

## NIMBLEWRIGHT

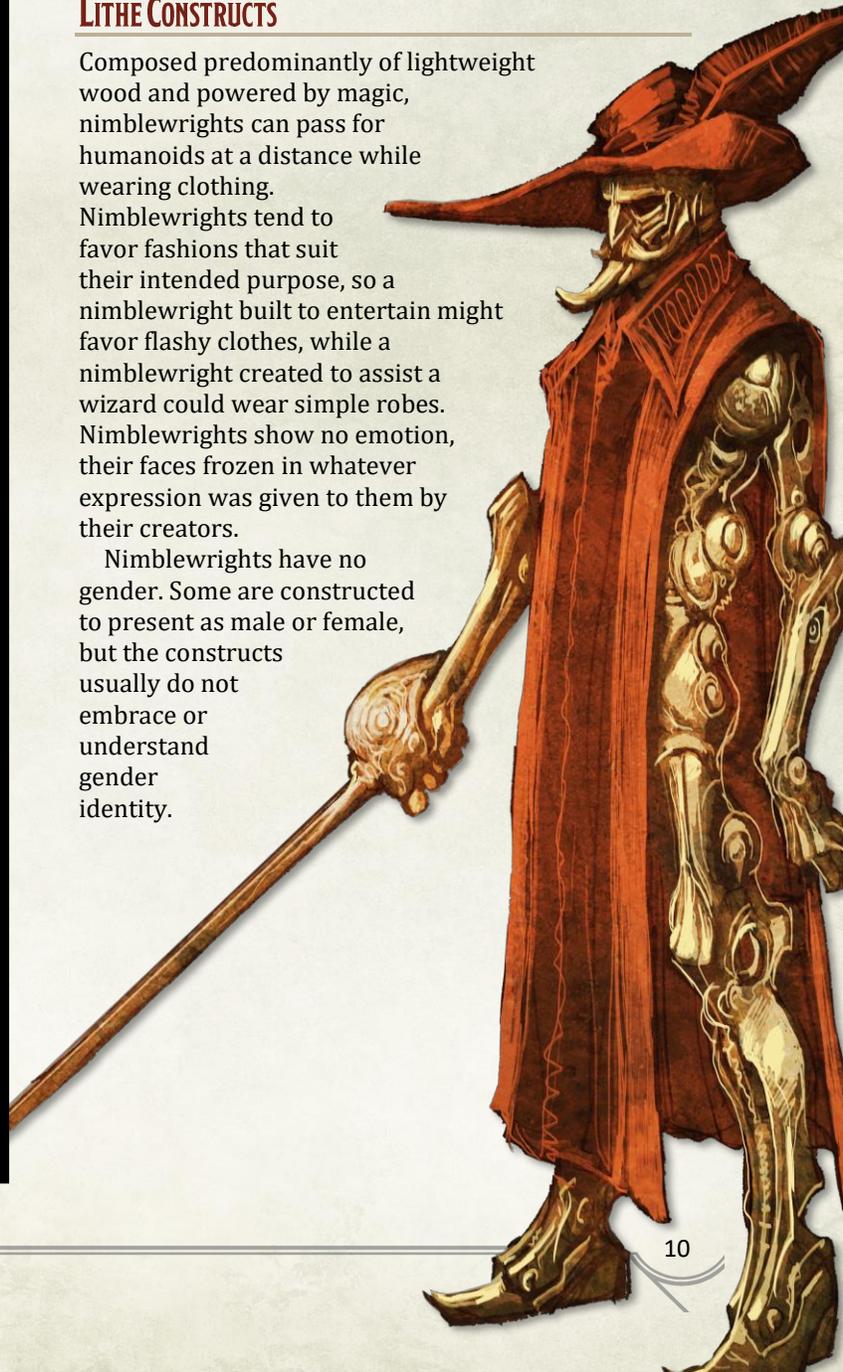
Nimblewrights are magical constructs created to serve as servants, performers, guards, or assassins. While they are built to serve a master and purpose, nimblewrights have minds of their own and free will. They are built to outlive their creators and thus can find themselves without a master after decades of servitude. Many nimblewrights without a master use their natural skills as acrobatic warriors to wander the world in search of new experiences and discoveries.

## LITHE CONSTRUCTS

Composed predominantly of lightweight wood and powered by magic, nimblewrights can pass for humanoids at a distance while wearing clothing.

Nimblewrights tend to favor fashions that suit their intended purpose, so a nimblewright built to entertain might favor flashy clothes, while a nimblewright created to assist a wizard could wear simple robes. Nimblewrights show no emotion, their faces frozen in whatever expression was given to them by their creators.

