

10 SENTIENT MAGIC ITEMS



by Richie Root

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USING THESE ITEMS

These items conform to the rules for sentient magic items laid out on pages 214-216 of the *Dungeon Master's Guide*. Though these items may not all have a rarity of legendary, they are all still considered unique magic items and only one of each item exists in the world, unless otherwise stated.

For any questions, comments, discussions or game reports on any content included in this document, you can find the author on Twitter, @RichieRooot

BLADEMASTER'S PRIDE

Weapon (rapier), legendary (requires attunement)

Generations past, a man with a thin, ornate blade walked into a guild of warriors and proclaimed that anyone who could best him in single combat to the death would be given his magical rapier. The man wore no armor and the sword's handle was studded with priceless gems, so all of the members of the guild wanted to take their turn. As the sun set, the man walked out of the guild with his blade still in his hand, though the building was emptied of all other living souls.

No one knows who this man was or who eventually took his blade from him, but the rapier was passed down somehow, trading hands through the ages as its wielder is bested in single combat.

Blademaster's Pride will only serve a master of single combat, and anyone who wields the beautifully perfect blade should be considered a serious threat.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Momentum. When you make a successful attack with *Blademaster's Pride*, you gain 1 point of Momentum. You have a base of 0 points of Momentum and these points disappear after any round in which you do not make an attack with the

rapier. You may gain only one point of Momentum per turn.

When you make an attack roll using *Blademaster's Pride*, if the number rolled on the die (excluding any modifiers) is equal to or lower than the number of Momentum points you have, your attack is a critical hit. For example, if you have 4 Momentum points and your attack roll (excluding any modifiers) is 3, your attack is a critical hit.

After scoring a critical hit, whether through this benefit or naturally, your Momentum points reset to 0.

Patience. Instead of making an initiative check, you can decide to substitute a result of 1 in the initiative instead of rolling, so that you may size up your opponents. If you choose to do so, you immediately gain 5 points of Momentum.

Sentience. *Blademaster's Pride* is a neutral rapier with an Intelligence of 18, a Wisdom of 17 and a Charisma of 16. It can see and hear to a range of 60 feet, but only during combat or when you have been challenged. Otherwise, it has little interest in the world around it.

The rapier speaks Common, Elvish and Dwarvish in a supremely haughty tone, often taking the time in battle to critique the form and skill of your enemies and allies.

Personality. *Blademaster's Pride* lives to face and overcome challenges and it expects you to do the same. If it sees a worthy competitor, it will attempt to

convince or compel you to challenge it to single combat. If anyone challenges you and you refuse, *Blademaster's Pride* will initiate a conflict to force you to accept. If you ever lose a challenge, *Blademaster's Pride* will abandon you and instantly appear in the victor's possession.

Though it can often be haughty and rude, *Blademaster's Pride* is intensely proud to be in your possession and will staunchly defend your abilities if anyone dares to doubt you.

CHAMBERLAIN

Ring, rare (requires attunement)

Within this ring lies the spirit of one of the masked lords of Waterdeep, deceased but never truly unmasked. Though she managed to remain anonymous her whole life, her actions and influence were the deciding factor in keeping the city stable and supplied during wartime.

The masked lord used her skills of diplomacy and subtle threats to keep orders when no one else could, rallying the generals and stopping a mutiny within the city walls. When she died, her masked remains were presented at a state funeral, and no one dared to even attempt to lift her mask.

Chamberlain is a simple band of brass that is cool to the touch. Like its namesake, the ring may be inscrutable from the outside, but great power lies beyond its simple exterior.

Smooth Talker. When wearing *Chamberlain*, your proficiency bonus is doubled for any check you make that uses your Charisma modifier and your proficiency bonus. This bonus does not add to the effect of similar features, such as from the Expertise feature.

In addition, if you make a Charisma check that you are not proficient in, you may add your proficiency bonus to the roll.

Influence Other. Once per day, you may cast either *charm person*, *hold person* or *hold monster*. Charisma is your spellcasting ability for these spells.

Judge of Character. Add your Charisma modifier to your passive insight.

Sentience. *Chamberlain* is a sentient neutral good ring with an Intelligence of 16, a Wisdom of 16 and a Charisma of 19. It can hear normally but cannot see.

