

Gnome Man Is An Island

5E NPCs and Monsters

Dal

Medium human, Chaotic Neutral

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 13 (+1) DEX 12 (+1) CON 12 (+1) INT 10 (+0) WIS 11 (+0) CHA 10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Acid. Ranged Attack: +3 to hit, range 20 ft., one target. 2d6 acid damage.

Dal is in his late 20s, with mid length brown hair and a ragged beard. His mail is slightly rusted but otherwise in good condition. Time on the island hasn't been kind to Dal. He is severely touched with madness due to his isolation from everyone on the island, and murmurs and talks to himself often. He has good survival instinct, and has managed his resources well for many years, but is so broken emotionally and mentally that he's been longing for death. He simply hasn't wanted to do it at the hands of the Gnomes or Automata, and chose to survive to die on his terms. When confronted by kindness from the PC's (if applicable) Dal will soften up considerably and start to see a bright side. Dal will then be driven to survive, but will accept that he can't do this without the PCs and will want to stick with them. If they mistreat him he'll most likely leave.

Gelish

Small Gnome, Chaotic Neutral

Armor Class 13 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 11 (+0) Dex 14 (+2) Con 12 (+1) Int 15 (+3) Wis 10 (+0) Cha 10 (+0)

Senses passive Perception 10

Languages Common

Traits

Minor Illusionist—Cast Minor Illusion Cantrip at will.

Speak with Small Beasts—You can speak with squirrels, badgers, rabbits, moles, woodpeckers, and other forest creatures.

Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Sliver of Malvoc: Gelish can try to entice Diadem to work some of its magic. It will 25% of the time cast a spell that is beneficial to the Gelish. The following spells are stored inside (DC14 save):

Cantrip—*Friends*

1st level—*Charm person, Tasha's Hideous Laughter*

Like all the other Gnomes on the island, Gel was touched by the effects of the stone. He was driven to create the Ornithopter, however, in part because he already was isolated from the larger Gnomish population. Gel was one of the only Tinker's on the island, and it was his own designs that the King used to create the Automata. He generally wears a set of robes, in poor repair, and has a long graying beard.

His work area is in disarray, with stacks of parchment and tools scattered around near empty bowls of mushroom and stew.

Automata, Gnome

Small construct, neutral

Armor Class 15 (Breastplate)

Hit Points 14 (2d8 + 6)

Speed 30 ft.,

Senses Passive Perception 12

Str 14 (+2) Dex 13 (+1) Con 16 (+3) Int 10 (+0) Wis 10 (+0) Cha 10 (+0)

Skills Perception +2

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Languages understands the languages of its creator but can't speak

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. 1d8+2

Automata, Wolf

Medium construct, neutral

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Senses low-light vision Perception 13

Str 13 (+1) Dex 15 (+2) Con 13 (+1) Int 10 (0) Wis 12 (+1) Cha 6 (-2)

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Damage Immunities force, necrotic, poison

Languages Understands the language of its creator but can't speak.

Actions

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit*: 1d6 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

Smythe and Weaver

Medium human, Lawful Neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 11 (+0) Dex 12 (+1) Con 12 (+1) Int 10 (+0) Wis 10 (+0) Cha 10 (+0)

Senses passive Perception 10

Languages Common

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80ft./320 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

Smythe is an older portly man, in his late 30s, with nearly no hair except a stringy wad from the back. He has a perpetual scowl on his face and is prone to saying “Bugger this” whenever presented with tasks that he doesn't care to do. He generally has an unpleasant smell about him as he bathes infrequently even for a sailor's standards. He wears a leather buffcoat in battle, along with a rusty scimitar and a poorly maintained crossbow.

Weaver is a younger man with long brown hair and a shaggy goatee. He is uncannily thin, wearing a buffcoat that is much too large for him. His movement is often uncertain because it shifts unexpectedly. Weaver often sings to himself when people aren't around. He generally is cleaner than most of the crew. He, like Smythe, carries a badly nicked scimitar and a poorly maintained crossbow. His bolt carrier has a hole in it however, so he never has any bolts.

