

MECIS' MANUAL OF MAGIC

A collection of marvelous and
mind-boggling magic items and monsters
The Natural Twenty



MERCHANT MECIS' MARVELOUS MANUAL OF MANY MINDBOGGLING, MAGNIFICENT, MANIACAL, MAJESTIC, MIRACULOUS, MENACING, MALEVOLENT, MONSTROUS AND MADMAGICAL MAGIX

"Greetings traveler!

You seem like a curious sort who treasures the... mysterious and strange. The perfect customer for Mecis! Wait, where have my manners go-go-gone? I haven't introduced myself yet. I am Mecis, yes the horns are natural, no I am NOT a demon or devil of any sort. The three headed cat will not harm you, her name is Berly. This fine establishment here is my shop, here you shall find all sorts of peculiar objects and magical oddities for reasonable prices.

You may have heard about me, fame of my goods reaches beyond the stars! I have set up shops all the way from Eerdos in the misty lands of Manacann to the lovely city of Aradea in the south. I have traveled to the Ruins of Daëlion and the dangerous Esnium re-realm. I have a lifetime ban for Waterdeep but let's not talk about that.

But enough about me, go take a look around! Adventurers of all kinds will find something to like, whether you need a new magic weapon, a powerful amulet or something extra-extraordinary. Bu-but careful what you touch! If you break something you are paying for it!

Who the golem is you ask? Oh that's just Quinton, my Shield Guardian. He makes sure every item is *ehem* payed for. But I am sure that won't be a pr-pro-problem would it?"

USING THE MANUAL

On these very pages, you will find the most extraordinary and unique magic items and monsters. Whether you need to stock a hag's swamp, a lich's tomb, or a dragon's hoard, every Dungeon Master will find something to like.

The items and monsters are meant to be distributed throughout your adventures, for the players to discover. The rarity will give you a rough indication of an item's power but don't let that stop you from giving that one cool item to your players. Everything is possible!

You can also use Mecis' actual shop in your game. The blocks of texts by Mecis will help you run it.

You could also just look at the beautiful art and awesome abilities, fantasizing about what wonders you could do with them. No doubt great stories shall unfold however you intend to use this manual.



MAGIC ITEMS

Within this compendium, you will find over twenty new and original magic items. Suitable for any D&D game. Every adventurer will find something to like. Mecis made sure to provide as much information on the magic items as possible, but feel free to expand and improve upon the ideas presented here.

AMULET OF SPIRITS

Wondrous item, uncommon (requires attunement)

This small golden amulet has the image of an arcane eye on it. When touching it you can hear ominous whispers. At the start of each day you can choose to open or close the eye, if you did not choose the DM determines it randomly.

Open: If the eye is open, spirits will give you some insight into the mind of others. While wearing the amulet, you can gain advantage on one insight check of your choice. The amulet can't be used this way again until the next dawn.

Closed If the eye is closed, spirits will help you look inward and improve your own mind. While wearing the amulet, you can gain advantage on one persuasion check of your choice. The amulet can't be used this way again until the next dawn.

Curse: This item is cursed. Attuning to it curses you until you are targeted by a *remove curse* spell or similar magic. As long as you remain cursed, you cannot discard the amulet, which immediately teleports back into your pocket or pack. After you've used the amulet's magic, your next two ability checks are made with disadvantage.

BRACELET OF NORIXIUS

Wondrous item, very rare (Requires Attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

An ornate golden bracelet decorated with small bones and skulls, once belonging to the legendary necromancer Professor Norixius. Legend has it, the professor found the secret to lichdom and now waits in the darkness to reveal himself to the world again when the time is right.

Spells. While wearing the bracelet, you can use an action to try to cast one of the following spells from it: *Speak with Dead*, *Animate Dead* or *Revivify*. Make a DC 14 Intelligence save. On a failed save, the spell fails and you take 2d10 necrotic damage. On a successful save, you cast the spell normally and gain 1d10 hp. This property can't be used again until the next dawn.

Soul Harvest. While wearing the bracelet, you can reap life energy from creatures you kill with your spells. Once per turn as a bonus action, when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to your spell casting modifier. You don't gain this benefit for killing constructs or undead.

