




# SPELL BOOK OF THE LEPRECHAUNS



BY KEN  
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TROLLHALLA PRESS



# **SPELLBOOK OF THE LEPRECHAUNS**

by Lucky the Leprechaun  
as told to **Ken St. Andre**



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Published by  
**Trollhalla Press**

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# INTRODUCTION: THE LEGENDS OF THE LEPRECHAUNS

Lucky thanked me for the drink and quaffed half of it. How such a little guy could handle such a big mug of beer baffled me, but it was easy for him. He quirked one amazing carrotty red eyebrow and drawled out in a brogue so thick you could cut it with a warspoon, “Ye will be a’refilling this so long as I be a’talking, will ye not, me bucko Ken?” “Oh, yes,” I assured him. “Let me just top it off for you now.” I had taken the precaution of ordering a whole bucket of beer when we sat down together in the Seven Eyes Inn. “Now, I’d be interested to know as much about Leprechauns and their magic as you are willing to tell me.”

What follows is a condensation of what I learned from Lucky that night, as well as I can remember it. I’m leaving out the brogue, and the oaths, and the bar fight in the middle of it, and just passing along the information in hopes it will help others who may have to deal with these pipsqueaks in the future.

Leprechauns are lucky, almost as lucky as fairies, much luckier than men or elves. Legend has it that when the Creator made the first leprechaun and asked him what gift he wanted, the first one asked for luck. The Creator told him that if he was extra lucky, he would also be small, and the leprechaun answered that was alright with him as long as he wasn’t the smallest. The Creator warned him that if he





was small he would be easy to kill, and the leprechaun then asked if the Creator could make him really hard to hit, and thus leprechauns gained the Wink-Wing ability.

Another legend explains why leprechauns always seem to have money, but never seem to have a job, and are never caught working. The Creator had another question that She asked all Her creations. Did they want to be Makers, Breakers, Takers, or Fakers? Men and elves both said Makers. Trolls and giants said Breakers. Dragons said Takers. Leprechauns said Fakers and thus became masters of illusion. What about dwarves? Gristlegrim made them and didn't give them any choices.

And none of the other kindreds really like leprechauns. It's hard not to like any leprechaun when you're with him or her. They are the best of companions, but that's because they are so charismatic and have magic to reinforce that effect. Leprechauns are always the life of any party. They always have a joke, usually a practical joke

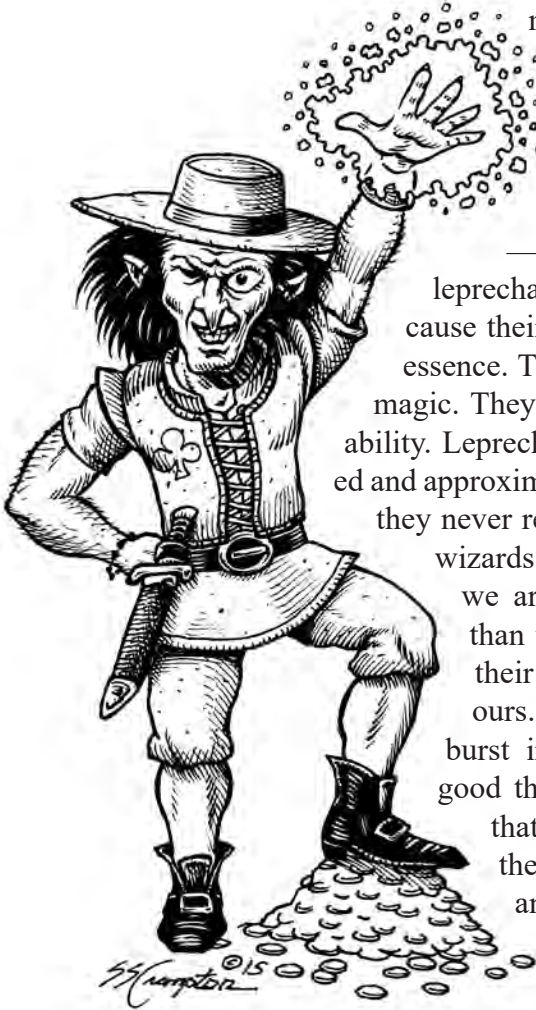






they are playing on someone else. People love to laugh at other people's misfortunes. It's envy, pure envy, Lucky explained. Leprechauns are just naturally luckier, better looking, cleverer, richer, and harder to kill than anyone else in the room. Of course the other kindreds are jealous.

