



ANIMA ITEMS

FUZZY'S FANTASTIC FABRICATIONS

D&D SUPPLEMENT

**ADDS ITEMS WHICH EVOLVE MADE FROM THE
ESSENCE OF POWERFUL FOES**



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ANIMA ITEMS

Anima items are mythical creations developed through rigorous, and difficult processes. They are designed to become some of the most powerful weapons in history, wielded only by the most powerful adventurers. Usually crafted in secret, and enchanted by extraordinary means, these items have the ability to carve through battlefields and drastically change wars when in the right hands.

HISTORY OF ANIMA ITEMS

These powerful tools are forged using the anima of extremely mighty creatures.

Anima is a creature's source of strength, power, and life. All living creatures have anima inside their bodies, some stronger than others. Every anima is different.

These imposing weapons and items are forged from the anima of supremely fearsome beings. Beings whose anima has grown so strong, it can be utilized to bolster the item's power and force.

Typically, the weapon or item requires superb craftsmanship, and exceptional quality materials to be able to control and harness the intense power from the anima within.

MECHANICS OF ANIMA ITEMS

Anima items evolve with its wielder. As the wielder slays enemies and grows mightier themselves, so to does their anima item.

The item's anima harnesses and absorbs power from defeated foes and vanquished adversaries, changing the physical appearance, properties, and even features and capabilities of the item. When evolved, the item's official name changes as well.

An adventurer must attune to the essence within their item to fully utilize it. Feeling the surging power within, that adventurer may then control the anima as if it were their own when wielding it.

BALANCE

The DM determines when an adventurer has done something worthy of the item's evolutionary. However, don't be too generous, as these items are very powerful, and could possibly change the balance of your games and campaign.

CLARIFICATIONS ON EVOLUTION

Each item has its own changes, described in that item's section. As an item evolves, its rarity does as well.

LIST OF ANIMA ITEMS

Item	Creature's Anima
Arcane Focus	Storm Giant
Maul	Solar
Quarterstaff	Elder Green Dragon
Ring	Fire Elemental

ARCANE FOCUS: STORM GIANT'S ANIMA ITEM

BALL OF SPARKING BEASTS (DEPLETED)

ORB OF CRACKLING CREATURES (EMPOWERED)

**SPHERE OF SCINTILLATING MONSTROSITIES
(OMNIPOTENT)**

*Wondrous Item, Evolutionary: rare/very rare/legendary
(requires attunement by a spellcaster or Warlock)*

A stunningly blue palm sized sapphire orb crafted by a strange, elusive, yet revered society of Halflings dubbed, "The Transients" and enchanted by the prestigious wizards of the Tower of Allu'nauk using the anima of a storm giant - a carefully extracted organ embedded in the giant's right palm, allowing it to summon its notorious bolts of lightning among other powers.

The deep blue sapphire shimmers in the light. Dark, navy blue arcane markings can be seen decorating the surface of the ball. When its effects are activated, the inside of the focus shines a bright and erratic blue. When casting a spell through the orb, it lashes out with small flicks of lightning, sparking the air around the gem for moment, calming once its effects have finished.

The focus evolves as the anima absorbs the power of vanquished foes. At certain points, the orb's anima has absorbed enough power to change the physical state and features of the sphere.

If the focus grants the wearer the ability to cast a spell, the wearer may cast it without the need for components or consuming a spell slot. If the user does not or cannot know the spell, they may still cast the focus's spells using its method. The spell save DC is equal to 8 + your proficiency bonus + your spellcasting ability modifier.

EVOLUTIONS

DEPLETED STATE:

Anytime the wielder takes Lightning or Thunder damage, they may subtract 1d4 from the damage, to a maximum of half the damage subtracted.

Once per long rest, the wielder gains the ability to cast the **Creature of Lightning: Giant Chicken** conjuration spell at 3rd level using the orb.

