

The Hidden Leprechaun Hollow

Face a tricksome leprechaun and claim his treasure, before time runs out!

A spring rain has traced the sky with a brilliant **rainbow**. Everyone knows the legend — a leprechaun's hidden abode lies at the end of it! And if you're fast and bold enough, you can steal the mischievous fey's cache of gold...

RANDOM ENCOUNTERS

d4 Details

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| 1 | 1d4 pairs of hobnailed boots jig up the hall (use mastiff stats) |
| 2 | A badger burrows up through the ground, seeking food |
| 3 | A giggling fairy pokes at a PC |
| 4 | 1d4 buzzing giant wasps erupt from a waxy ceiling nest |

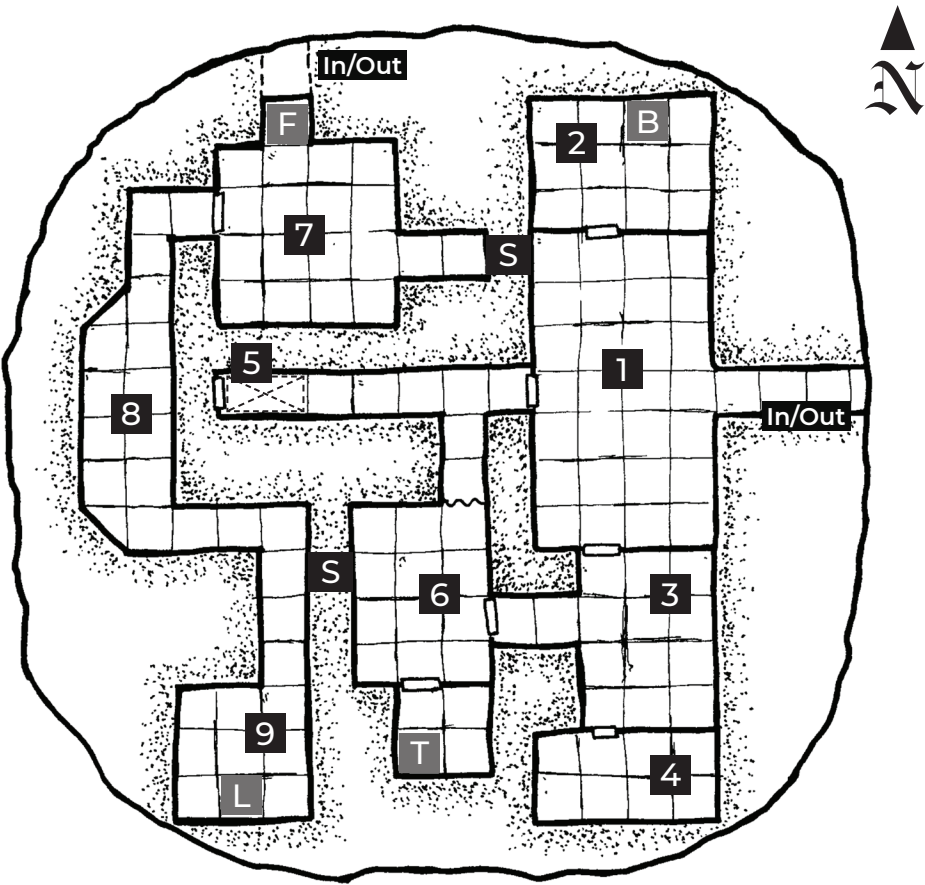
Rainbow Door. The rainbow touches a rocky cave, illuminating a magical door. For **two hours** of real time, PCs can freely enter and exit through the door. When the rainbow fades, PCs stuck inside must find another way out!



Trapdoor: 20' deep, DC 15 DEX to avoid, 2d6



Secret door (find if inspect wall)



1. Entry Hall. A plush, crimson carpet and mahogany beams adorn this cozy, cream-painted hall. The smell of cinnamon and freshly baked bread fills the air. A still-whistling **teapot** of blue-glazed porcelain sits on a side table, surrounded by four dainty teacups.

- **Tea.** Hot and nicely flavored with cream and cinnamon. The next **random encounter** targets anyone who drinks the tea without leaving a gold coin on the table in payment.
- **Secret Door.** The wall where it's hidden is warm to the touch. Found upon inspection. Leads to Area 7.

2. Cobbling Shop. The waft of rich, oiled leather rises up from the dozens of boots and **shoes** on repair pegs around the room. Cobbling hammers and silver nails (20, each worth 1 gp) are scattered over a knee-high work **table**.

- **Shoes.** The finest make with silver hardware. One pair of sandals have the initials "G.G." on the soles. They grant the wearer +1 AC. Taking them causes 1d4 hobnailed **boots** (use **mastiff** stats) to animate and attack.

3. Kitchen. Warm embers still burn inside a black iron **stove**. Clay jars, plates, and **cutlery** scatter the knee-high counters with quite a mess. A round of hunting turns up a gold cake platter (30 gp) and a *Potion of Vitality*.

4. Distillery. A copper **tank** and tubes connect to a row of sealed barrels. A tiny, open **keg** at the end collects drops of a golden liquid. Two more sealed kegs sit on wall racks. Each has 6 servings of **fairy whiskey**, which grants 1 XP with each cup, but the imbiber permanently loses an important memory.

5. Trick Door. Creatures in the marked area when the door opens: DC 15 DEX check or fall 2d6 feet into a **pit trap**.

6. Bedroom. A four-post bed fills the room. Its silk cover is densely embroidered with clovers. The **closet door** hangs slightly ajar. Inside it, behind the tiny coats, is an ancient, nearsighted **troll** named Winnimere. She complains she hasn't been brought her tea. After 1d4 rounds of grousing, she fumbles on her spectacles and attacks anyone who isn't **Lemney McGillis** (leprechaun, Area 9). She stops if given warm tea.

- **Secret Door.** Hollow part of the wall if tapped. Door found upon inspection.

7. Lounge. Child-sized furnishings of mahogany and fine leather fill this lounge. A fireplace crackles with a well-stoked flame. Its **chimney** exits out a hidden tunnel 20' up the side of the cave (humanoids fit, barely). Skrik, a sweet and gentle **lesser fire elemental**, lives in the fireplace (he can't leave it). He protests with tiny shrieks if touched and can't be doused with anything but fairy whiskey (Area 4). He'll let people pass if given something fun to burn.

8. Hall of Mirrors. Walls of polished, floor-to-ceiling **mirrors** cause intense vertigo (DC 12 CON or fall prone 1d4 rounds). The mirrors shatter easily, but anyone doing so loses their luck token.

9. Leprechaun Hideout. A cast-iron **pot** sparkling with a pile of gold coins sits in the center of the room. Lemney McGillis, a cagey **leprechaun**, invisibly hides here. He used his Fool's Gold talent on the pot, which is full of stones. He offers it (or a conjured illusion of gold) if discovered. He carries a bag of 200 gp.