

TINKABELLE MAINSPRING



As you enter the workshop, you see a gnome with wild, unruly hair hunched over a workbench covered in tools and clockwork contraptions. Perched on her shoulder is a vibrant mechanical bird, its gears whirring and feathers glinting in the light. She looks up, sparkles of excitement in her eyes, and exclaims, 'Welcome to the workshop of Tinkabelle Mainspring, the finest tinkerer in all of Gearhaven!'

Tinkabelle Mainspring is a renowned tinkerer in the city of Gearhaven, known for her inventions and mechanical expertise. Standing barely three feet tall, she is often underestimated, but her skills are unmatched. Her most notable creation is a mechanical bird named Whizbang that she crafted herself, which has the ability to send messages over great distances.

Tinkabelle is always accompanied by Whizbang, her mechanical bird, which sits perched on her shoulder.

Despite her outward confidence and success, Tinkabelle secretly harbors doubt about her abilities as a tinkerer. She fears that one day, someone will discover a flaw in her designs or expose her as a fraud, plunging her into obscurity.

TINKABELLE MAINSPRING

Small humanoid (gnome), neutral

Armor Class 11

Hit Points 22 (5d8)

Speed 25 ft.

Saving Throws INT +5, WIS +3

Skills Arcana +5, Investigation +5

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	14 (+2)

Condition Immunities

Senses Passive Perception 11

Languages Common, Gnomish

Challenge 1 (200 XP)

Mechanical Expertise. Tinkabelle has advantage on ability checks and saving throws related to mechanical devices and inventions.

Whizbang Messenger. Tinkabelle's mechanical bird companion, Whizbang, can deliver written messages to a designated recipient within a range of 5 miles.

ACTIONS

Clockwork Strike. Tinkabelle makes a precise melee attack with her small clockwork hammer, dealing 2 (1d4) bludgeoning damage.

Invention Blast. Tinkabelle activates one of her explosive inventions and hurls it at a target. The target must make a Dexterity saving throw against DC 13 or take 8 (2d6 + 2) fire damage on a failed save, or half as much damage on a successful one.

NOTES