CREATURE OF LIGHTNING: GIANT CHICKEN

3rd-level conjuration

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (bird seed)
- **Duration:** Instantaneous

Sparks sparsely begin to form a circle in front of the caster at their feet, quickly multiplying and condensing together. The sparks spring from the ground as they meld and form into a Large chicken. As the conjuration finishes, the light bends and dances in such a way to give the chicken a colored appearance and a seemingly material form. The chicken then stampedes forward in a straight line toward the direction the caster is facing. It charges through any creatures and objects its size or smaller. Once the chicken has rampaged 50 feet, it dissipates quietly into just a few small sparks. If it hits a creature or an object larger than its size, it collides with a loud thunderous boom, and dissipates into a cloud of feathers and crackling sparks. The larger creature or object still takes damage from the chicken.

Each creature in a 50 ft long, 10 ft wide, 10 ft tall line in the chicken's path, must make a Dexterity saving throw or be knocked prone. A creature also takes 3d8 Lightning damage and 3d8 bludgeoning damage on a failed save and half as much on a successful save. The chicken also gains 1d8 extra Lightning damage if summoned in the middle of a storm.

This spell may be cast in the air, and the chicken is unaffected by gravity. The chicken may also be cast in any 3 dimensional direction.

At Higher Levels: When you cast this spell at 4th level or higher, the damage of the Lightning increases by 1d8 for each slot level above 3rd.

At 5th Level or Higher: The chicken, instead, becomes a Large Couatl.

At 8th Level or Higher: The chicken, instead, becomes a Huge Dragon. It's size increases from Large to Huge. This changes the area of effect of its charge. The effective range increases to an 80 ft long, 20 ft wide, and 20 ft tall line.

EMPOWERED STATE:

The focus undergoes a physical transformation as the power of the anima grows. The focus now generates four small flashing wisps of lightning, similar to fireflies, that circle the orb. This item now glows with a 10 ft radius of dim light.

You may now cast the **Creature of Lightning: Giant Chicken** spell at 5th level using the orb.

In addition to previous abilities, you may now use your reaction to inflict damage upon any creatures of your choosing within melee of you when you are hit with a melee attack. The creatures must make a Dexterity saving throw against your spell save DC. Upon a fail, the creatures take 1d4-1 Lightning damage + your spellcasting ability modifier (minimum of 1 damage). Upon a success, they take no damage.

OMNIPOTENT STATE:

The focus undergoes a physical transformation as the power of the anima grows. The inside of the focus shoots continuous arcing lightning to wherever the wielder holds it in their hand, similar to a plasma ball. When directly held, this item now glows with a 15 ft radius of bright light and another 15 ft radius of dim light.

You may now cast the **Creature of Lightning: Giant Chicken** spell at 8th level using the orb.

Whenever you damage a creature with Lightning or Thunder damage while holding the focus, they must make a Constitution saving throw against your spell save DC. On a fail, They are inflicted with the "Static Charge" debuff for one round. On a success, nothing happens.

STATIC CHARGE

When a creature is inflicted with Static Charge, it takes lightning damage at the start of each of its turns for the duration of the debuff. In addition, all other creatures with this debuff within 20 feet arc lightning to each other, increasing the damage.

At the start of the afflicted creature's turn, the creature who inflicted Static Charge rolls 1d8. The afflicted creature takes this roll as Lightning damage. For any other creature afflicted with Static Charge within 20 feet of the creature whose turn it is, add an extra +1d8 to that Lightning damage. The afflicted creature's turn then proceeds as normal.

MAUL: SOLAR'S ANIMA WEAPON

RIGHTEOUS PUMMEL (DEPLETED)

BLUDGEON OF DIVINE BASHING (EMPOWERED)

SUBLIME MAUL OF SMASHING (OMNIPOTENT)

Maul, Evolutionary: rare/very rare/legendary (requires attunement with a Strength score of 15 or higher)

A large, golden headed maul forged by an acclaimed tribe of Orcs known as the Ignathguk Tribe, and enchanted by a mysterious society of Aasimar, who hide themselves from the world of men, using the anima of a Solar - a carefully extracted organ inside the angel's right eye, empowering its holy divinity.