Shadow life. As an action, you can bolster yourself with a necromantic facsimile of life. You gain 2d6 + 5 temporary hit points that last for 1 hour. You can also end either one disease or condition afflicting you. The condition can be blinded, deafened, paralyzed, or poisoned. This property can't be used again until the next dawn.

CROSSBOW OF QUICK FIRING

Weapon (crossbow, light), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

This crossbow looks like a normal weapon but on further inspection, you notice a hidden button on the other side of this weapon. While holding the crossbow, you can use an action to press the button and load multiple arrows into it. The crossbow then sprays a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the normal damage. This action uses 8 arrows and can't be used more than once per minute.

DRAGON SCALE BOOTS

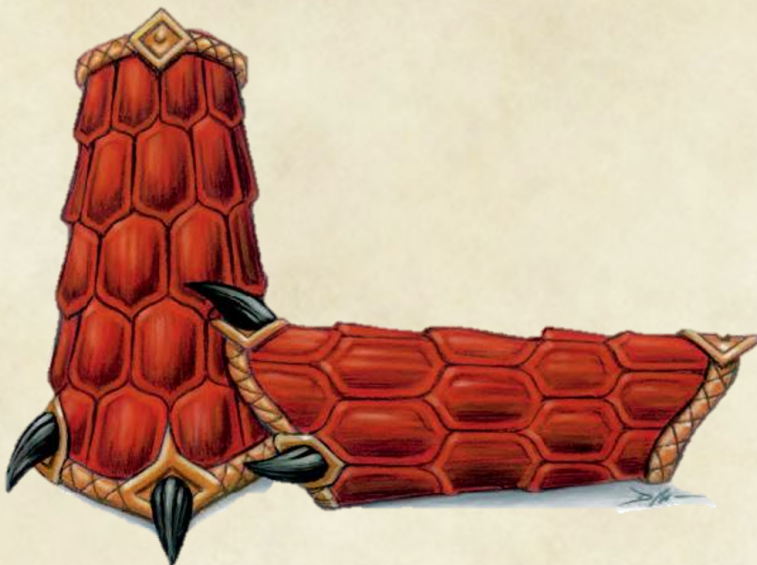
Wondrous item, rare (requires attunement)

Dragon scale boots are made from the scales of one kind of dragon and imbued with magic. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale is highly valued.

While you wear these boots, you have advantage against the frightful presence and breath weapons of dragons. Additionally, you can use an action to click the boots' heels together. This causes roaring flames to appear behind the heels while running, giving others disadvantage on opportunity attacks against you. Any creature that you pass must make a DC 15 Dexterity saving throw, taking 3d6 damage on a failed save or half as much on a successful one. The type of damage is determined by the kind of dragon that provided the scales (see the table).

This special action can't be used again until the next dawn.

Dragon	Damage type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightening	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold



HANDKERCHIEF OF TRANSMUTATION

Wondrous item, rare

This silk handkerchief has the gold initials "B.A." on it. While holding the handkerchief, you can use an action to put the handkerchief on your head and speak its command word. You transform your appearance for 2d6 hours. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance.

If you try to use the handkerchief's magic again before the next dawn, there is a cumulative 25% chance you turn into a random race instead. (The DM can roll on the *Reincarnation* table to determine the race).

HEAD OF DURNAMUR THE DWARF

Wondrous item, uncommon

The leathery, preserved head of the legendary dwarf warlord Durnamur. Next to it is his black 5-foot-long beard. It seems untouched by time.

While holding the 5-foot-long beard, you can see through the eyes of the deceased dwarf if you are on the same plane of existence.

Curse of the Dwarves 2d10 minutes after holding Durnamur's beard the holder grows a full beard if they're capable of growing one, or a visibly thicker beard if they already have one. In addition, the holder can only speak in Dwarvish. The effects wears off when the target comes in contact with water.



INERY'S SPARK

Wondrous item, uncommon (requires attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

A crystal ball with a small spark of bright red light inside, once belonging to the heroic witch Inerys Caelum. When listening close to the crystal ball, you can hear soft grumbles and whispers.

