



THE RIDDLE OF PEADAR O'HEYNE

Estimated Duration: 1 hour

Suggested Music: "The Riddle of Peadar O'Heyne" by

[Music d20](#)

THE LEPRECHAUN'S LAIR

Leprechauns are small fey creatures who delight in pranks, mischief, and sometimes even the torture of unsuspecting humanoids whom they come into contact with. Some stories tell tales of capturing leprechauns, forcing the creatures to grant them three wishes. Other stories are more cautionary: a captured leprechaun fights like a trapped animal, more dangerous and hateful than even the most powerful chromatic dragon.

WHERE TO ADD THIS ENCOUNTER

This side trek is designed for **three to seven 11th-16th-level characters** and is optimized for **five characters with an average party level (APL) of 15**.

The leprechaun's lair can be placed in any wild forest, enchanted glade, or any location in the world that would likely have a high presence of fey creatures. Typically, the actual lair is far from humanoid settlements with the exception being one or two hamlets within five miles.

The adventure assumes that the characters must track and find the leprechaun for some reason, then attempt to catch it.

LEPRECHAUN HOOKS

Sometimes, when options seem low or adventurers meet an obstacle that they are unable to overcome, they must turn to the help of powerful creatures. Here are a few different adventure hooks involving a leprechaun which can be easily

inserted into any adventure or the basis of the adventure itself.

LEPRECHAUN ADVENTURE HOOKS

d6 Adventure Hook

- 1 The leprechaun is rumored to have a lucky coin that changes its user's fate.
- 2 The leprechaun can grant a single wish to any adventurer who can catch it.
- 3 The leprechaun knows the weakness of a local villain.
- 4 The leprechaun has captured the children of a local village and turned them into wooden yard ornaments.
- 5 The leprechaun is the only one that can cure a member of the local royalty of a magical disease.
- 6 The characters see a rainbow in the distance and notice that it ends somewhere in the center of the forest.

PEADAR O'HEYNE'S GLADE

A rainbow dips down into a forest and lands at the center of an enchanted glade. The glade itself is partially within the realm of the fey and the realm of the Real.

REGIONAL EFFECTS

The region containing a leprechaun is warped by its magic, which creates one or more of the following effects:



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- Faint pan pipe, fiddle, or flute music can sometimes be heard on the wind within 1 mile of the leprechaun's lair.
- Animals within 1 mile of the leprechaun's lair take on exaggerated features such as larger eyes, glossier fur and scales, or may even gain the ability to speak.
- Illusory duplicates of the leprechaun appear in random places at random times (but never more than one in any given location). The duplicate has no substance, but it looks, sounds, and moves like the leprechaun. If the illusory duplicate takes any damage it disappears. The leprechaun can sense when one or more creatures are within 5 miles of its glade.

AREA DESCRIPTION

The glade has the following features.

Dimensions & Terrain. The glade itself is a 50-foot radius circle of soft, green grass decorated with colorful mushrooms. Fireflies twinkle all around. The forest that eclipses the glade is thick with gnarled branches and clinging foliage. The rainbow that led the characters to the glade dives into the forest's canopy and lands at the glade's center stopping short of a pot of gold coins.

Light. Everything seems brighter than normal in the glade.

Sounds & Smells. Birds chirping, frogs croaking, insects buzzing—this glade is alive with the music of the forest. Whatever smells are most pleasing to the characters are present; those smells could be the forest itself, baked goods, or even the scent of a long-lost lover's perfume.

TREASURE

The pot of gold at the end of the rainbow contains 1,000 magical gold coins. Each of the gold coins in the pot acts as *fortune's five pence* (available on The Griffon's Saddlebag's Patreon).

Curse. Each of the coins is cursed. A creature contracts the curse the moment it removes a coin from the pot, regardless of whether or not they attune to it. The leprechaun knows the direction and distance to each of its coins as well as the creature that took the coin as long as the two of them are on the same plane of existence. In addition, the creature has disadvantage on saving throws against the leprechaun's spells. Even if a creature rids itself of a coin, the curse continues until a *remove curse* or other magic is cast upon the creature.

CREATURE INFORMATION

The moment a creature takes one of the leprechaun's coins, it appears. The **leprechaun's** name is Peadar O'Heyne. Thanks to its innate magic, it's known about the characters since they entered his glade. The leprechaun's stats are on page 5.

Roleplaying Peadar. Peadar is exceptionally intelligent and wise. But he is also evil and extraordinarily deceptive. There is nothing he enjoys more than toying with those who would steal from him or try to blackmail him. When he first meets the characters, he acts playful, charming, and aloof. He uses his small size to his advantage, making others believe that he is a pushover (this could be especially effective with a high-level party).

