

MAGIC ITEMS: ANIMARIUMS

DEATH HOWLER

Wondrous item, rare (requires attunement)

This black iron device appears like a hooded lantern. When the handle on top is pulled, the inner core of this animarium is revealed, showing the spirit of despair trapped within. As an action, you can reveal the core and force the spirit to unleash a terrible hex in a 30-foot cone. Each creature in the area must make a DC 15 Wisdom saving throw. A target takes 4d8 necrotic damage on a failed save, or half as much damage on a successful one. A target that fails the save is also cursed. While cursed, the creature cannot regain hit points. A creature can repeat the saving throw at the end of each of its turns to end the curse.

Once you use this feature, you may not use it again until midnight or until a hostile creature reduces your hit points to 0.

GOBLET OF NECTAR

Wondrous item, very rare (requires attunement)

Gem-encrusted bees decorate this platinum chalice. It contains a powerful spirit of hope and wonder and revitalizes creatures that drink from it. As an action, you may speak the item's command word, causing the chalice to magically fill with enough sublime honey nectar for ten sips. Each creature that take a sip of the nectar gains temporary hit points equal to their level, is cured of any disease or poison that affects them, and has advantage on all Constitution saving throws. This effect lasts until the next time the creature finishes a short or long rest.

Once you use this feature, you cannot use it again until the next dawn.

RING OF THE SHADOWGEIST

Ring, legendary (requires attunement)

Even after being captured, the dreaded Shadowgeist still haunts folk tales across the land. According to the stories, the spirit is drawn to places that suffer from tyranny and injustice, but it's far from being a savior to the oppressed. All are equally inferior before the Shadowgeist, a fact that becomes grimly obvious by the massacre that is left in its wake.

This white-gold ring holds a smoke-leaking black diamond. The ring has 3 charges. When a creature targets you with an attack, you can use your reaction to expend one charge and briefly turn into necrotic mist. Until the end of that creature's turn, you have resistance to all damage. Additionally, each creature within 5 feet of you must succeed on a DC 18 Constitution saving throw. A creature takes 6d8 necrotic damage on a failed save, or half as much on a successful one.

The ring regains one charge at midnight. It also gains a charge whenever the necrotic mist slays a creature.

SOLDIER'S CHARM

Wondrous item, uncommon (requires attunement)

This raven-shaped brass pendant is inlaid with a small, black diamond that holds a spirit of fear. This animarium charm protects its wearer in dire situations.



RING OF THE SHADOWGEIST

The charm has 3 charges. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction and expend one charge to send magical darkness to cover the creature's eyes, blinding it until the end of the creature's turn.

The spirit within feeds upon your fear and anxiety: whenever you enter initiative, the charm regains one charge.

WAND OF TRANSPOSING

Wand, rare (requires attunement by a spellcaster)

The crystal point of this wand shimmers with the shifting hues of a rainbow. This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and cause a ray of colorful light to streak from the tip towards a creature you can see within 60 feet of you. The target must succeed on a DC 15 Dexterity saving throw or magically switch locations with you. A creature may choose to fail the saving throw if they do not wish to resist the swap. Carried objects are transferred along with the creature but other creatures do not, even if they are being carried. The movement is instantaneous and does not provoke attacks of opportunity.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

THE ANIMARIUM CODEX HAS BEEN REVEALED!

These are 5 out of 24 original items you will find in the *Animarium Codex*, a supplement dedicated to magic items and their creation.

The first chapter explores the manufacturing process of animariums, magic items powered by spirits.

The second chapter lists twenty new magic items that fit any 5E setting.

For more information on the supplement click [here](#).

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~Aviad from [Beyond the Screen](#)