The crystal ball has 4 charges, and it regains 1d4 expended charges daily at dawn. While you hold the ball, you can use an action to speak one of three command words to cause the following effects:

- The first command word causes the ball to shed bright red light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the orb.
- The second command word expends 1 charge and causes the spark in the ball to bounce out of the ball and leap to a target within 40 feet. The target must make a DC 15 Dexterity saving throw. Roll a d20. On a 1-5: nothing happens. On a 6-10: the target takes 1d4 fire damage on a failed save, or half as much on a successful one. On a 11-15: the target takes 2d6 fire damage on a failed save, or half as much on a successful one. On a 16-20: the target is blinded for one minute and takes 3d8 fire damage on a failed save, or half as much on a successful one.
- The third command word expends 3 charges and causes the spark to bounce out of the ball and leap to a target within 60 feet. The spark becomes larger while bouncing. The target must succeed on a DC 20 Constitution saving throw or be stunned for one minute and take 3d10 fire damage, or half as much on a successful one. The target can repeat the saving throw at the end of its turns.

JAR OF THUNDERBUGS

Wondrous item, common

An old jar with buzzing thunderbugs in it. The little flying insects are trying to sting the jar, creating little sparks.

As an action you can throw this jar up to 20 feet, shattering on impact. Make a ranged attack against a creature, treating the jar as an improvised weapon. On a hit, the target takes 2d4 lightning damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 12 Dexterity check to scare the bugs off. On a miss, the bugs fly to and attack the thrower.

MACE OF MIGHTY FLIGHT

Weapon (mace), rare (requires attunement)

This golden mace has two small ornate bronze wings on it. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Your long jump distance and high jump height doubles while holding this mace. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d4 bludgeoning damage and you gain the ability to fly at a speed of 60 feet for 1 minute. While flying this way, the mace sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

NECKLACE OF CURSED GOBLIN EARS

Wondrous item, uncommon

This black and white necklace has 2d4 + 2 green and purple wrinkled old goblin ears hanging from it. You can use an action to detach an ear and throw it up to 60 feet away. When it reaches the end of its trajectory, the ear detonates in a magical explosion. Each creature in a 15-foot-radius sphere must make a Dexterity saving throw. A target takes 2d6 damage on a failed save, or half as much damage on a successful one. Roll a d8 to determine the random effect for everyone in the explosion and damage type of the explosion (see table below).

You can hurl multiple ears, or even the whole necklace, as one action. When you do so, increase the damage by 1d6 for each goblin ear beyond the first.

Damage d8 type	Random effect
1 Acid	You smell like fish for 1d4 hours
2 Cold	Your speed is reduced by 10ft for 1d4 rounds
3 Fire	You are on fire and take 1d4 fire damage every round until its put out
4 Lightning	You give off green dim light with a radius of 15 feet for 1d4 hours
5 Poison	You are poisoned for 1d4 minutes
6 Psychic	You can only speak Abyssal for 1d4 rounds
7 Radiant	You heal 1d4 hit points
8 Thunder	You are deafened and your speed is increased by 10 feet for 1d4 rounds

POTION OF ETHEREALNESS

Wondrous item, uncommon

When you drink this potion, you gain the effect of the *etherealness* spell for 10 minutes. This potion's container seems to be empty and one moment later full of faint gray smoke, you can hear soft whispers coming from the potion.



POUCH OF EDIBLE COINS

Wondrous item, rare

Inside this heavy leather pouch are copper, silver, electrum, gold and platinum coins. Every kind of coin gives a different effect when eaten. The DM can roll the amount of coins in the bag randomly or take the averages.

Type of Coin	Starting amount
Copper	5d6 (18)
Silver	3d6 (11)
Electrum	2d6 (7)
Gold	2d4 (5)
Platinum	1d4 (3)

Copper: You regain 1 hit point. Taste: apple pie.

Silver: You can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. (Limited to two at a time). Taste: bitter and cold.

Electrum: You regain 1d4 + 1 hit points. Taste: garlic.

Gold: You end one disease or one condition afflicting you. The condition can be Blinded, Deafened, Paralyzed, Poisoned, Charmed or Frightened. Taste: fish.

Platinum: You gain 3d10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bleed* spell (no concentration required). Taste: sugary.