What Does Peadar Want? Peadar has a malicious streak a mile wide. He wants to toy with, torture, then utterly destroy all ill-intentioned creatures who come to his glade. The more chaotic and rude a character is to Peadar,

the worse the leprechaun will treat them. He has no intention of surrendering his gold, wishes, or anything else that he possesses.

What Does Peadar Know? Peadar's smart enough to know the strengths and weaknesses of his foes which he gladly exploits when it comes time to fight them.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Peadar can take a lair action to cause one of the following magical effects; Peadar can't use an effect gain until he finishes a short or long rest.

- Peadar regains the use of one of his 3/day or 1/day spells.
- Peadar teleports himself and/or up to eight other creatures of his choice that he can see within range as per the *teleport* spell except that the result is always on target. An unwilling creature can make a DC 15 Charisma saving throw to avoid being teleported.
- Peadar changes the weather directly above the glade and 500 feet around it. This lair action works similarly to the *control weather* spell except for the conditions change within 1d4 rounds (instead of minutes) and the duration is concentration, up to 10 minutes. If Peadar is destroyed, the weather returns to normal after 1 minute.
- Peadar regains 100 hit points.

RUNNING THE ENCOUNTER

Peadar is a deadly combatant, but not in the traditional sense. The majority of his abilities are defensive, making him slippery and difficult to catch. Because he has a sense of his combatants before the combat starts, he makes sure to target those that are most likely to hurt him the most:

- Spellcasters who can cast spells of 5th level or better.
- Melee combatants who can actually harm him (especially paladins and their smite).
- Creatures that can stop him from moving, such as a monk with its stunning fist.

If things start to turn poorly for Peadar, he will target a creature who has taken his gold with one of his four powerful spells: *banishment*, *dominate person*, *flesh to stone*, or *true polymorph*. Because of the permanence effect, Peadar uses this as a bargaining chip.

One of Peadar's favorite tricks is to feign death, especially after he is hit with a 4th level spell or lower. He may even use *minor illusion* to further sell the death or teleport to a nearby location and turn invisible, making the characters think he was evaporated. Then, when the moment is right—say, one of the characters takes one of his coins—he reappears and attacks.

WISHES

If Peadar is trapped or close to death (down to 20 hit points or less), he can offer to grant three wishes in exchange for his escape. Once the leprechaun grants these wishes, he can't do so again for 1 year and he cannot use his wishes again on the same creature.

To be granted a wish, a creature within 30 feet of the leprechaun states a desired effect to it. The leprechaun can then cast the wish spell on the creature's behalf to bring about the effect. An evil creature, the leprechaun

will pervert the intent of the wish by exploiting the wish's poor wording. The perversion of the wording is usually crafted to the leprechaun's benefit.

VARIANT: LEPRECHAUN RIDDLES

If the party has a lower level or you are looking for an encounter that's a little less aggressive, you might make it so Peadar will grant the characters what they wish for should they answer one or more riddles given by Peadar. Below are some sample riddles with answers that you can use.

You can see me in water, but I never get wet. What am I?

Answer: A reflection.

What question can you never answer yes to?

Answer: Are you asleep?

What gets bigger every time you take from it?

Answer: A hole.

What tastes better than it smells?

Answer: Your tongue.

What starts with a T ends with a T and has T in it?

Answer: A teapot.

Say my name and I disappear; what am I?

Answer: Silence.

Forwards I am heavy, but backwards I am not. What am I?

Answer: Ton.

What is as big as you yet does not weigh anything?

Answer: Your shadow.

What can you hold in your right hand but never in your left?

Answer: Your left hand.

What kind of room has no doors or windows?

Answer: A mushroom.

What always goes to bed with its shoes on?

Answer: A horse.

What starts with an e but only has a single letter in it?

Answer: An envelope.

What flies when it's born, lies when it's alive, and runs when it's dead?

Answer: A snowflake.

What goes up but doesn't go down?

Answer: Your age.

I'm tall when I'm young and short when I'm old. What am I?

Answer: A candle

What has hands that can't clap?

Answer: A clock.

You heard me before, yet you hear me again, then I die, 'till you call me again. What am I?

Answer: An onion.

What has a neck but no head?

Answer: A bottle.

Two girls were born to the same mother, on the same day, at the same time, in the same month and year, and yet they're not twins. How can this be?

Answer: They are part of a set of triplets.

How can you physically stand behind your father while he is standing behind you?

Answer: Stand back to back.

What four-letter word can be written forward, backward, or upside down, and can still be read from left to right?

Answer: Noon.

What has cities, but no houses; forests, but no trees; and water, but no fish?

Answer: A map.

