



Bite-sized RPG material without all the bloat.

My Lucky Charms

By Mike Dukes

The Pizza Barn had been transformed. Where once a classic Texas cowboy theme prevailed, now there were shamrocks on every wall and hanging from every rafter. Green and white garland competed with balloons of the same colors for space around every doorway and at the base of the stage. This weekend only, there was a special “Leprechaun Pizza” on the menu. It was all for St. Patrick’s Day. Even the beer was green.

Kelly King, a Freshman at ETU, was having the time of her life. She’d been on the mechanical bull twice already and though she’d been thrown rather quickly both times, it was still a load of fun. She had danced until her feet hurt and then somehow found herself sitting at a table with a little man that reminded her of Michael J. Fox. He had a disarming smile and a jovial way about him that immediately put her at ease and made her want to know more about him. The fact that he was here wearing a green “John Deere” hat and a pair of somewhat worn coveralls marked him as farmer or ranch hand who cared little for fashion. He introduced himself as Michael but claimed that everyone called him Mickey. Hours passed as they chatted and Kelly wasn’t entirely certain when she had made the decision but she knew that she wanted to go home with him. He teased her, telling her of his pot of gold and lucky charms that he had back home. It made her laugh but she played along and begged him to show her these treasures. With a smile that was a little too big, he led her outside.

Kelly sent a quick text message to her roommate as they got into his truck. It read, “Going to find a pot of gold! ☺” That was the last anyone heard from Kelly King.

Everyone knows about Leprechauns. You see them in cartoons, grinning from cereal boxes and frolicking on the silver screen as fun-loving, mischievous little men in green hats. In faerie lore, Leprechauns were the cobblers of the fae, often seen wearing a red or green cap and a dirty apron, with a hammer in one hand and a shoe in the other. They were said to be stout little men often smoking foul smelling pipes. Some legends speak of them living on old farms while most all stories have them as big drinkers with a mug of ale always near at hand. It is the legend of their gold that we all know best, though. Leprechauns were tasked with guarding the gold and treasure of the fae, hence the “pot of gold” legend. The gold could always be found at the end of a rainbow so the poor Leprechauns would forever have to move the gold to prevent its discovery by humans. Some tales say that Leprechauns sometimes reveal the location of their gold to humans when they have had too much to drink.

The truth is no where near that pretty. Leprechauns are real and human lives are their “treasure”. Pinebox is home to one and his name is Mickey. He is a serial killer that preys on young women once a year, during the days surrounding St. Patrick’s Day. No one has ever stopped him because no one even

This game uses the Savage Worlds game system, available from Great White Games (www.greatwhitegames.com). Savage Worlds, Smiling Jack, and all associated logos and trademarks are Copyright 2004, Great White Games. Used with permission.



Bites of Midnight is sponsored by

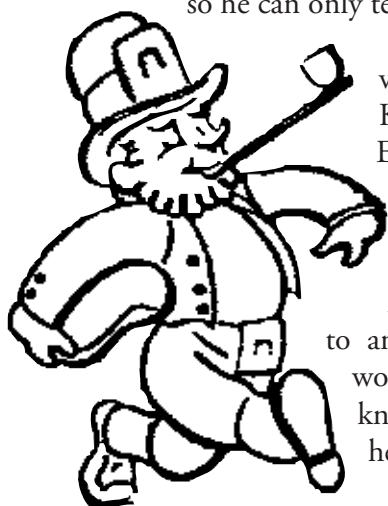


knew he existed... until now. The ghost of a previous victim now seeks to make the PCs aware of Mickey so that they might put an end to the killings. Will they succeed or simply die at the end of the rainbow?

They call him Mickey

Mickey the Leprechaun (aka Michael Collins) first came to Texas back in 1944. With World War II raging in Europe, he thought it best to move his “treasure” as far away as possible so he came to America. He found the town of Shamrock, TX. and though he loved the irony, he knew he needed a place where his actions might go unnoticed. He found Pinebox 3 years later and moved there immediately.

Now in a sleepy town that often turned a blind eye to strange occurrences, Mickey began collecting his “treasures” again. He saw the people of Pinebox as the perfect prey and chose to take his “treasures” when he felt strongest- the days surrounding St. Patrick’s Day. Using the holiday celebrations as his cover, he seeks the perfect “treasure” and each year a young woman disappears to never be seen again. His favorite method is to get the women to voluntarily come with him to his home where he leads them into the cellar to view his “treasures”. If he cannot get them to come willingly, he will grab them and teleport back to his cellar. Time has weakened his powers though so he can only teleport twice a day.



Last year, Mickey’s victim was Kelly King. Kelly was a freshman at East Texas University, known for her strong will and love of life. Her will was strong indeed, strong enough to anchor her spirit to this world even after death. She knows what Mickey is and her spirit cannot rest until

he is stopped. She does everything she can to warn the PCs and clue them in to Mickey’s true nature.

Getting the Party Started

Take a look at the PCs and decide which would most likely have known Kelly when she was alive or which PC she might have a reason to trust. Maybe she communicates with each of them. Once that’s decided, it’s time to start haunting. In the days leading to St. Patrick’s Day, Kelly starts trying to communicate. You can spread the clues out over a number of days or dump them all on the PCs at once to get things rolling.