The huge weapon has a long, thick handle made from a special Damascus steel, colored a deep black with crude, rigid engravings up its spine. Fastened at the end is a bulbous pommel. The head is a rich and decorative gold, laced with platinum etchings. A glistening pearl sits in the back face, housing the anima. When the maul's effects are activated, the back of the head casts a dim flash of warm light. This maul can harness the power of holy light using its magical properties.

The maul evolves as the anima absorbs the power of vanquished foes. At certain points, the weapon's anima has absorbed enough power to change the physical state and features of the weapon.

Only one charge-expending weapon feature may be used per action in combat. This weapon is magical for the purpose of overcoming resistances.

EVOLUTIONS

DEPLETED STATE:

This weapon has a +1 bonus to attack and damage rolls and has a maximum of 3 charges. The maul gains 1d4-1 spent charges back after a long rest (minimum of 1 charge regained).

Before making an attack, you can expend 1 charge harness holy rays into your weapon. The head begins gleaming with small white beams of light. The next melee attack made with this maul will have its weapon damage increased by +1d4 Radiant damage. If the attack misses, the Radiance is dispelled, and the charge is still spent. If the creature is an Undead or Fiend, they take an extra +1d4 Radiant damage when expending a charge.

As an action, the wielder may also expend 1 charge and slam the maul into the ground with immense force. The maul is then used as a powerful pole-vault, redirecting the momentum of the maul into the user. The user may then make up to a 15 ft high and 20 ft far jump. If the wielder lands on an enemy, they may still make an attack roll, and add 1d4 bludgeoning damage to the weapon's standard damage for every 10 ft they fall. If the user would fall from a height greater than 10 feet, and not hit a creature, they take damage equal to 1d4 for every 10 ft they fall.

EMPOWERED STATE:

The maul undergoes a physical transformation as the power of the anima grows. The platinum etchings stretch down the head into the engravings on the handle. The head now emits rays of light when in combat, glowing with a 10 ft radius of bright light and another 10 ft radius of dim light.

This weapon increases to a +2 bonus to attack and damage rolls. The weapon's maximum charges increases to 5 charges. The maul now gains 1d4+1 spent charges back after a long rest (minimum of 1 charge regained).

The extra Radiant damage increases to +1d6 when expending 1 charge. The extra damage against Undead and Fiends increases to +1d6 (this overwrites the previous +1d4).

In addition to previous abilities, the wielder may now choose to expend 3 charges to attempt to inflict the Blinded condition onto the next enemy hit with this weapon (DC 15 Constitution saving throw) by flaring into a bright white light upon impact. The Blind lasts for 1 minute. A Blinded target may use a bonus action on any subsequent turns to regain its sight, making another Constitution saving throw against the same DC. On a success, the Blind dispels from the afflicted creature. If the wielder were to miss, nothing happens and the charges are still expended.

OMNIPOTENT STATE:

The maul undergoes a physical transformation as the power of the anima grows. The head and pommel of the weapon now emit a nearly searing holy light on command. This light glows with a 30 ft radius of bright light and another 30 ft radius of dim light. The inside of the pearl in the back face now also swirls, similar to a galaxy globe, with the movement of the weapon.

If a creature is within a 15 ft radius when the light of the weapon is active, that creature finds it difficult to lie. These creatures have Disadvantage on Deception (Charisma) skill checks until they move outside of the 15 ft radius.

This weapon increases to a +3 bonus to attack and damage rolls. The weapon's maximum charges increases to 7 charges. The maul now gains 1d6+1 spent charges back after a long rest (minimum of 1 charge regained).

The extra Radiant damage increases to +2d4 when expending 1 charge. The extra damage against Undead and Fiends increases to +2d4 (this overwrites the previous +1d6).