There is also magic. I already knew that all leprechauns were



magical — all wizards and rogues— but Lucky explained that it was more than that. Other kindreds share their magical knowledge and abilities — at least sometimes, but

leprechauns never do. That is because their magic is inherent in their essence. They don't learn leprechaun magic. They just do it — it's a natural ability. Leprechaun magic may be imitated and approximated by other kindreds, but they never really get it right. So all the wizards hate leprechauns, because we are naturally better wizards than they are, and we can learn their magic, but they can't learn ours. And at this point Lucky burst into laughter that lasted a good three minutes. I must admit that I hated him a bit right there, but I kept my temper, and kept his mug full, and pumped him for more information.

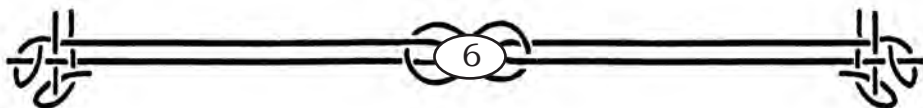




## LEPRECHAUN MAGIC WORKS A BIT DIFFERENTLY

Unlike other forms of magic in Trollworld, Leprechaun magic cannot be learned, and is only available to leprechauns. For them it is a natural ability. However, it is still magic, and it still requires the expenditure of *kremm*. Each spell listed below requires 5 points of *kremm*. Focus devices such as wands or staves do not reduce the cost. Furthermore, there is no level to leprechaun magic. It is simply leprechaun magic. Leprechaun spells cannot be cast at higher levels. Most leprechaun spells are either instantaneous, or they last until negated by other magic. Leprechauns may only cast one spell per combat turn. (2 minutes). [Game Masters, if you are playing with combat turns shorter than 2 minutes, remember leprechauns may only cast a spell once every 2 minutes at most.]

Much of leprechaun magic is based upon illusion — really convincing illusions. When a leprechaun illusion is in place, everyone in the area is affected by it — they see it, hear it, and feel it just as if it were real. The only giveaway is that an object under an illusion becomes magical and wizards can sense that magic. The effect is generated by the minds of the people affected by the illusion. Illusions are generally placed upon objects. They never affect other leprechauns. Thus different minds may perceive the effect differently. Leprechaun illusions, being insubstantial, cannot do real damage or benefit to other beings; but they can fool the mind strongly enough to cause unconsciousness for 2D6 minutes in game time. Some spells are not illusions and they have real effects — spells like *Wink-Wing* and *Blammit*. Some spells are conditional and depend on the result of saving rolls as to whether they work or not. Some spells may fail,

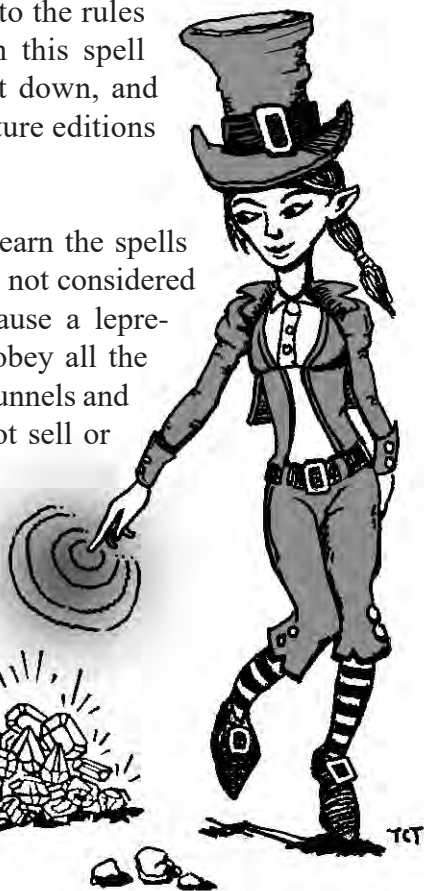




but trying to cast them with a leprechaun character will still cost 5 points of *kremm*.

Leprechaun magic is linked to their luck, which is usually high. No leprechaun may know more spells than their current luck attribute number. Example: Lucky has a luck rating of 22 — he can know only 22 spells. If he suffers a curse that takes his luck down to 16, he will forget or lose 6 of his spells. The player may always choose which spells to lose. This spell book is short, and Lucky only told me some of the better known leprechaun spells. [Game Masters, if a player wishes to invent a leprechaun spell during a game, and it seems to conform to the rules of leprechaun magic as given in this spell book, then allow it. Hey, write it down, and send it to me — it may go into future editions of the spell book.]