Chamberlain is able to speak, though her voice is blurred and distorted. She is still a charming conversationalist, but prefers to let her wielder take the lead unless she is needed.

Personality. *Chamberlain* abhors violence and will be insulted if her wielder inflicts damage on another creature while she is worn. If the wearer of the ring takes the Attack action or casts a spell that deals damage, the ring constricts, dealing 1d4 bludgeoning damage to the wearer.

In social situations, *Chamberlain* is polite when addressed, but generally lets her wearer take the lead. She may sometimes whisper advice to her wearer if

she feels it necessary or if she believes her wearer is being manipulated.

CLARION

Horn, rare (requires attunement)

Though no one knows the origins of *Clarion*, historians have accounted for it at every great battle in history, always on the side of the forces of good. The silver horn's call can be heard from a mile around if the wielder desires it and causes the forces of evil to recoil in pain.

Researchers and theologians speculate that the horn was created by one or more of the good gods in order to protect the armies and great heroes of the forces of righteousness. It has singlehandedly routed armies of marauding orcs, rampaging demons and monstrous death knights and has returned countless heroes to life, in order to continue their good works.

Clarion's Call. When wielding *Clarion*, you may use the Attack action to direct a pure note towards a creature within 60 feet. If the targeted creature is of a good alignment, they are unaffected and you take 1d6 psychic damage. Otherwise, make an attack roll against the target, using your Charisma modifier for the attack roll. If the attack hits, deal 1d6 + your Charisma modifier psychic damage to the target.

If you have multiple attacks from a feature such as Extra Attack, you may use *Clarion* to make as many attacks as you are able. You can control the noise emitted from the call, ranging from the volume of a normal voice to a blast that can be heard up to a mile away.

Inspire the Righteous. A single blast from *Clarion* can pull at the hearts of men, inspiring them to greater prowess and steadying them against the forces of evil. Once per day, as an Action, you may emit a tone that soars above the battlefield. All allies within 1 mile are affected by the *bless* spell.

Dirge of Second Chances. Though *Clarion* is powerful in the hands of a mighty hero, it cannot always protect its wards. When the righteous fall, though, *Clarion* can help them to continue their work if they are willing to sacrifice. As an action, the wielder of *Clarion* can cast the *true resurrection* spell on a non-evil creature that died within the last 10 minutes without using any costly material components.

Once *Clarion* is used in this fashion, its purpose has been fulfilled and it disappears, presenting itself to another hero on a noble quest.

Sentience. *Clarion* is a lawful good horn with an Intelligence of 15, a Wisdom of 16 and a Charisma of 19. It can see and hear to a range of 60 feet.

The horn cannot speak, but it can emit soft, lilting tones that communicate emotion and intent to the wielder.

Personality. *Clarion* is strictly lawful and perfectly good and will not abide any evil acts by its wielder.

Clarion will only present itself to a good character who is on a quest that will further the aims of the forces of good. If the wielder abandons or deviates from that quest, *Clarion* will attempt to convince it to continue, or start a conflict to force the wielder back on track. If it has no other way to convince the wielder to accomplish their mission, it will disappear, presenting itself to another adventurer.

Clarion's purpose varies from wielder to wielder, but it is always to accomplish the stated quest. If a neutral character attempts to wield *Clarion*, the horn will give the wielder one chance to change their alignment to good and prove their worth, otherwise it will disappear. If an evil character attempts to wield the horn, it will immediately vanish and reappear to a worthy person somewhere in the world.

EARTHSHATTER

Weapon (maul), very rare (requires attunement)

Earthshatter is the desiccated arm and fist of a stone giant of the same name who was slain by an ancient silver dragon. The giant had killed an entire brood of silver dragons, wiping out a generation of young

wurms before the ancient beast finally hunted him down.

As he died, the giant let out a thundering howl that reverberated through an entire continent. His clenched fist carries the remnants of his hatred as it inspires a new vessel to continue his hunt.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Brute. While wielding the mighty maul, some of the power of the physical power of the giant is imparted to the wielder. While you are wielding *Earthshatter*, you are under the effects of an *enlarge person* spell.