Nimblewrights have no gender. Some are constructed to present as male or female, but the constructs usually do not embrace or understand gender identity.



## PRACTICAL AND CURIOUS

Nimblewrights tend to approach all obstacles with complete practicality. They make swift decisions after contemplating all outcomes then move forward with the most efficient solution. The constructs sometimes act without consulting their companions when they see a course of action that seems to be the obvious correct choice. Most adventuring nimblewrights quickly learn that acting without consulting the rest of the party is not the most courteous way forward (even if it is the most efficient).

While nimblewrights come into existence with much of the knowledge needed to perform the tasks their creator chooses for them, they have a natural curiosity about the world. They enjoy learning and tend to embrace new experiences with gusto. This curiosity can sometimes get nimblewrights into trouble, especially if they have no experience outside their creator's world.

## DETERMINED MINDS

Nimblewrights are constructed with determined minds so that when they are given a goal, they allow nothing to get in their way. Once a nimblewright sets its mind to a task, it can be difficult to dissuade the construct from pursuing it. This is a boon to creators with obedient nimblewrights, but less fortunate creators have kicked out or destroyed constructs so wrapped up in their own goals that they cannot follow orders.

## NIMBLEWRIGHT NAMES

Nimblewrights have names given to them by their creators, usually a name in the maker's native language. Nimblewrights sometimes choose a second name, called a "purpose name," which describes a force or goal that drives the construct.

**Purpose Names:** Art, Cure, Fashion, Gold, Knowledge, Magic, Mortality, Music, Peace, Power, Secrets, Treasure

## NIMBLEWRIGHT TRAITS

Your nimblewright character has certain characteristics in common with all other adventuring nimblewrights.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Constitution score increases by 1.

**Age.** Nimblewrights are typically between 1 and 100 years old and do not deteriorate due to age.

**Alignment.** Most nimblewrights tend toward neutrality in all matters and value practicality and logic.

**Size.** Your size is Medium. Most nimblewrights stand between 5 and 6 feet tall and weigh between 80 and 100 pounds.

**Speed.** Your base walking speed is 30 feet.

**Construct.** Your creature type is construct, rather than humanoid.

**Construct Resilience.** Your construct origins give you remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

**Nimblewright Components.** You can install one nimblewright component in your body, which gives you a benefit. You can swap or remove a component during a short or long rest, and you can only power one component at a time.

Choose three nimblewright components, which you carry and for which you are outfitted, from the following list:

- **Bright Eyes.** With this component installed, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Fleet Feet.** With this component installed, your base walking speed increases 10 feet.
- **Hidden Compartment.** With this component installed, you have a spring-loaded hidden compartment on your body that can carry and hide one Tiny creature or object inside of you.
- **Keen Ears.** With this component installed, you have advantage on Wisdom (Perception) checks that rely on hearing.
- **Power Lifter.** With this component installed, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Voice Box.** With this component installed, you can speak any language you understand (see "Languages" below).

**Repairable.** The *mending* cantrip has the effect of the *spare the dying* cantrip if it is cast on you.

**Sentry's Rest.** When you take a long rest, you must spend at least 6 hours in an inactive, motionless state,

## BALANCE OF POWER

*Wondrous item, rare*

When a gem worth at least 500gp is placed on the right-hand tray of this brass scale, the gem is destroyed, and one ability score selected by the user is raised to 20 for a period of 24 hours. Once you have used this property of the balance, it can't be used again until the next dawn.

## CANE OF ARMAMENT

*Wondrous Item, rare (requires attunement)*

This item appears to be an ordinary walking cane. While holding it, you can use a bonus action to transform it into a *rapier +1*, or to transform it back into a walking cane.

## CANE OF DETECTION

*Wondrous item, uncommon (requires attunement)*

If you tap this walking cane on a wall, floor, or door, it will cause any traps built into that structure to glow faintly for one minute. Upon detecting a trap, the cane expends a charge. It has 3 charges, and it regains 1d3 expended charges daily at dawn.

## CAPE OF DISGUISE

*Wondrous item, uncommon (requires attunement)*

While wearing this plumed crimson cape, you can use an action to cast the *disguise self* spell at will. The spell ends if the cape is removed.

## CAPE OF PROTECTION

*Wondrous item, uncommon (requires attunement)*

While wearing this tattered green cape, you can use an action to cast the *stinking cloud* spell.

## CHALICE OF DETECTION

*Wondrous item, uncommon*

This chalice is made of beautiful crystal. If it is filled with water and brought within 5 feet of poison, the water turns a sickly green hue. Poisonous monsters, gasses, weapons, and traps all trigger this effect. The water remains green even if the chalice is moved more than 5 feet away from the poison. The chalice must be emptied and refilled before it is reused. Once you have used this property of the chalice, it can't be used again until the next dawn.

