



ANIMARIUMS

The intelligent races of Elanor have learned how to harness animar to their advantage. By trapping animar in a specially made object, a mage can craft a magic item powered by their essence. Animariums that hold small animar are relatively easy to make, but they are limited in function and cease to work after several years, while those animariums that hold larger, more powerful animar influence the world around them for generations.

In the great cities of Elanor, animariums are a common, if expensive, commodity. Farther out in the outskirts of civilization, they are much more rare. Still, animariums serve a role even in the most rural societies. These items can keep people warm during winter, cleanse tainted water sources, and help plants grow where they naturally wouldn't.

FAN OF THE DUCHESS

Wondrous item, rare (requires attunement)

The art on this exquisite fan captures a scene from the winter fey court. While it appears static at a glance, its subjects switch places when nobody is looking. While holding this fan, you can cast the *message* spell without requiring any components, speaking telepathically.

As an action, you can channel the power of the animar of trust within to cast either the *charm person* or *suggestion* spell (save DC 13), requiring no components as you communicate with the target telepathically. Once you cast one of the spells, you may not cast that spell again until the next moonset.

LANTERN OF LIGHT STEALING

Wondrous Item, uncommon (requires attunement)

Black mist swirls within this iron animarium lantern. As an action, you can send the essence of the fear spirit that is bound in this device to a point that you can see within 60 feet of you and cast the *darkness* spell. While concentrating on the spell, you can spend a bonus action on each of your turns to move the sphere to a point that you can see within 30 feet of it.

Once you cast the spell this way, you cannot do so again until the next moonrise.

ROD OF UNCERTAIN AUTHORITY

Rod, uncommon

This cerulean animarium rod holds an animar of trust. While holding this rod, you can use an action to point it at one creature you can see within 120 feet of you and magically assume an illusory visage of an authoritative figure that the target trusts. The illusion also alters your voice, allowing you to impersonate that figure. You do not control the identity of the visage, nor do you learn the relationship between the target and your assumed form upon taking it. For example, if you activate the rod while pointing at a city guard, the illusion could make you appear like their captain, but you might also appear like their mother (decided by the DM). The illusion fails if the creature cannot be charmed, or if the assumed visage is two or more sizes larger or smaller than you are. Otherwise, it lasts for 10 minutes or until you dismiss it as an action.

Once you assume a visage with this feature, you cannot use the rod again until the next moonset.

TIARA OF ALACRITY

Wondrous item, rare (Requires Attunement)

A vibrant topaz gem is set in this exquisite, lightning-shaped silver circlet. While wearing this circlet, you gain a semblance of power from the animar of vigilance it holds. You cannot be surprised, and have advantage on rolls for initiative. In addition, you can use a bonus action to end the surprised condition on one creature within 30 feet of you that you can see.

UNPREDICTABLADE

Weapon (shortsword), uncommon (requires attunement)

The blade of this animarium weapon appears broken at first glance, its shards held together with faint shimmering light. When you attack with this weapon, you can extend its reach by 5 feet, as the glimmering light pushes the shards of the blade further apart.

Unstable Teleportation. When you hit a creature with this weapon, the animar of surprise inside can unleash unstable teleportation magic. Roll 1d4 and consult the Unstable Teleportation Magic Table to determine what happens. Once you use this feature, you cannot use it again until the next moonrise.

UNSTABLE TELEPORTATION MAGIC TABLE

D4	Effect
1	You swap locations with the target.
2	You teleport 60 feet in a random direction.
3	The target must succeed on a DC 12 Charisma saving throw. On a failure, it teleports 60 feet in a random direction.
4	The target must succeed on a DC 12 Charisma saving throw. On a failure, both you and the target teleport 60 feet in a random direction.



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