Curse: After eating more than 4 coins on one day, and each coin after that, roll a d4. On a 4, you must make a DC 15 Constitution save. On a failed save, you start to rust and become Petrified for 1d6 hours. A *Remove Curse* spell also ends this effect.

RING OF FREEZING FOES

Ring, uncommon (requires attunement)

This golden ring has small red luminous gems on it. The ring has 4 charges, and it regains 1d4 expended charges daily at dawn. If you expend the ring's last charge, roll a d20. On a 1, the ring explodes in a blast of cold dealing 2d6 cold damage to everyone within 10 feet of it. While wearing this ring you have resistance against cold damage. You can expend 1 or more charges to cause the following effects:

- **Freeze weapon** (1 charge): As an action, your weapon magically freezes and deals an extra 1d4 cold damage for 1 minute.
- **Freezing armor** (2 charges): As a reaction, when a creature hits you with a melee attack, the creature takes 2d6 cold damage and its speed is reduced by 10 ft. until the end of its next turn.
- **Freeze foes** (4 charges): As an action, you can shoot a wave of cold wind out. Each creature in a 30-foot cone must make a DC 15 constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much on a successful one. If a creature fails the save, its speed is reduced by 20 feet for 1 round. If a creature fails the save by 5 or more, the creature is restrained (escape DC 14 strength).

SANDALS OF SPEED

Wondrous item, uncommon

While you wear these sandals, you can use a bonus action and click the sandals' heels together. If you do, the sandals double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. You must use all of your movement and move in a randomly determined direction if you are able to move. Roll a d4 for the direction: 1., north; 2, south; 3, east; or 4, west. If you click your heels together again, you end the effect.

When the sandals' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

SHIELD OF DEFLECTING DANGER

Armor (shield), rare (requires attunement)

A large bronze shield with Dwarven runes on it. The shield begins shaking when danger is near, granting a +2 bonus to initiative if the bearer isn't incapacitated.

While holding the shield, when you are hit by a ranged weapon attack, you can use your reaction to deflect the attack. When you do so, the damage you take is reduced by $1d10 + \text{your proficiency bonus}$. If you reduce the damage to 0, you can deflect the ranged attack back to a target, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies. The attack has a normal range of 20 feet and a long range of 60 feet.

MECIS:

"How did I get all of these items you ask? It all started about 384 moons ago. You see, I wasn't always the handsome salesman I am today. Before all this, I was a wi-wi-wizard's apprentice. My training was cut short when he was killed and I captured by an evil h-ha-hag and taken to another plane; the Feywild. Not a ple-pleasant experience but a memorable one, it's also how I broke my left horn.

Wicked Auntie Agnes Greenteeth was a terrible soul, if she even had one. But after some hard years, I managed to escape my dungeon. During my escape I *ehm* took **a few things**, my way of getting revenge I s-su-suppose. Ha ha ha.

Luckily for me, not long after my escape, a group of heroic adventurers slayed the da-da-dark witch. No more looking behind my shoulder! It was then that I decided to open this shop. Of course the reception was phenomonal, well it was great I mean. Now that I think about it again, the reactions were mixed. Some more ne-ne-negative than others. By Pelor, the Waterdeep incident was aw-aw-awful. But that's a story of another time.

Berly!! Berly get o-o-off there right now!! I swear, if she breaks a-a-another expensive potion, I am locking her up in that golden cage for a whole week!"



SIR MOLE'S CLAW

Wondrous item, rare

An arcane glove made out of the flesh of a giant mole. The glove is decorated with small gems like moonstone, quartz, azurite and ruby. While wearing the glove, you can use an action to turn your skin to stone for 10 minutes.

For the duration, you have Resistance to nonmagical bludgeoning, piercing, and slashing damage. In addition, you gain a burrow speed of half your normal movement speed. You can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through. This property can't be used again until the next dawn. After the duration, you are magically blinded for 1d4 hours. A *Remove Curse* spell ends this effect.