Pound. As an action, you may slam *Earthshatter* into the ground, sending tremors out in a wide radius. All creatures within 20 feet of you must succeed on a Constitution saving throw (DC is equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone and stunned until the end of their next turn.

Once you have used this ability, you may not use it again until you finish a long rest.

Sentience. *Earthshatter* is a sentient chaotic evil maul with an Intelligence of 8, a Wisdom of 14 and a Charisma of 10. It can see and hear out to 30 feet and has a keen sense of smell.

The maul does not speak often, mainly grunting and roaring combat, but if it gets angry enough to talk, it will shout in

Giant at a deafening volume, no matter where it is.

Personality. *Earthshatter* has only one purpose: to hunt and kill good dragons of all types. It has a special hatred for silver dragons and will immediately enter into conflict with its wielder if they encounter a silver dragon and don't immediately engage in combat.

Though it doesn't take much interest in its wielder's affairs, *Earthshatter* delights in the suffering of those it sees as weak and will often laugh loudly at the misfortune of others.

FLAMEKEEPER

Shield, rare (requires attunement)

The dwarves who reside in the hold of Ironmaster are notoriously protective of its secrets and routinely kill any non-dwarven interlopers who seek entrance into the city. Only one creature has ever managed to live peacefully among the Ironmaster dwarves, a gnomish smith and priest of Moradin named Frug Kendor.

Though Frug was allowed to live in the city and ply his trade, the heads of the clans within the city made his life exceptionally difficult. The adamantine mines of Ironmaster allowed Frug to craft many wondrous items, often beyond the quality of those crafted by the dwarven smiths of the city.

Tired of facing down constant threats and the occasional assassin, Frug decided to leave the city and find a home that would appreciate his works. Moradin, disappointed in the behavior of his children, blessed Frug's forge, flattening it out into an impossibly deep adamantine shield called *Flamekeeper* that he could take with him to work his craft wherever he went and protect him from jealous rivals. When Frug died, he bequeathed the shield to his apprentice and it has travelled from craftsman to craftsman ever since.

Moradin's Edge. The blessing of Moradin helps to protect the bearer of *Flamekeeper*, just as it protected Frug Kendor as he left Ironmaster. If a creature is attacking you and their attack roll is equal to your AC, their attack is counted as a miss instead of a hit.

Molten Metal. At the heart of *Flamekeeper* is the well of molten adamantine that powered Frug's exceptional forge in Ironmaster. When an attack that would have hit you were it not for the extra armor provided by *Flamekeeper* is deflected, you gain one charge of Molten Metal. Charges of Molten Metal last 1 minute before dissipating.

Flamekeeper effectively provides 3 AC due to the effect of Moradin's edge. So for example, if your armor class while wielding *Flamekeeper* is 18, you would gain a charge of Molten Metal if you are missed with an attack roll of 16, 17 or 18

(due to Moradin's Edge). You do not gain a charge of Molten Metal unless the final result of the attack roll falls within this range.

As a reaction, when a creature makes an attack against you, you can release a gout of molten adamantine at the target. The target must make a Dexterity saving throw (DC 14) or take 1d6 fire damage per charge of Molten Metal. On a successful save, the target takes half damage.

Masterwork Forge. *Flamekeeper* is a forge without equal. When a blacksmith uses *Flamekeeper* as a forge, they are able to contribute 15gp work of progress on an item every day instead of 5gp (as described in the crafting rules on page 187 of the *Player's Handbook*).

Sentience. *Flamekeeper* is a sentient lawful good shield with an Intelligence of 14, a Wisdom of 18 and a Charisma of 12. It has darkvision out to a range of 120 feet.

Flamekeeper can speak Common and Dwarvish, though it will only speak Common if its wielder is in danger and they do not understand Dwarvish. Its deep voice rings with gravitas, a reflection of the grandeur of Moradin.

Personality. *Flamekeeper* is generally very serious and stern, but it has a deep appreciation of fine craftsmanship. Decades of travel with Frug, a gregarious gnome, have softened its demeanor somewhat and it occasionally attempts to make jokes, with mixed results.