A box without hinges, lock or key, yet golden treasure lies within. What is it?

Answer: An egg.

Alive without breath, as cold as death, clad in mail never clinking, never thirsty and ever drinking. What am I?

Answer: A fish.

What has a neck and no head, two arms but no hands?

Answer: A shirt.

We are five little objects of an everyday sort, you will find us all in the ladies' court. What are we?

Answers: Vowels.

What has a tongue, cannot walk, but gets around a lot?

Answer: A shoe.

What can fill an entire room without taking up any space?

Answer: Light.

This thing all things devours: birds, beasts, trees, flowers; gnaws iron, bites steel; grinds hard stones to meal; slays kings, ruins towns, and beats high mountain down. What am I?

Answer: Time.

WRAP UP: LUCK OF A LEPRECHAUN

This encounter could prove simple for the characters if they're lucky, or quite deadly if they lack luck. The leprechaun can be a nasty villain; should the characters successfully steal from it or defeat it, it will spend all of its power tracking down the characters in order to get its vengeance.

LEPRECHAUN

Small fey, chaotic evil

Armor Class 14

Hit Points 178 (17d6 + 119)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	24 (+7)	20 (+5)	20 (+5)	28 (+9)

Saving Throws Con +13, Int +11, Wis +11, Cha +15

Skills Arcana +11, Deception +15, Insight +15, Perception +11

Damage Immunities bludgeoning, piercing and slashing from nonmagical attacks not made with iron weapons

Senses truesight 120 ft., passive Perception 22

Languages Common, Sylvan

Challenge 17 (18,000 XP)

Limited Magic Immunity. The leprechaun can't be affected or detected by spells of 4th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The leprechaun's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). The leprechaun can innately cast the following spells, requiring no material components:

At will: *detect magic, detect thoughts, disguise self, mage hand, minor illusion, prestidigitation*
3/day each: *charm person, detect magic, major image, mirror image, suggestion*
1/day (only one of the following): *banishment, dominate person, flesh to stone, true polymorph*

Legendary Resistance (3/Day). If the leprechaun fails a saving throw it can choose to succeed instead.

Magic Weapons. The leprechaun's weapon attacks are magical.

Permanence. If a creature cursed for taking one of the leprechaun's coins fails its saving throw against one of the leprechaun's spells, the duration of the spell is "until dispelled" and the leprechaun does not need to concentrate in order to maintain the spell's effects on that creature. The effect is permanent even if the leprechaun is destroyed. In addition, the spell's effect can only be removed with a wish spell or similar magic or if Peader uses his bonus action to end it.

Actions

Multiattack. The leprechaun makes two attacks with its club. It can teleport once before, in between, or after these attacks.

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage and the target

must succeed on a DC 23 Wisdom saving throw. On a failed saving throw, the target is cursed. While cursed, the target has disadvantage on saving throws against the leprechaun's spells. The curse remains until the leprechaun curses another creature using this trait or a remove curse spell or similar magic is cast upon the creature.

Teleport. The leprechaun magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space that it can see or is within its lair. Before it reappears it can use its bonus action to turn invisible until the start of its next turn. If the leprechaun makes an attack or casts a spell, this invisibility ends.

Reaction

Absorb. When the leprechaun is hit by a spell of 3rd level or lower, it takes no damage. Instead, it gains a number of temporary hit points equal to 10 times the spell's level or 5 hit points if the spell is a cantrip. After the leprechaun uses this reaction, as long as it still has these temporary hit points, it can choose to remove these temporary hit points to cast the same spell that was cast upon it at the same level it was originally cast. The leprechaun uses its own spellcasting ability, spell save DC, and spell attack bonus for spells cast this way.

Legendary Actions

The leprechaun can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The leprechaun regains spent legendary actions at the start of its turns.

Attack. The leprechaun makes one attack with its club.

Teleport (Costs 2 Actions). The leprechaun teleports.

Bewilder (Costs 3 Actions). The leprechaun targets a creature cursed for taking one of the leprechaun's coins. The target can't take reactions and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. At the end of each of the creature's turns, it can make a DC 23 Wisdom saving throw, ending the effect on itself with a success. Otherwise, the effect lasts for 1 minute, until the leprechaun is destroyed, or the target takes damage.

Spell (Costs 3 Actions). The leprechaun casts one of its spells. If the spell requires a target, only a creature cursed for taking one of the leprechaun's coins can be the target of the spell, otherwise, the leprechaun can't cast it.

Weaken (Costs 3 Actions). The leprechaun targets a creature cursed for taking one of the leprechaun's coins. Until the start of the leprechaun's next turn, the target deals only half damage with weapon attacks that use Strength until the spell ends.