Remember that leprechauns can learn the spells of other kindreds. Those spells are not considered to be leprechaun magic just because a leprechaun is casting them, and they obey all the regular rules of magic in *Deluxe Tunnels and Trolls*. The Wizards Guild will not sell or teach spells to leprechauns under any circumstances, but the Rogues Guild is not so picky, considering that there are plenty of leprechaun rogues in the world. Individual wizards may also teach spells to leprechauns.





# THE SPELL BOOK

## **Baffle**

**Description:** Reduces the mental resistance of the target. Anyone who is baffled will agree with almost any argument or reason if the person doing the persuading can make L1SR on Charisma.

**Duration:** permanent or until another spell is cast upon the target.

## **Blammit**

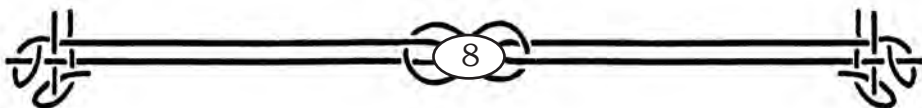
**Description:** teleports a small object — less than 1/10 the true size of the caster to any desired location within 50 feet. This spell is often used to hide objects from searchers, but it can also be used as a kill spell because the leprechaun can teleport small objects inside the body of other beings. The sudden arrival of a small object inside another being's body will do 1D100 + 10 points of damage to that creature.

**Duration:** instantaneous

## **Coin Glow**

**Description:** Causes a coin to glow with 1 candlepower of light. The light is the same color as the coin.

**Duration:** Permanent or until negated by other magic.







## Darkness, My Old Friend

**Description:** Negates all light sources within a radius of the caster's INT times his/her level in feet. The light doesn't exactly vanish — it just doesn't reflect off anything and cannot be perceived. Hence, absolute darkness falls within the area. Someone standing outside the affected area does not see a sphere of darkness — they just cannot see anything within that sphere. Looking at the ground in that area gives the illusion of a bottomless pit.

**Duration:** The darkness spell lasts until the caster throws or uses another spell.

## Dizzle Dazzle

**Description:** Causes a flash of blinding light that radiates from the caster. All beings with eyes within 100 feet of the caster must make a L3SR on Luck to avoid being blinded for as many minutes as they missed the saving roll by. Those who make the saving roll are considered to have blinked or have turned their eyes away at the exact instant when the spell went off, and are unaffected by it.



**Duration:** Instantaneous (lasts for 1 second)





## **Fairest (illusion)**

**Description:** Causes those affected to see the person under the spell as incredibly beautiful — almost too beautiful to look at. Just seeing such a pretty person could cause a being to fall in love. (L1SR on INT to avoid infatuation on first seeing a person with a Fairness spell). This spell has no effect on the Charisma attribute of the person affected. Note that illusions like this do not affect mirrors,



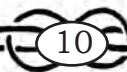
so the true appearance of a person under an *Fairest* spell could be seen in reflections. Female leprechauns often use this spell upon themselves just because everyone likes to look good.

**Duration:** the “beauty curse” remains until another spell is cast upon the target.

## **Fool’s Gold (illusion)**

**Description:** Disguises pebbles as gold nuggets. The stones retain their size, shape, and feel, but look exactly like gold nuggets.

**Duration:** The spell is negated by anything that changes the stones’ forms, or by having another spell cast upon them.





## **Fool's Jools (illusion)**

**Description:** Disguises pebbles as jewels of brilliant cut, clarity, and fire. The stone will appear to be a jewel of the same color: that is red stones look like rubies, white stones look like diamonds, etc.

**Duration:** The spell is negated by anything that changes the stones' forms, or by having another spell cast upon them.

## **Frightsight (illusion)**

**Description:** Causes those affected to see the person under the spell as incredibly frightening — so scary that the first reaction is to run away, or possibly faint from fear. Just seeing such a scary person could cause a being to lose consciousness. (L1SR on INT to avoid passing out on first seeing a person with an *Frightsight* spell; L3SR on INT to avoid fleeing in panic). This spell has no effect on the Charisma attribute of the person affected. Note that illusions like this do not affect mirrors, so the true appearance of a person under an *Frightsight* spell could be seen in reflections.

**Duration:** the “fear curse” remains until another spell is cast upon the target.

## **Lucky Charms**

**Description:** If the enchanted character says, “I’ve got *Lucky Charms!*” immediately before attempting any saving roll assigned by the Game Master (i.e. Fate in Trollworld), the character will succeed by making the next lower saving roll target. (Example: if a L3SR on LK is required, a L2SR will succeed.)