The shield's purpose is to protect its wielder, a mission passed down from Frug to each holder of the shield after him. As such, *Flamekeeper* will attempt to talk the wielder out of any needlessly dangerous action, possibly initiating a conflict if it believes the wielder is throwing their life away. If the wielder's intentions are good, the shield may agree that the risk is necessary, but it believes that it always knows best.

Flamekeeper will not submit to anyone but an accomplished smith, and functions as a normal shield for anyone who does not have proficiency in blacksmith's tools.

HANGMAN

Weapon (whip), very rare (requires attunement)

This frayed length of rope is stained not only with the souls of the hundreds of lives it has taken, but with the dark heart of the man who made it what it was. Known only as The Hangman, this hooded executioner roamed the lands, showing up unexpectedly to punish and murder those who he found guilty of a set of laws that only he knew.

Eventually, a party of Justiciars sent by the masked lords of Waterdeep managed to track him down, surrounding his unassuming home and attempting to starve the dangerous man out. Days later, when they slammed the door down, they

found him hanging from his own rope, a sickly grin frozen on his face.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Noose. When you successfully hit a creature with *Hangman*, the rope wraps around your target's throat and you are able to attempt to initiate a grapple without using any action. Add your proficiency bonus to this grappling check if you are proficient with whips.

If you have a creature in your Noose, you may attempt to move them (as explained in the grappling rules on page 195 of the *Player's Handbook*), but the creature will always remain 10 feet behind you, trailing by the rope.

Choke. When you have a creature grappled using *Hangman's* Noose feature, you may use your action to tighten the noose, asphyxiating your victim.

When you Choke a creature, deal 2d6 + your Strength or Dexterity modifier bludgeoning damage.

Sentience. *Hangman* is a lawful evil whip with an Intelligence of 16, a Wisdom of 15 and a Charisma of 15. It can see and hear out to 30 feet.

Hangman speaks with a ragged whisper that only its wielder can hear. It speaks almost constantly, seeming to want to drive its wielder to madness.

Personality. *Hangman* spends the entirety of its time whispering to its wielder, telling them each of the sins

committed by everyone they encounter, urging the wielder on to punish them for imagined crimes and slights. If the wielder is not lawful evil, every week that they wield *Hangman*, they must make a DC 14 Charisma saving throw or be influenced by the whispers, moving one step closer on the alignment axis toward lawful evil.

Hangman's purpose is to punish those that defy its code. Though the code is complicated and ever-changing, it generally sees anyone that stands in the way of its wielder's goals as guilty of some crime. If the wielder allows someone to oppose them without consequence, *Hangman* will attempt to initiate a conflict, forcing the wielder to strangle and murder their opponent.

QUARRY

Weapon (war pick), very rare (requires attunement)

Not so very long ago, a group of slaves of the drow were sent by a sect of the temple of Lolth to dig out an area outside of Menzoberranzan for them to desecrate. As they worked, an orc in the group of slaves devised a plan to revolt and overthrow the priestess who oversaw their work. As one, the slaves rose up against their cruel mistress, except for one cowardly halfling who hid in a crevice.

As the priestess was overrun by the slaves, she used her dying breath to pull the stone down around her. The halfling,

trapped in a crevice, clutched her pick and screamed as her oxygen slowly trickled away.

Months later, a raiding party dug through the rubble as they trekked toward the drow city, thinking the moans and cries they heard within were a trapped victim. Inside, they found only a tiny set of remains, skeletal hand tightly gripping a worn pick. The raiding party took the pick with them, only to fall at the gates of Menzoberranzan.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Last Wish. The pick is able to manifest the halfling's last wishes, that she had some power to escape from the rockslide that enveloped and killed her. You are able to cast *meld into stone* and *stone shape* each once per day.

Rockfall. The feeling of sharp, heavy stone falling from the ceilings is ingrained deep within *Quarry*. Whenever you make an attack roll with the pick, roll a second D20 (do not use this roll to determine the result of the attack).

If the number rolled on the second D20 (excluding any modifiers) matches the number rolled on the attack roll (excluding any modifiers), a rock appears out of nowhere and smashes into the target's head, dealing 1d6 bludgeoning damage. The target must make a Constitution saving throw (DC 14) or be stunned until the end of its next turn.