The Ghostly Clues

Clue	Description
1st Clue	The PC gets out of the shower to find a shamrock drawn in the condensation on the bathroom mirror.
2nd Clue	Either at home or while driving, the radio will suddenly blare to life, playing “Somewhere over the Rainbow”.
3rd Clue	The box of Lucky Charms cereal keeps falling onto the floor for no reason.
4th Clue	Kelly appears in the PCs dreams, quite dead and covered in clovers
5th Clue	The PCs phone will ring (caller ID shows Kelly’s cell phone number) and they will hear a burst of static. This happens repeatedly. If the static is checked for EVPs, Kelly will be heard saying, “He killed me”.
6th Clue	Kelly musters all of her spiritual strength and appears to the PCs while they are awake. She gestures to a flyer promoting the St. Patrick’s Day Celebration being held at the Pizza Barn and mouths the word, “Leprechaun.”

Party Time

The St. Patrick’s Day Celebration at the Pizza Barn is held on a Saturday. The entire place is decorated with green and white balloons, paper shamrocks on the walls, even the rodeo barrels out back are painted green. The special “Shamrock Deluxe” pizza is available tonight only.

The St. Patrick’s Day Celebration is a big draw for students from ETU and Pinebox citizens alike. By 9pm, the parking lot is full and the festivities are in high gear. A mini-rodeo is being held out back while a live band plays inside. Green beer fills every mug in the house.

Anytime after 10pm, have the PCs make a *Notice* roll to overhear the following:

Result	Description
Failure	Some guy is buying everyone drinks
Success	Some guy everyone is calling a leprechaun, because of his height, is buying drinks for everyone
Raise	He's a cowboy who works at the Collins ranch.
2 Raises	They call Collins Ranch the "Rainbow Ranch" because a rainbow appears over it after each rain.

It is not hard finding the man in question. He is seated near the dance floor with 3 young women with him. He is short with dark hair hidden under a green "John Deere" hat and wears a pair of denim overalls and a t-shirt. He laughs often and loudly. There are 3 empty pitchers on his table. This is Michael Collins, or Mickey to his friends. If the PCs try to question him, he will immediately buy them a drink and ask them to have a seat. He will claim to have no knowledge of Kelly but will wink and say that if she is a beauty, he'd like to meet her. Mickey is quite charming and definitely what many would call the life of the party.

A *Notice* roll shows that Mickey seems more interested in one girl at his table than the others. The girl in question is Naomi Kendall, a sophomore at ETU. She seems as interested in him as he is in her. Should the PCs try to warn her away from Mickey, she'll laugh it off at first but grow angry if they persist.

At around Midnight, Mickey whispers something to Naomi. She giggles and nods and they get up to leave. If the PCs do not try to stop them, they walk out to Mickey's truck and drive off. If the PCs attempt to stop them, Mickey and Naomi both become irritated. Naomi excuses herself to the bathroom and Mickey decides to do the same. They never come back out. If the bathrooms are searched, neither of them can be found. If a male follows Mickey into the restroom, he enters a stall and never comes out. The stall is empty when checked. The same scenario occurs if a female follows Naomi into the restroom, only they hear her yelp shortly after entering. She is no longer in the stall if it is checked. Mickey has teleported them into his truck and is now driving to the ranch.

Regardless of whether they leave by truck or by magic, as soon as they are out the door, the jukebox will blare to life playing, "Somewhere over the Rainbow." That is Kelly's last clue. Mickey has his next victim and it is up to the PCs to save her. A number of Pizza Barn patrons know the location of "Rainbow Ranch" if asked.

Over the Rainbow

The gate over the entry road leading up to the ranch reads, "Collins" in large letters. There are numerous horses seen behind the wooden fences on the trip up the road. The house itself is a squat single-story building flanked by barns on each side. Mickey's truck is outside.

The house is not locked but a quick search shows no one to be home. The barns contain horses and tractors. Successful *Notice* rolls find horse shoes hung up in various spots in both the house and the barns. The detailed scrollwork on them shows that they are custom made. A smithy and metal working tools are at the rear of the house with a pile of horse shoes nearby. There are cellar doors on the East side of the house. The padlock and chain are lying on the ground.

Finding the pot of gold

The cellar is where Mickey keeps his "treasure". The air of the cellar reeks of death. Bones litter the floor, clothing and jewelry are piled along the walls and skulls hang from bent coat hangers attached to the rafters. Naomi is in the far corner, tied to a chair. Mickey is between her and the PCs with a hammer in his hand. He'll fight to the death since his "treasure" has been found. He nods toward Naomi and then toward the bones on the floor, "*Magically delicious!*"

He makes use of his *Teleport* ability to gain an upper hand in the fight if he did not use it to escape the Pizza Barn. Throughout the fight he roars about the PCs never getting his "Lucky Charms".

Mickey the Leprechaun- Wild Card

Attributes: Strength d12, Agility d10, Smarts d8, Spirit d10, Vigor d10

Skills: Driving d6, Fighting d10, Notice d6, Persuasion d12, Repair d10, Stealth d10, Taunt d8

Pace: 6 **Parry:** 7 **Toughness:** 9 **Charisma:** +4

Gear: Shoeing hammer Str+d6, Ford F150, Pipe with foul-smelling tobacco.

Bites of Midnight: My Lucky Charms

Special Abilities:

Charming- Leprechauns are magically charming, giving them a +4 to Charisma

Improved Frenzy- Leprechauns may make an extra attack each round at no penalty

Improved Level Headed- Leprechauns draw 3 cards from the action deck each round, acting on the highest

Luck of the Irish- Leprechauns can reroll a single failed Trait roll once per game day

Teleport- Leprechauns can teleport up to 100ft twice per day. They may carry an additional person with them but suffer a level of Fatigue. Fatigue levels return at a rate of one an hour

Unaging- Leprechauns will live forever unless killed