SKULL OF LOST SOULS

Wondrous item, uncommon

The skull of a spellcaster long forgotten, it still emits dim blue light. Every now and then, the skull makes a lame joke. The skull has 20 charges. While you are holding it, you can use an action to speak one of the three command words to cause the following effects:

- The first command word expends 1 charge and causes the skull's eye sockets to light up in bright red color. The skull begins speaking in a dark, threatening voice. While holding the skull, you have advantage on your next Charisma (Intimidation) check.
- The second command word expends 3 charges and causes the skull to light up in bright green color. You can cast either the *Detect Magic* or *Detect Evil and Good* spell from it.
- The third command word expends 5 charges and causes the skull to light up in bright blue color. You can cast the *Detect Thoughts* spell from it.

When all of the skull's charges are expended, the skull becomes a nonmagical skull which slowly turns to dust.



STAFF OF SENSES

Staff, rare (requires attunement)

A beautifully ornate crafted silver staff with a green gem on top. The staff has 4 charges. While holding it, you can use an action to speak one of two command words to cause one of the following effects:

- The first command expends 1 charge and causes the gem on top of the staff to become crystal clear for 1 minute. You have advantage on your next perception check while you are holding this staff.
- The second command word expends 3 charges and causes the gem to become crystal clear and give off a faint blue aura. For the next minute, you have truesight out to 60 feet when you peer through the gem. You also get a +5 bonus to passive perception while holding the staff.

The staff regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into a puff of stinking wind and is destroyed.

STAFF OF THE TOAD

Staff, rare (Requires Attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

This staff looks like an old swamp twig with a small carved toad on top. This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. This staff has 10 Charges. The staff regains 1d6 + 4 expended Charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into a non magical frog that runs away from you as fast as possible.

Spells While holding this staff, you can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using your spell save DC and Spellcasting Ability modifier: *Color Spray* (1 charge per Spell Level, up to 4th), *Shatter* (2 charges), or *Slow* (4 charges).

Summoning toads While holding this staff, you can use an action to expend 1 or more of its charges to summon toads:

Four normal frogs (1 charge), a Giant Toad (3 charges), or an Eldritch Toad (See *Mad Monsters*) (9 charges).

SWORD OF SINGING

Weapon (any sword), uncommon (requires attunement)

This sword has the image of singing angels on it. During combat, the angels start to sing.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The sword has 3 charges and regains 1d3 expended charges daily at dawn. On a hit, you can expend one charge to deal an extra 1d8 radiant damage. In addition, the target must make a DC 15 Wisdom saving throw or be charmed by you. While charmed this way, the target drops whatever it is holding and begins dancing.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. On a success, the charm ends.

TELEPATHIC RING OF DRAGON COMMAND

Wondrous item, very rare (requires attunement)

This golden ring is adorned with small red gems. This ring is linked to a certain dragon color. The DM chooses or randomly determines the linked dragon color.

While wearing this ring, you have advantage on attack rolls against dragons of the chosen color, and they have disadvantage on attack rolls against you. The ring has 5 charges. It regains 1d4 + 1 expended charges daily at dawn. Spells cast from the ring have a save DC of 15.

Telepathic link While within 60 feet of a dragon, you can speak telepathically with it.

Command Dragon You can expend 2 of the ring's charges to cast *dominate monster* on a dragon of the linked color.

Dragon's Flight You can expend 3 of the ring's charges to grow a pair of wings made out of light. You gain a flying speed equal to your walking speed for 1 minute and can hover. If you're in the air while the ring's power wear off, you fall unless you have some other means of staying aloft.

Slaying a Dragon If you help slay a dragon of the linked color, you gain access to the following additional properties:

- You have resistance to the damage type linked to your linked dragon color. (See the table below).
- You can use the Dragon's Flight ability for only 1 charge.
- You can cast the following spells from the ring, expending the necessary number of charges: *Burning Hands* (1 charge per spell level), *Dragon's Breath* (2 charges).

Dragon	Damage type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightening	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

WAND OF MAGICAL MAGIX

Wondrous item, very rare (requires attunement by a spellcaster)

A magically cloned copy of Mecis' own wand, this silver staff with two red horns at the end carries a shard of its potent magic. While holding the staff, you get a +1 bonus to spell attack rolls.

This wand has 7 charges. It regains 1d6 + 1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand turns into a kenku egg that hatches in 1d4 days.