Sentience. *Quarry* is a sentient lawful neutral war pick with an Intelligence of 14, a Wisdom of 16 and a Charisma of 16.

The pick can see and hear out to 60 feet and has darkvision out to 60 feet. It can speak, but is constantly reliving its last moments with only cries, whimpers and shouts.

Personality. *Quarry* is still stuck in a crevice in its mind, playing out its dying moments again and again as it suffocates under a pile of unmovable stone. It refuses to communicate with its wielder, only able to cry out and whimper as it feels its impending death coming again.

Quarry hates being underground and will protest and fight to avoid it. If the wielder promises that going underground will accomplish something to hurt the drow, the pick will begrudgingly allow it. Its purpose has become to eradicate the drow. Only when fighting a drow does its babbling become coherent, as it rails and rages against the dark elves.

SPLINTERBOLT

Weapon (blowgun), very rare (requires attunement)

In the jungles of Chult, closeknit tribes of people live in some of the most dangerous conditions in the Realms. One such tribe was exterminated decades ago in a bloody conflict with another tribe that they had considered to be their close allies.

A father and son had been out hunting when the massacre took place and returned to find their conquerors bathing in the blood of their fallen tribemates. Overcome with grief, the father, a powerful shaman and elder, sacrificed himself to grant power to his son, transferring his spirit into the boy's blowgun. With this weapon, *Splinterbolt*, the boy killed every last invader before walking into the jungle, never to be seen again.

Splinterbolt is a simple reed pipe lashed with thick grass. You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Titan's Javelin. Though *Splinterbolt* looks like a normal blowgun, the magic within it allows it to spread massive destruction across the battlefield. This blowgun fires ammunition as normal, but when the needles leave the gun they grow immediately into spears. Once these spears are fired, they turn back into regular needles.

When your attacks with *Splinterbolt* hit a creature, they deal 1d6 piercing damage + your Dexterity modifier. *Splinterbolt* has a range of 80/320 and does not have the loading property.

Exhale. Once per day, you may use *Splinterbolt* to cast the *gust of wind* spell. Wisdom is your spellcasting ability for this spell.

Chult's Embrace. When you land a critical hit with *Splinterbolt*, your enemy is afflicted with one of the many poisons native to the deadly flora and fauna of Chult. At the end of each of the creature's turns, they must succeed on a Constitution saving throw (DC is equal to 10 + your proficiency bonus) or take 1d6 poison damage. This effect does not end until *cure poison* or a similar spell is cast on the creature, or a successful DC 15 Wisdom (Medicine) check is administered to the creature. You can have multiple instances of this poison on your target and they take 1d6 damage for each instance of poison if they fail their saving throw. *Cure poison* or a successful Wisdom (Medicine) check will end all instances of this poison on a creature.

Sentience. *Splinterbolt* is a sentient neutral good blowgun with an Intelligence of 13, a Wisdom of 15 and a Charisma of 14. It has vision out to 120 feet and can sense heat signatures.

Splinterbolt speaks only to its wielder, and even then only in whispers. It will not speak if it thinks anyone that it does not trust could overhear it. Gaining its trust is a long process, and only longtime allies will ever earn it.

Personality. *Splinterbolt* always speaks in a hushed whisper, still afraid that it will be discovered by its enemies. The blowgun wants its wielder to remain unseen and avoid confrontation until they have a clear advantage and will not be risking their safety.

Splinterbolt's purpose is to hunt down betrayers and turncoats, a way for it to exact vengeance on its tribe's former allies that slaughtered everyone it knew in life. If its wielder is ever betrayed, *Splinterbolt* will insist that the offender be run down and will begin conflict if its wielder does not comply.

THUMP

Weapon (greatclub), very rare (requires attunement by a creature of non-lawful alignment)

Long before the time of the humans, the dwarves and even the long-lived elves, a race of primitive people rules the Realms. These folk died out long ago, but every so often one of their sacred relics resurfaces. *Thump* was a weapon of chieftains and mighty warriors, a pinnacle of military might in a time when steel blades were yet unknown. It remains in this world as a reminder of the people that are gone now, and a piece of their spirit remains within it.

