

# Faery Lore: Leprechauns



## Faery Lore

Faery Lore products present additional information on the faeries, creatures, or places of Brightwood for use with **FAERY'S TALE**, the storytelling game of faery folklore for ages 6 & up.

## Leprechauns

Happy-go-lucky leprechauns are solitary faeries who prefer to avoid contact with mortals and fellow fey alike, suspecting plots to either steal their gold or embroil them in some strenuous adventure or revelry.

Leprechauns, who stand from 6" to 1' tall, have red hair and ruddy expressions. Male leprechauns typically wear full beards. Unlike other faeries, leprechauns dress immaculately in finely tailored clothing, including shirts, jackets, breeches or skirts,

stockings, buckled shoes, and bowler hats. Leprechauns favor clothing in shades of green ranging from the white-green of the inside of an apple to the dark green of pine needles. They often carry walking sticks, called shillelaghs, and speak with Gaelic accents.

These faeries practice luck magic, allowing a leprechaun to grant luck to himself or to others. Leprechauns also can conjure gold, either faery gold (which vanishes in time) used to trick foolish mortals, or true gold, which the faery obsessively protects.

Leprechauns dwell in shallow caves or hollows under living trees, which these comfort-loving faeries outfit with sturdy furniture, soft carpeting, and warm fireplaces.

Leprechauns are generally sedate faeries, preferring to sit by the fire smoking long pipes and sipping drinks than to dance or sport, except when it comes to their gold. Leprechauns hide their precious pots of true gold somewhere near their homes. The next rainbow, however, invariably reveals the location, causing the alarmed leprechaun to spirit the gold away to a new place of concealment.

If a mortal manages to steal a leprechaun's pot of gold, the despondent faery will stop at nothing to get it back, including granting up to three boons to the mortal for its return – but only if he's first tried trickery, threats, and surreptitiously swapping the stolen gold for faery gold.

Despite their love of their own gold, leprechauns are uninterested in other forms of treasure, including "cold gold" -- gold that's been dug out of the ground or panned out of a river, instead of being created cleanly by magic.

Leprechauns have long memories, and often can recognize even distant descendants of long-dead friends or enemies, particularly when it comes to stolen gold.

Far and away dwells a leprechaun king with the power to conjure a rainbow bridge between realms. While allied to Queen Leanan, he tries to avoid entangling his people in the affairs of the Faery Queen and Goblin King.

Fallen leprechauns are clurichauns, who prefer red clothing to green. Clurichauns are greedy and surly, usually found drunk, and almost always willing to fight anyone over imagined provocations. Some clurichauns settle into the cellars of dishonest tavern-keepers or too-worldly priests and monks, stealing their beer or wine by way of a magical straw that can penetrate bottles and casks without leaving a hole. Drunken clurichauns have been known to take wild rides through the moonlight on the backs of sheep or farmers' dogs.

While both leprechauns and clurichauns are protective of true gold, clurichauns are especially greedy, and can sometimes be fooled into jeopardizing their own treasure in schemes to gain more gold.

Leprechauns have names that also are popular for mortals in Ireland, such as Brendan, Connor, Donal, Fergus, Jamie, Patrick (Paddy), Liam, Sean, and Seamus for boys, and Deirdre, Erin, Fiona, Kelly, Maeve, Moira, Roisin (Rose), Shannon, Shauna, and Tara for girls. Some leprechauns take a last name, usually beginning with O', more often indicating a friendship with a now long-dead mortal than a connections to a family or clan with the same name.

## One of the Fey

### Creating Your Leprechaun

Leprechauns are a playable faery type, just like pixies, pookas, sprites, and brownies. Customize your leprechaun by adding 3 points to her base Attribute scores (adding no more than 2 points to any single Attribute), and spending 5 points on individual Gifts from **FAERY'S TALE**.

### Leprechaun

Leprechauns are solitary faeries who are almost universally cheerful, except when unfairly deprived of their pots of gold.

| Attributes                           |      |        |
|--------------------------------------|------|--------|
| Body                                 | Mind | Spirit |
| 3                                    | 1    | 2      |
| Innate Gifts: Luck Magic, Pot o'Gold |      |        |

### New Gifts

All leprechauns possess the Gifts of Luck Magic and Pot o' Gold.

#### Luck Magic

Leprechauns can magically enhance their own luck, or pass good or bad luck on to others.

Good luck allows you to roll a bonus die when your faery attempts a task. The bonus die acts just like a normal die in **FAERY'S TALE**. A person cursed with bad luck also rolls a bonus die, but *subtracts* a success on an odd result. As with normal dice, a '6' on a good luck die or a '1' on a bad luck die entitles you to roll another bonus die.

An effortless feat, such as granting someone good or bad luck for a single attempt, costs your leprechaun no Essence. Demanding feats, such as granting someone good

or bad luck on a single task until the next sunrise, cost 1 mote of Essence. Difficult feats, such as granting good or bad luck on all activities until the next sunrise, cost 2 Essence.

### Pot o' Gold

Leprechauns possess the power to conjure gold, both permanent true gold and short-lived faery gold, which they often use to mislead would-be thieves, teach greedy mortals lessons, or play pranks on the foolish.

Effortless feats, such as creating a single gold coin that lasts until touched by the light of a full moon (however long that may be) before turning into an oak leaf, or a pot full of gold that lasts until the next sunrise, when it turns into a handful of shamrocks, cost your leprechaun no Essence. Demanding feats, such as creating a single gold coin that lasts indefinitely or a pot of gold that lasts until exposed to full-moon light, cost 1 mote of Essence. Difficult feats, such as creating a pot of gold that lasts forever or an endless stream of coins that each last until sunrise, cost 2 Essence.

### — Credits —

Author: Spike Y Jones  
 Artist: Jennifer Meyer  
 Editor: Patrick Sweeney  
 Graphic Design & Layout: Dan Zillion

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Published by Firefly Games, 4514 Marconi Ave. #3,  
 Sacramento CA 95821, patrick@firefly-games.com.  
 Visit our web site at [www.firefly-games.com](http://www.firefly-games.com).