Spells. While holding it, you can use an action and expend 1 or more charges to cast the following spells (save DC 17): *Invisibility* (2 charges), *Fireball* (3 charges), *Counterspell* (3 charges) or *Raise Dead* (6 charges).

Spirit of Mecis. While holding the staff, you get advantage on Arcana checks involving magic items and you are able to speak and write Infernal. In addition, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

WAND OF WANDS

Wand, legendary (requires attunement by a spellcaster)

This wand is made out of gold and amethyst with a star sapphire at the end. The wand has 7 charges. While holding it, you can use an action to expend 1 or more charges and speak its command word. For 1 charge, roll a d100 and consult the following table to discover which wand the Wand of Wands changes into. For every charge you expend extra, you can add 10 to your d100 roll. For example, if you expend 3 charges, you roll a d100 and add "20" to your roll.

The new wand has its listed charges and changes back to the Wand of Wands when you expend the wand's last charge.

The wand regains 1d6 + 1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand turns into a random wand permanently.

*Can be found in this supplement.

d100	Wand
01	Wand of Magical Magix*
02-10	Wand of Magic Detection
11-20	Wand of Secrets
21-30	Wand of Magic Missiles
31-40	Wand of the War Mages
41-50	Wand of Binding
51-60	Wand of Enemy Detection
61-70	Wand of Fear
71-80	Wand of Paralysis
81-85	Wand of Lightning Bolt
86-90	Wand of Fireballs
91-95	Wand of Wonder
96-99	Wand of Polymorph
100	Wand of Magical Magix*

PRICING THE MAGIC ITEMS

If you intend to use these magic items in Mecis' actual shop, here are some tips to help you price them. Please note that Mecis is not responsible for any harm that results when the rogue "borrows" the paladins coin pouch to buy the magic crossbow he really wanted.

Everything depends on your setting and group's level of wealth. For one group 1000 gold pieces might be unreachable, but for the other it could be pocket change.

Look at the rarity of the magic item and your group's average level. A *Ring of Freezing Foes* might be purchasable for a level 3 party, but the *Bracelet of Norixius* is way out of their price range.

Mecis is ofcourse a salesman at heart, so he might be inclined to haggle. Perhaps requesting the players to complete a job for him or wanting to trade the item for something the party already owns. Mecis might seem disoriented and confused, but his mind is sharp as a blade and his goals are often only revealed when completed.

MAD MONSTERS

Here, you will find the most extraordinary of creatures. Encountering one of these mad monsters will surely be a fun experience for every adventuring group. The "monsters" presented here may or may not have been "legally" obtained by Mecis, so it is best not to discuss their abilities with the town guard.

ELDRITCH TOAD

Deep within the Feywild, Eldritch Toads inhabit dream-like swamps and forests. Their psychonic abilities and huge size makes them dangerous predators. They are brightly purple and green colored and have three eyes. Their tongue can stretch out to an enormous length and grab prey from afar.

Some say that their origins come from a forgotten fey queen, who wanted to make her pet toad even more majestic and magical. So, she imbued it with a lot of magic and created the first Eldritch Toad.

Secret Weakness. A lesser known fact about these huge monsters is that they fear cats and cat-like beings. Upon seeing one, an Eldritch Toad will do anything to flee as far from it as possible. Hence why Berly was key in capturing this specimen for Mecis.

Healing Slime. According to legend, the slime produced by an Eldritch Toad can be cooked and has healing capabilities. It can heal wounds or cure disease, making it a highly valuable medicine. Cruel tyrants close to the border with the Feywild have sent out hunting parties to kill an Eldritch Toad and take its slime. Almost every one of these attempts has failed, thanks to Elven interference.

Friends of Elves. Elves in the Feywild have had peace with these strange toads for centuries. Their connection and history together is as large as the toads themselves. It is said that the elves learned some of their magic from the Eldritch Toads. An Eldritch Toad will never willingly attack an elf or half-elf and sees it as a friendly creature.