Flirn and Protle, King Guards

Small Gnome, Chaotic Neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 11 (+0) Dex 12 (+1) Con 12 (+1) Int 10 (+0) Wis 10 (+0) Cha 10 (+0)

Senses passive Perception 10

Languages Common

Traits

Minor Illusionist—Cast *Minor Illusion* Cantrip at will.

Speak with Small Beasts—You can speak with squirrels, badgers, rabbits, moles, woodpeckers, and other forest creatures.

Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Flirn is a smaller, more frail appearing gnome. He has long since given up his sanity to the events of the island, and has retreated into his own mind. He is only vaguely cognizant of events around him, but can be directed by Protl or the King as necessary

Protl is portly for a gnome, his fondness of brazed mushrooms an obvious cause of this. He fidgets incessantly, and is often seen grinding his teeth. When he's not engaged in something, he talks to himself or whoever is around him.

The Gnome King

Small Humanoid, Chaotic Evil

Armor Class 11

Hit Points 20 (3d6+6)

Speed 30 ft.

Str 9 (–1) Dex 13 (+1) Con 14 (+2) Int 17 (+3) Wis 10 (+0) Cha 15 (+2)

Languages Common, Gnomish

Traits

Minor Illusionist—Cast *Minor Illusion* Cantrip at will.

Speak with Small Beasts—You can speak with squirrels, badgers, rabbits, moles, woodpeckers, and other forest creatures.

Improved Minor Illusionist—You know *Dancing Lights* as a Cantrip

Spellcasting—The Gnome King is a 3rd level spell caster that uses Intelligence as his magical ability (spell save DC 13). He has the following spells prepared:

Cantrips—*Minor Illusion, Dancing Lights, Light, Firebolt*

1st level (4/day)—*Color Spray, Silent Image, Mage Armor*

2nd level (2/day)—*Invisibility, Hold Person*

Actions

Melee Attack—Staff: +2 to hit (reach 5 ft; one creature). Hit: 4 (1d6) bludgeon damage.

Diadem of Malvoc: See below.

The Gnome King is a misnomer for the gnome that managed to steal power away from the Gnomes. He, like Gel, managed to find a portion of the stone, but ended up with the largest portion. Using his own powers modified by the stone, The Gnome King quickly convinced the gnomes on the island that waging war was in their best interest. In the aftermath, he managed to eke out a small existence by creating the Automata that Gel had designed.

The King is quite mad. He's drunk with power, and perceives any slight or insult as a threat against him. This is why there are so few Gnomes on the island anymore. While a good portion of them were wiped out in the war, the population was still large enough to sustain their numbers. The King's power hunger saw to it that they were killed for countless infractions at the hands of the Automata.

The only solace the King had was that the Automata followed him. Once it became apparent that the King was going to be lord of a dead island, he started formulating his plan to leave.

The King is dressed in tattered silver and green robes, and he wears a blue sapphire and a diamond ring on his fingers. He's carrying a shortsword, but the blade is broken an inch past the hilt and is unusable.

The Diadem of Malvoc

The Diadem is a leather band with a large glowing yellow gray stone set against a platinum plate. It is an intelligent magical item with and Intelligence of 13, a Wisdom of 14, and a Charisma of 18. It conveys the following abilities on someone who is attuned to it:

Proficiency in any Charisma based skill of the PCs choice

The characters Charisma increases by +2.

The character is unable to be located via scry or any other divination spells.

The Diadem can also cast the following spells at will for the user:

Cantrip—*Friends*

1st level—*Charm person, Tasha's Hideous Laughter*

2nd level—*Crown of Madness, Ray of Enfeeblement*

5th level—*Animate Object.*

Objects created with *Animate Object* are permanently created, and under the control of the Diadem.

Malvoc, being an aware entity, is only prone to use it's powers for it's own purposes, which at this time is to escape the island. It can never be attuned to, but characters can make a DC 15 Charisma (persuade) check to try and convince Malvoc to use it's power for his benefit. This takes as much time as the GM feels is necessary, likely 2-3 rounds.

Malvoc is drawn to passion and human emotions. They feed him and entertain unlike any thing else. He is especially drawn to dichotomous emotions—love and hate, anger and indifference. He loves to play these emotions out in people to bring the fullest experiences and to expose their flaws and strengths. He seeks escape from the island because he's seen things come to fruition on it and wants a larger population to influence.