyes of the females are most captivating and beautiful to look upon.

Hair color: Auburn.

Hair texture: The Leprechaun will only cut his or her hair if it grows past waist length. When thieving, this creature will braid and tie up the hair to keep it from getting in the way.

Height: Female: 5'-2", Male: 5'-8"

Skin color: Beige.

Skin texture: As an Aldarian Elf.

Posture: Avian (like a bird, or relating to the family of birds), Biped (like an animal with two feet), Pinniped (like a marine carnivore that has flippers), Quadruped (like an animal with four feet), Sirenian (like a sea cow),

Weight: Female: 110 lbs., Male: 130 lbs.



Dislikes: Tichin. The Leprechaun, although peaceful and good-natured will become panicked and rash when he or she discovers the presence of the Tichin, for the Tichin prey upon the wealth of the Leprechaun undaunted by the dangers of doing so. As the common rich man dislikes the Leprechaun, so does the Leprechaun dislike the Tichin.

Disposition: Leprechaun are quite the jovial race. They find much pleasure in social dialogue, no matter how fake it may be. They love to play games. When a Leprechaun is encountered roll on the following chart:

%Roll: Specific encounter information:

- 01-02: Another of the same gender will be with the encountered Leprechaun. Probably a brother, close relative, or rarely, a sister come to visit.
- 03-04: He or she will have a 90% chance (11+ roll) of having a "friend" of the opposite gender present.
- 05-95: Leprechaun encountered is alone and out thieving.
- 96: Leprechaun encountered is observing a thief in the action of using his or her abilities.
- 97: Leprechaun is with his or her soul-mate, enjoying their time together. This is when they will both have a penalty of -25 on all awareness-type checks.
- 98: Leprechaun is alone and at home.
- 99: Leprechaun is captured by a creature. Roll a random encounter from the region Leprechaun is encountered within, making sure the encounter rolled could and would be able to capture it.
- 00: Encounter a Female Leprechaun with her infant.

Leprechauns love the thrill of the chase, whether it be social, political, religious, etc. - they love "The Game" as they call it. If things do not go their way, they will attempt to capture and dominate the situation, even to the point of great disruption.

The Leprechaun is not a murderer. In fact they detest death and bloodshed (though they will defend themselves with the use of force if necessary).

Fears: Being encased in a solid material. The Leprechaun is claustrophobic.

Habitat: All regions.

Immunities: Beguile (natural), Breath (does not need oxygen to live), Consciousness (this creature is sleepless), Death (abilities and magics), Disease, Fear, Gases, Magic, Mental-attack, Mind alterations, Pain, Petrification, Poison (all types), Shock, Sickness, Spiritual-attack, Stun.

Life-span: Immortal, though this creature can be slain.

Likes: Treasure in any shape or form. Anyone who gifts a Leprechaun with much treasure will become a friend. Much treasure means . . . MUCH TREASURE (not a little).

Needs: None.

Note: The bounty on a Leprechaun is remarkably high, sometimes fetching a price of up to 10,000 black-gold.

If a Leprechaun sees a thief in action, he or she will watch this thief (usually closely and intently). If impressed by what the Leprechaun sees, it will come to that thief and offer a personal apprenticeship. Usually, the Leprechaun will feel the insatiable need to "better" the thief he or she is observing.

Note: A Leprechaun will NEVER interfere with another thief in the process of thieving. Thieving is sacred and holy to the Leprechaun, and should not be interfered with unless the thief he or she is watching is in danger of failing, or being caught (even then, the Leprechaun will attempt to give unseen aid and support, all the while continuing to observe).

Special Abilities: Ability-Points: This creature has 800 Ability-Points.

Modification-points: The Leprechaun will have modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Note: Remember not to spend modification-points on any Abilities, Divine Favors, or Spells which relate to thieving abilities. See: "Thief" below.

Thief: This creature has ALL thieving abilities with fall under the categories of: Abilities (Adventure), Abilities (Seeker), Divine Favors, or Spells (the Leprechaun can use spells which aid in the success of concealing, hiding, etc.).

Special Defenses: Resistances: This creature has the following resistances:

Acid: Causes only $\frac{1}{2}$ damage, and only has $\frac{1}{2}$ the normal effects (rounded down).

Cold: Causes only $\frac{1}{2}$ damage, and only has $\frac{1}{2}$ the normal effects (rounded down).

Earth: Causes only $\frac{1}{2}$ damage, and only has $\frac{1}{2}$ the normal effects (rounded down).

Electricity: Causes only $\frac{1}{2}$ damage, and only has $\frac{1}{2}$ the normal effects (rounded down).

Enchantment: 50%

Fall: 50%

Fire: Causes only $\frac{1}{2}$ damage, and only has $\frac{1}{2}$ the normal effects (rounded down).

Illusion: 50%

Manipulation (physical): 50%. If physically gripped, tackled, held, etc., there will be a 50% chance of this creature slipping out of it.

Nature: 50%

Paralysis: 50%

Sleep: 50%

Stun: 50%

Tracking: There will be a 50% chance of another failing instantly when attempting to track this creature.

Trap: There will be a 50% chance of another failing instantly when attempting to track this creature.

Water: Causes only $\frac{1}{2}$ damage, and only has $\frac{1}{2}$ the normal effects (rounded down).

Special Offenses: None.

Susceptibilities: Leprechauns have a strong sense of claustrophobia, panicking and losing all wit and charm when captured. They simply lose their heir of calm and control when they know they are captured. However, this does not mean they are not yet sharp-witted and cunning.

This creature is remarkably greedy.

The Leprechaun is naturally susceptible to genuine kindness, often times responding to such actions with returned kindness.

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm.