LEPRECHAUN

Small Fey
Hit Dice: 1d6 (3 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 14 (+1 size, +3 Dex)
Attacks: Dagger +4 melee
Damage: Dagger 1d4-2
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities
Special Qualities: SR 27, low-light vision
Saves: Fort +0, Ref +5, Will +4
Abilities: Str 7, Dex 16, Con 11, Int 16, Wis 15, Cha 16
Skills: Bluff +7, Concentration +4, Craft (any one) +5, Escape Artist +7,
Hide +11, Listen +14, Move Silently +7, Open Lock +7, Perform
(comedy, dance, limericks, melody) +7, Pick Pocket +7, Search +5,
Sense Motive +6, Spot +6
Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse (dagger)

Climate/Terrain: Temperate forest
Organization: Gang (2-4), band (6-11), or family (12-20)
Challenge Rating: 4
Treasure: Double coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 2-3 HD (Small)

Rumors persist that the leprechaun is a cross between a pixie and a halfling. Whether this is true or not, no one knows.
Leprechauns are about two feet tall and have pointed ears. Their noses also come to a tapered point. Leprechauns are fond of wearing brightly colored clothes (green or gray coats, brown or green breeches) and flamboyant attire as well (pointed shoes and wide-brimmed hats or stocking caps). Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

COMBAT
Leprechauns shun combat and will usually turn invisible and flee if threatened. However, a leprechaun will not sit idly by while a helpless creature is attacked. When combating a foe, they take full advantage of their spell-like abilities to drive an opponent away.

Spell-Like Abilities: At will—dancing lights, invisibility (self only), permanent image (visual and auditory elements only), polymorph any object, ventriloquism. These are as the spells cast by a 7th-level sorcerer (save DC 13 + spell level).

Skills: Leprechauns receive a +8 racial bonus to Listen checks.

The Leprechaun first appeared in the 1e MM (Gary Gygax, 1977).