Can you smell that? Stone and mud after rain, when the grasses sing to the sky in thanks for quenching their thirst? Aye, we all need a bit of drink to keep us alive, but don’t forget: storms bring other things up from the ground as well.

You’ve heard the stories, haven’t you? Mad folks talking about gold blooming in the fields, setting out to find riches that’ve sprung up like faerie rings, thinking all that treasure glitters so much it sends rainbows into the sky. They’re not wrong, but let me give you a word of warning. You go out there with your shovel, start digging up meadows and fens, you’d best be prepared for what you might turn over. Might lose more than you bargained for, especially if we’ve just had rain.

The Lugharcans are somewhere between Fae and Neverborn. Even their own kind consider them legends, but this may just be willful ignorance. Their exact number isn’t even assured: Lugharcans is a collective title, a single moniker, and warning all in one word.

Earth and Malifaux legends share similarities regarding these creatures. The Lugharcans are associated with clovers and wildflowers, though it’s unknown if the Fae create these gardens or if older magic lures them to such places. On their own, fields are incongruous. When rain falls, their true nature is revealed. These so-called fellclovers release a cloying scent that pulls living beings into a state of bewilderment. Lugharcans are immune, letting them prey on trespassers.

Over time, the Fae accumulate hordes of wealth. Gold coins, jewelry, magical objects, and anything else of shining value finds itself buried in the ground. Lucky explorers stumbling upon these troves spread wild stories: fellclover fields produced gold, grow atop long-lost treasures, or transmute stone into precious metals. The greedy seek these places out. In doing so, they earn the ire of the Lugharcan.

Plant and Fae have a symbiotic relationship. A Lugharcan’s magic hooks minds drunk on pungent floral oils, turning confusion into avarice and jealousy. In return, the fellclovers receive grisly fertilizer. It’s become a vicious cycle…but one these creatures have started to enjoy.

Beware the fields that rise after rain. Keep no desire in your heart to pass safely. Take a breath, a handful of dirt, a single coin, and you won’t return. The Lugharcan will make sure of that.
Lugharcan
Henchman (9). Living, Fae, Swampfiend

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Skills: History 3, Melee 3, Gambling 4, Notice 3, Track 3, Wilderness 4, Enchanting 4, Prestidigitation 3, Bewitch 3, Deceive 4, Intimidate 3, Scrutiny 1, Athletics 3, Carouse 5, Evade 2, Stealth 2, Toughness 3

Distracting Presence: Enemy characters within a 5 ignore any suits associated with their Skills and cannot take the Defensive Stance or Focus Actions.

Fellclover Fields: This character automatically succeeds at any Willpower duel it attempts during its turn and is immune to the Intoxicated Condition. Additionally, at the start of her turn, any character within a 10 of a Lugharcan must succeed on a TN 14 Centering or Carouse Challenge or gain Intoxicated.

1) Greedy Claws (Melee)
AV: 5 (14)  Rg: #2  Resist: Df
Target suffers 2/3/4 damage. This action gains + to its damage flips if the target has either the Intoxicated or Cursed Conditions.

Next Target: After damaging, this character may move up to 3 yards in any direction.

1) Confuddle (Enchanting/Cunning)
AV: 7 (16)  TN: 12  Rg: 8 yards  Resist: Wp
The target must take a 1 AP Action controlled by this character. The Action cannot force the target to attack herself or divulge any sort of information, but it can cause her to take actions that are against her own nature. If the target has the Intoxicated Condition, add +\(\times\) to this character’s final duel total.

 Hak? After succeeding, the target takes another 1 AP Action controlled by this character.

1) Burrow
This digs a tunnel, quickly hiding itself underground. It leaves behind a two yard deep, one yard wide hole. This character cannot take further actions and is considered removed from reality for the purposes of being selected as a target, but will resolve any conditions it has as normal. At the start of its next turn, this character may emerge anywhere within 8 yards of its original location and resolve a 1 AP Action. Any character targeted in this manner is considered Dazed.

ADD-ONS

The following Add-Ons can be given to a Lugharcan to increase its formidability, or as tools for Fatemasters to incorporate into their campaigns.

Fellclover: This species of meadow plant is rare in Malifaux, but tends to grow in places occupied by Lugharcan. Its oils create a cloying aura that confuses and disorients. Before taking any actions, any character in an area covered with fellclovers must succeed on a TN 12 Centering or Carouse Challenge or gain Intoxicated. A Fated character can create a tincture from fellclover with a successful TN 12 Alchemy or Culinary Challenge. Drinking this concoction grants the imbiber the Distracting Presence Talent and the Intoxicated Condition for 10 minutes.

The Lugharcan gains the following Action:

1) Seeds of Envy
This character covers any area within 8 yards in fellclovers. The area is 4 yards in diameter and lasts indefinitely.

The Lugharcan gains the following Talent:

Curs’d Gold: Any character that takes gold from a Lugharcan’s trove gains the Cursed +3 Condition with the following Taboo: “Have Lugharcan treasure in your possession at the beginning of the day.”

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