In addition to previous abilities, the wielder may now choose to use an action to expend 4 charges to summon a **Hallowed Guardian**.

HALLOWED GUARDIAN

When summoned, a bright, golden, translucent, heavily armored humanoid being appears from the waist up in the space of the summoner, slightly behind them and hovering slightly above them. The guardian casts a 30 ft radius of bright light and another 30 ft radius of dim light. The guardian lasts until the summoner's next long rest, until it is dispelled as a bonus action, or through another spell which cancels or dispels magic. The Hallowed Guardian is immaterial, and cannot be targeted.

The Hallowed Guardian does not act independently in combat, and does not roll for initiative.

The summoner cannot be flanked while their guardian is active.

In addition, any time the summoner is hit, they can use their reaction to have their guardian attack back. The guardian may then make an attack roll with a +10 to hit. If it hits a creature, it deals Radiant damage equal to 2d6 + the summoner's strength modifier.

QUARTERSTAFF: ELDER GREEN DRAGON'S ANIMA ITEM

ROD OF BLIGHT (DEPLETED)

EFFLUVIAL STAFF (EMPOWERED)

STAFF OF MIASMA (OMNIPOTENT)

Quarterstaff (1d8 damage), Evolutionary: rare/very rare/legendary (requires attunement)

An ancient staff carved by the legendary gnomish craftsmen of Kelwin and enchanted by powerful warlocks in a ritual using the anima of an elder green dragon - a carefully harvested poison chamber found inside its lungs.

The staff is comprised of an extraordinarily dense wood, moulded from ebony and snakewood. The staff is a long rod with a glowing green emerald fastened at the center, housing the anima of the green dragon. Leather wrappings carefully furl up the rod on either end of the emerald for gripping the quarterstaff. This weapon can excrete a potent poison using its magical properties.

The staff evolves as the anima absorbs the power of vanquished foes. At certain points, the weapon's anima has absorbed enough power to change the physical state and features of the weapon.

Only one charge-expending weapon feature may be used per action in combat. This weapon is magical for the purpose of overcoming resistances.

EVOLUTIONS

DEPLETED STATE:

This weapon has a +1 bonus to attack and damage rolls and has a maximum of 3 charges. The quarterstaff gains 1d4-1 spent charges back after a long rest (minimum of 1 charge regained).

Before making an attack, you can expend 1 charge to excrete poison from your weapon. Poison magically seeps out of the wood and wreathes the weapon in a thick green coating. The next melee attack made with this quarterstaff will have its weapon damage increased by +1d4 Poison damage. If the attack misses, the Poison is dispelled, and the charge is still spent.

As a bonus action, the wielder may also expend 1 charge to begin quickly twirling the staff around them. The quarterstaff acts as a barrier in this case. The user may add +1 to their AC until the start of their next turn or until they use a reaction.

EMPOWERED STATE:

The staff undergoes a physical transformation as the power of the anima grows. The wood takes on a slight tinge of green. It also glows with a 10 foot radius of green-hued dim light when in combat. Wooden bulbs form on each end of the quarterstaff.

This weapon increases to a +2 bonus to attack and damage rolls. The weapon's maximum charges increases to 5. The quarterstaff now gains 1d4+1 spent charges back after a long rest (minimum of 1 charge regained).

The extra Poison damage increases to +1d6 when expending 1 charge, and lasts until the start of the wielder's next turn. It now also has a permanent +1 Poison damage, without needing to expend a charge.

In addition to previous abilities, the wielder may now choose to expend 2 charges to attempt to inflict the Poisoned condition onto any enemy hit with this weapon for the duration the poison is active (DC 15 Constitution saving throw). The Poisoned condition lasts for 1 minute. A Poisoned target may use a bonus action on any subsequent turns to fight off the affliction, making another Constitution saving throw against the same DC. On a success, the Poison dispels from the afflicted creature.