**Duration:** The Lucky Charms blessing will end if the character ever fails a saving roll after saying the mantra, because obviously he/she doesn’t have lucky charms. A catastrophic fumble roll (1, 2) is always a failure.





## **Permanently Pixilated**

**Description:** Causes the target to believe and feel that he/she is intoxicated. INT and DEX are halved. LK is doubled so long as the spell remains in effect. (L3SR on CON to resist the spell when cast.)

**Duration:** permanent or until another spell cast upon the target.

## **Shrinkwrap (Illusion)**

**Description:** Makes the target appear to be the size of a Leprechaun (that is about 2 feet tall)

**Duration:** permanent or until another spell is cast upon the target.

## **Tallerness (illusion)**

**Description:** Causes those affected to see the person on whom the spell was cast to be as tall as the viewer. Leprechauns use this spell to make others see them as larger than they really are, and usually cast it upon themselves. Since the leprechaun under the spell is not really any larger, this tends to make them harder to hit in combat — during any combat round the leprechaun may attempt a L2SR on Luck to avoid taking any damage from physical weapons. The illusion does not protect against magic.

**Duration:** until the next spell is cast upon the target. Leprechauns usually don't retain their illusion of bigness because they negate it by using a Wink-Wing spell or some other self affecting enchantment.







## Treasureo

**Description:** This spell allows the person affected to find any treasure hidden within 100 feet of the person affected. It works on the warmer/colder principle. The nearer the person comes to the treasure, the itchier their hands become. The spell only ends when the target actually touches something that he or she considers to be a real treasure.

**Duration:** permanent or until another spell is cast upon the target.

## Uglification (illusion)

**Description:** Causes those affected to see the person under the spell as hideously ugly — almost too ugly to look at. Just seeing such an ugly person could cause a being to vomit. (L1SR on CON to avoid throwing up on first seeing a person with an *Uglification* spell). This spell has no effect on the Charisma attribute of the person affected. Note that illusions like this do not affect mirrors, so the true appearance of a person under an *Uglification* spell could be seen in reflections.

**Duration:** the “ugly curse” remains until another spell is cast upon the target.

## Wink-Wing

**Description:** Enables the caster to teleport him or herself along with anything he is carrying anywhere within 50 feet instantly. It will not carry another living being with more mass than the caster. *Wink-Wing* cannot be cast upon another being or creature.

**Duration:** Instantaneous.



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**Reminder:** These are leprechaun spells. No non-leprechaun can learn or cast them. Each one costs 5 units of *kremm* and they cannot be cast at higher or lower levels.





# THE TROLLWORLD SPELL BOOKS

In the beginning Tunnels and Trolls was just a game. The setting was just an imaginary place — the dungeon. By the second or third adventure we knew a little more about this place. The dungeon was near an imaginary town named Khosht. Why Khosht? I just liked the sound of it. Being a Kenneth in real life, I've always liked the K sound. Khosht was a river town in a forest — not much like my home city of Phoenix, but similar enough. It was recognizably America.

Then my friend Bear Peters decided that Khosht needed to be located upon this fantasy map in the shape of a dragon that he had drawn. And my other friend Liz Danforth decided that the adventures she was running needed their own locale — so she invented the town of Knor, just a bit downriver from Khosht. And so the world grew into a comprehensive setting — place by place as we needed them. In 1983 Liz Danforth drew a rather vague world map as an illo for 5th edition T & T, and suddenly we had a world.

Since then it has been less about “game” developments and more about world creation for me. Trollworld was always meant to be a place that was wide open to every kind of fantasy race and adventure, closer in spirit to Middle Earth than any other fantasy realm, but even wilder and more open. World creation is not all geography. Sure, I need to tell you about the eagle continent and the unicorn continent and the kraken continent and the bear continent. I need to tell you about the cities: Khazan, Khosht, Gull, Zkaria, Shancinar, and others. But I also need to tell you about the peoples of Trollworld: the humans, elves, dwarves, trolls, ogres, leprechauns, fairies, goblins, gremlins, kobolds, dragons, uruks, centaurs, minotaurs, dogtaurs, skeletons, and on and on. Trollworld is a very large place, and there are lots of things going on.

Of course I take my model from the earth we all live on. There are thousands of distinct cultures on our planet. How could it be any different on Trollworld? To create a world with real depth, there has to be lots and lots of different things on it. Lots of different peoples, different ways of behaving, different ways of living, different religions, different languages, different forms of magic, etc.