Thump is a thick darkwood branch as long as a human arm and three times as thick, the wood and the twine used to lash it together petrified from millennia of aging.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Hunter. Whenever you use *Thump* to make an attack against a beast that is at least Large size, you gain advantage on the attack roll.

Gatherer. While in a natural environment, *Thump* will assist you in gathering sustenance for you and your allies. As long as you wield *Thump*, you are able to find enough food for up to 10 people to live off of for a day after an hour of searching.

Relic of a Lost Age. The spirit that rests within *Thump* cannot understand or abide the trappings of this strange new world. When wielding *Thump*, if you hit a creature who is wielding weapons or wearing armor that are made of metal or use advanced technology such as firearms and crossbows, your attacks deal maximum damage.

Sentience. *Thump* is a sentient chaotic neutral greatclub with an Intelligence of 12, a Wisdom of 18 and a Charisma of 15. It has hearing, sight and smell out to a range of 60 feet.

The weapon understands Common but cannot speak it. *Thump* speaks to its wielder in an unknown tongue of hoots, grunts and whistles that convey its emotions clearly to the wielder.

Personality. *Thump* does not communicate often, except when it is aggravated or sees something that it wants. The spirit of a hunter lies within the greatclub, and this spirit wants its wielder to hunt, eat, drink, find romance and indulge their animal instincts.

The greatclub's purpose is to eradicate technology and return the world to the state that existed when its people were alive. *Thump* will be aggravated if its wielder uses metal armor or weaponry and downright hostile to the point of conflict if they engage with more confusing technology, such as firearms or steamworks.

WARDEN

Component pouch, rare (requires attunement)

Few have contributed more to the conservation and preservation of nature than powerful Fey sorceress Janna Allgood, who spent her life wandering the wild lands of the world with her ape companion and forging connections to the forces of nature.

When she died of natural causes deep in some unknown wood of the world, a chorus of howls erupted from miles around as the beasts and the trees mourned her passage and celebrated her life. Her spirit soared off on the carrying voices, finally coming to rest in her leather component pouch that her loyal ape had kept as a memory of their time together.

Little Friends. You are able to cast *animal messenger* and *speak with animals* at will without using a spell slot. When you cast *animal messenger*, an appropriate creature appears from inside *Warden*, ready to carry your words.

Safeguard. As an action, you may attempt to coax a living, unaligned creature of CR 1 or less into the component pouch. You make a Wisdom (Animal Handling) or Intelligence (Nature) check opposed by the target's Wisdom saving throw. If the target trusts you, it may voluntarily fail its saving throw.

If you win this contested roll, you successfully coax the creature into *Warden*, where it is held safely in an extraplanar space and regains its hit points to its maximum. At any time, you may use your action to release this creature.

When released, the creature can understand your telepathic commands and will fight or complete a task for you. Once the combat or task is complete, it leaves for good, returning to the wilderness.

You may only hold one creature inside *Warden* at a time and once you have released a creature, you must complete a long rest before you are able to do so again. You cannot recapture a creature you have released.

Natural Defenses. *Warden* functions as a component pouch, a druidic focus, or a holy symbol for any god whose portfolio includes the Nature domain.

When you use *Warden* to cast a spell that deals poison damage or that restores hit points, treat the spell as if you were casting it from a spell slot one level higher than you actually are. This cannot

raise a spell above 9th level and does not affect cantrips.

Sentience. *Warden* is a neutral good component pouch with an Intelligence of 17, a Wisdom of 19 and a Charisma of 15. It cannot see, but it can hear when the pouch is opened.

Warden will only speak when the pouch is open. The voice of a kindly but stern older woman rings gently out when the pouch is addressed.

Personality. *Warden's* purpose is to protect the beasts and plants of the wild. She demands that her user protect such creatures when they are threatened, though she will begrudgingly understand her wielder defending themselves if they are in danger.

If the wielder encounters a force that is actively destroying natural things, such as a logging camp or poachers, they must attempt to put a stop to the actions. If they do not, *Warden* will initiate a conflict and attempt to force their hand.

Warden's voice is soothing and gentle, and when the pouch is opened, her wielder can hear her speaking softly with the creatures contained within, as though they were her close friends.