OMNIPOTENT STATE:

The staff undergoes a physical transformation as the power of the anima grows. The wood takes on a strong tinge of green. It also glows with a 10 foot radius of green-hued bright light and another 10 foot radius after that of green-hued dim light when in combat. The center orb of the staff now also swirls and radiates brightly when in combat.

This weapon increases to a +3 bonus to attack and damage rolls. The weapon's maximum charges increases to 7. The quarterstaff now gains 1d6+1 spent charges back after a long rest (minimum of 1 charge regained).

The extra Poison damage increases to +2d4 when expending 1 charge. It now also has a permanent +3 Poison damage, without needing to expend a charge (this overwrites the previous "permanent +1 damage").

In addition to previous abilities, the wielder may now choose to use an action to expend 4 charges to cast the Cloud Kill spell at 8th level (DC 15) as an action without needing material components and without using a spell slot. This may be done even if the wielder does not know or even if they cannot know the spell otherwise. If the wielder is not a spellcaster, they may still use this feature. Instead of the vapors rolling away from the caster, the area of the spell may be manually controlled and moved 5 feet using a bonus action on subsequent turns for the duration the cloud is active.

RING: FIRE ELEMENTAL'S ANIMA ITEM

RING OF WARMTH (DEPLETED)

BLAZING BAND (EMPOWERED)

SIGNET OF INFERNO (OMNIPOTENT)

Ring, Evolutionary: rare/very rare/legendary (requires attunement)

A golden ring forged from the dwarven smiths under the Raj'Ghul Mountains and enchanted by Tieflings using the anima of a large, ancient fire elemental - a carefully extracted organ at the center of the being, serving as its heart.

The golden ring has a blazing red streak around the center and a bright red ruby seated on top. It is warm to the touch. When its effects are activated, the ring erupts into an immaterial flame.

The ring evolves as the anima absorbs the power of vanquished foes. At certain points, the band's anima has absorbed enough power to change the physical state and features of the ring.

If the ring grants the wearer the ability to cast a spell, the wearer may cast it without the need for components or consuming a spell slot. If the user does not or cannot know the spell, they may still cast it using its method. If the user cannot cast magic, they may still cast the ring's spells using its method. The spell save DC is equal to 8 + your proficiency bonus + your spellcasting ability modifier. If you are not a spell caster, the spell save DC is equal to 8 + your proficiency bonus.

EVOLUTIONS

DEPLETED STATE:

Grants resistance to cold damage. The wearer also does not suffer harmful effects from temperatures above -70°F.

The wielder can also cast the produce flame cantrip in their hand at will without an action. In addition, any fist weapon attack made with the hand on fire, instead, deals 1d4 fire damage.

Twice per long rest, the user may give themselves advantage on any attacks that consist mainly of fire damage as a bonus action.

EMPOWERED STATE:

The ring undergoes a physical transformation as the power of the anima grows. The entire ring becomes a deep glowing red, and animates with the effect of glowing coals. This item now glows with a 5 foot radius of dim light.

Along with previous abilities, the ring now grants the wearer with the following extra bonuses:

- Resistance to fire damage.
- Twice per long rest, the user may choose to reroll any rolled damage die associated with fire damage.
- Twice per long rest, the wearer may also cast the Burning Hands spell at fifth level.

OMNIPOTENT STATE:

The ring undergoes a physical transformation as the power of the anima grows. The ring begins to continuously smolder, and occasionally spouts small licks of flame. This item now glows with a 5 foot radius of bright light and another 5 foot radius of dim light.

The wearer now gains immunity to Cold and Fire damage.

The ring embodies fire, and grants its wearer mastery over the control of it. Targets who must make a saving throw to reduce the effects of any fire damage you deal must make the saving throw at Disadvantage.

Once per long rest, the user can cast the Fireball spell at 8th level.

CREDITS

I. THE HOMEBREWERY

The website I used to create this project. A great tool for anyone looking to homebrew their own things for D&D.

II. WIZARDS OF THE COAST

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