Trollworld is a high magic environment. Game rules, however, need to be fairly simple. One form of money, one form of magic, one universal language. As creators we realize that such unity is artificial and not realistic. We want more diversity. So,

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I tried to slip it into the rules, hidden in the flavor text, that there is more than one way to do things in Trollworld, and that if the GM says something that contradicts the rules, the GM is right, and the rules are not wrong but inadequate to cover all situations.

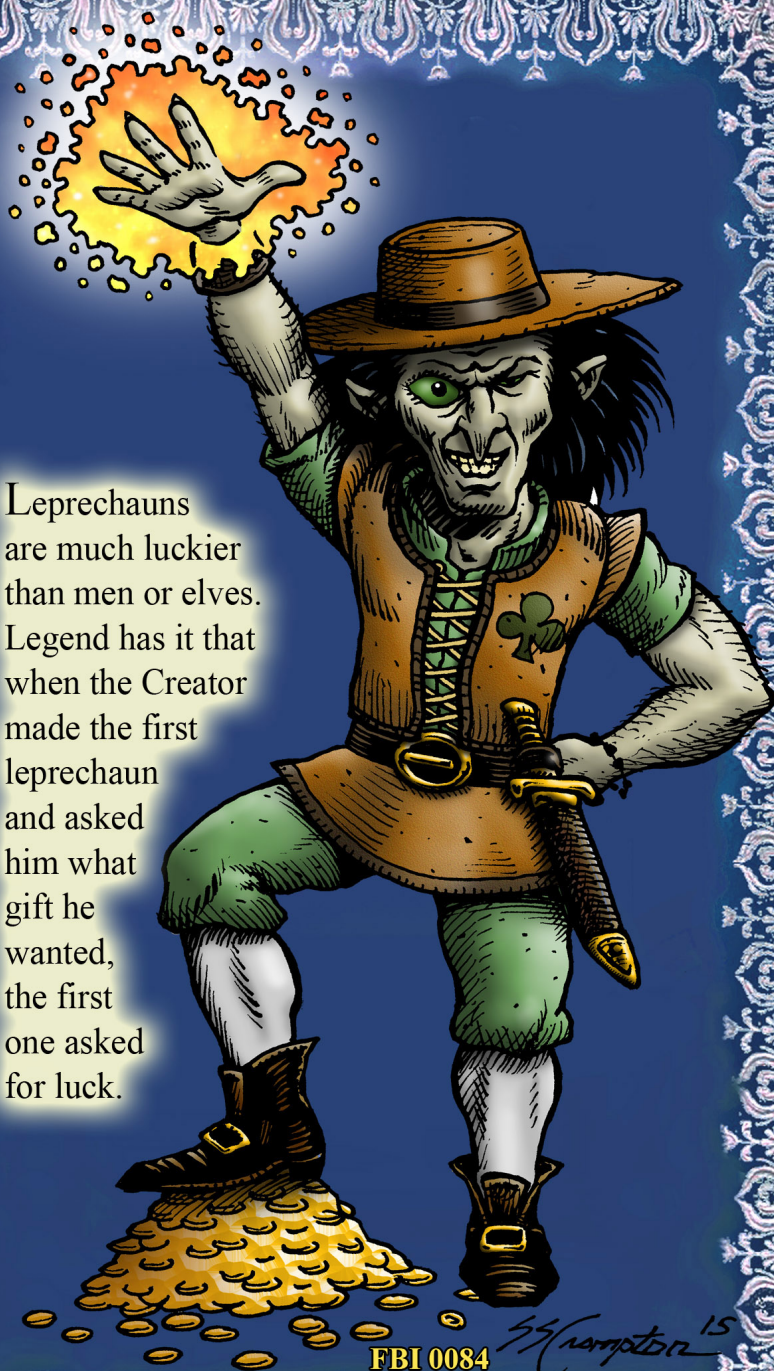
The kindred spell books being produced by Trollhalla Press are another way of deepening the reality of the world. Different races of people have different ways of working magic — ways that developed naturally out of the racial abilities and environment. The spell books are for your use as a player — a way of going beyond the simple framework of magic set up in the game rules. They are a way of enhancing the world for you — a way of allowing you to see the world as nonhuman races see it. If the GM allows it (and why shouldn't she?) you may use these spells for your nonhuman wizard while gaming. My hope is they will make *Tunnels & Trolls* even more fun for you as you get deeper into your fantastic adventures.

— *Ken St. Andre, Dec. 12, 2015*





Leprechauns  
are much luckier  
than men or elves.  
Legend has it that  
when the Creator  
made the first  
leprechaun  
and asked  
him what  
gift he  
wanted,  
the first  
one asked  
for luck.



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