## DRUM OF SILENCE

*Wondrous item, uncommon*

While you hold this small hand drum, you can use an action to strike it and cast the *silence* spell with the area of effect centered on yourself. Once you have used this property of the drum, it can't be used again until the next dawn.

## DRUMS OF PANIC

*Wondrous item, uncommon*

When you use an action to play these small hand drums, each creature within 30 feet that is hostile toward you and hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute.

A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these drums for 24 hours. Once you have used this property of the drums, it can't be used again until the next dawn.

## DUST OF SLEEPING

*Wondrous item, uncommon*

Usually found in a small leather sack, this powder resembles fine, white sand. There is enough of it for one use. When you use an action to throw a handful of the dust into the air, each creature that needs to breathe within 10 feet of you must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake. You are immune to the effect.

## FAN OF DANCING

*Wondrous item, rare*

While holding this fan, you can use an action to wave it at one creature within 10 feet. The target begins a comic dance in place for 1 minute. Creatures that can't be charmed are immune to this effect.

A dancing creature has a speed of 0 feet and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the effect ends.



Once you have used this property of the fan, it can't be used again until the next dawn.

## FLUTE OF COURAGE

*Wondrous item, uncommon*

You must be proficient with wind instruments to use this flute. If you play the flute as an action, each humanoid that can hear you in a 20-foot-radius sphere is immune to being frightened for up to 1 minute. Once you have used this property of the flute, it can't be used again until the next dawn.

## FLUTE OF THE FAERIE

*Wondrous item, rare*

You must be proficient with wind instruments to use this flute. If you play the flute as an action, you summon fey creatures that appear in unoccupied spaces that you can see within 90 feet.

Roll on the following table to determine what appears:

d10	Fey
1	8 boggles*
2	8 blink dogs
3	8 pixies
4	8 sprites
5	4 darklings*
6	4 satyrs
7	2 dryads
8	2 quicklings*
9	1 darkling elder*
10	1 sea hag

\* These creatures are from *Volo's Guide to Monsters*.

## GREENSTONE AMULET

*Wondrous item, very rare (requires attunement)*

This green gemstone is fist sized and glows faintly when attuned to you. While bearing this item, you are immune to psychic damage, any effect that would sense your emotions or read your thoughts, divination spells, and the charmed condition.

The item even foils *wish* spells and spells—or effects of similar power—used to affect your mind or to gain information about you.

## HANDKERCHIEF OF LENGTH

*Wondrous item, uncommon*

This item appears to be a normal silk handkerchief. However, when you place it in your pocket and speak the command word, you can then pull from your pocket a 50-foot long line of multicolored handkerchiefs tied to each other. This functions exactly like a regular piece of rope.

When you stuff the handkerchief rope back in your pocket, it reverts to the original handkerchief.

## HARP OF ASSISTANCE

*Wondrous item, rare*

When you use an action to play this small lap harp, you cast the *planar ally* spell. Once you have used this property of the harp, it can't be used again for a tenday.

## HARP OF SILENCE

*Wondrous item, uncommon*

When you use an action to play this small lap harp, you cast the *silence* spell with the area of effect centered on yourself. Once you have used this property of the harp, it can't be used again until the next dawn.

## HASP OF LOCKING

*Wondrous item, uncommon*

When you place this hasp on a closed door, window, gate, chest, or other entryway, it becomes locked. Only you can remove the hasp, although casting *knock* on the object suppresses the magic of the hasp for 10 minutes. Otherwise, the locked object cannot be opened except by breaking it.

## HEART OF STONE

*Wondrous item, rare (requires attunement)*

While holding this small, heart-shaped piece of granite, you cannot be frightened.

## LEAF OF FALLING

*Wondrous item, rare (requires attunement)*

This charm is shaped like a small silver leaf. When you fall while wearing this charm, you descend 60 feet per round and take no damage from falling.

## LENS OF PERSPICACITY

*Wondrous item, rare (requires attunement)*

This crystal lens fits over one eye. While wearing it, you can speak a command word and have truesight out to 120 feet for the next 10 minutes. Once you have used this property of the lens, it can't be used again until the next dawn.

## LIBRAM OF EVALUATION

*Wondrous item, uncommon*

This small book has an embossed leather cover and is filled with a comprehensive index of gemstones and art objects alongside the market value of each. Any such object possessed by the adventuring party is magically listed in the book and can be found with a few minutes' searching.