ELDRITCH TOAD

Huge fey, unaligned

Armor Class 15 (natural armor)
Hit Points 95 (10d8 + 50)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	7 (-2)	17 (+3)	7 (-2)

Skills Athletics +9, Insight +6
Damage Resistances Acid, poison
Senses passive Perception 13
Languages Sylvan, Telepathy 120 ft.
Challenge 5 (1800 XP)

Amphibious. The Eldritch Toad can breathe air and water.

Stench Any creature other than an Eldritch Toad that starts its turn within 10 feet of the Eldritch Toad must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any Eldritch Toad for 1 hour.

Standing Leap. The Eldritch Toad's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Regeneration. The Eldritch Toad regains 10 hit points at the start of its turn. If the toad takes cold, lightning or fire damage, this trait doesn't function at the start of the toad's next turn. The toad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Innate Spellcasting. The Eldritch Toad's innate spellcasting ability is Wisdom (spell save DC 13). The Eldritch Toad can innately cast the following spells, requiring no material components:

At will: levitate, minor illusion

1/day each: color spray, silent image

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 17 (3d6 + 6) piercing damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the Eldritch Toad can't use its bite or psychic tongue attack on another target.

Swallow. The Eldritch Toad makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Eldritch Toad and it takes 10 (3d6) poison damage at the start of each of the Eldritch Toad's turns. A creature reduced to 0 hit points in this way stops taking poison damage and becomes stable.

The Eldritch Toad can have only one target swallowed at a time. While the Eldritch Toad isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the Eldritch Toad dies, it likewise regurgitates a swallowed creature.

Psychic Tongue. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (2d6) Psychic damage and the target must make a DC 14 Wisdom save or be paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Thunder Jump (recharge 5-6) The Eldritch Toad jumps to a point within 40 feet of it. Every creature in a 10 feet sphere around the toad must make a DC 16 Strength saving throw, taking 27 (6d8) thunder damage on a failed save, or half as much on a successful one. If the saving throw fails by 5 or more, the target is pushed 30 feet away.

CLOCKWORK COMPANIONS

After hundred of tests, failed attempts and explosions, the gnomes finally managed to create mechanical animal like companions. These creatures are constructs but designed after their biological counter parts. The gnomes did make sure to add a few "improvements". After finding a master, a clockwork companion will serve its master until death.

Constructed nature. A clockwork doesn't require food, drink, air or sleep.

CLOCKWORK OWL

A true companion for life. The clockwork owl will never betray you, dissapoint you or hurt you in any way. That being said, the clockwork can definitely hurt your enemies with its lightening dart and iron talons. A clockwork owl is useful for scouting ahead or delivering a message to a friend far away.

CLOCKWORK OWL

Small clockwork beast, unaligned

Armor Class 14 (natural armor)

Hit Points 7(2d8)

Speed 5ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Magic Resistance The clockwork owl has advantage on saving throws against spells and other magical effects.

Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantine.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Understands one language of its creator and can speak rudimentary. (usually common).

Challenge 1/4 (50 XP)

Flyby The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Iron Talons *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 2 (2d4 - 2) slashing damage.

Lightening Dart *Ranged weapon attack* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution save or take 6 (2d4 + 1) lightening damage, or half as much on a succesful save.

COMPANIONS?

"Companions? I thought you said monsters!"

Alright, alright, calm down. The two clockwork beasts presented here can of course be used to combat your players. However, these creatures might also be purchased or found abandoned by your players. And who can resist their cute robot look?

Once a clockwork companion has chosen its master, it remains loyal to it until it is destroyed. It will follow every command given to the best of its ability. For this reason, clockwork companions are well sought after creatures.

When a clockwork companion is damaged, a character can use tinker's tools and restore 10 hit points to a companion for each hour of work. If a companion is destroyed (brought to 0 hit points), a character can spend 1 hour trying to repair the creature. Making a succesful DC 15 check with tinker's tools restores it to 1 hit point.

CLOCKWORK WOLF

This four metal footed friend will protect you no matter what. Legends say that the first Clockwork Wolf was invented by a gnome, heart broken over the loss of his pet dog. After dozens of failed constructs, Glim the artificer finally managed to create a working prototype and so the first clockwork wolf was born. When danger is near, it begins to bark and growl. During combat, a clockwork wolf will do anything to protect its master from danger.

A clock work wolf is fast, strong and has a built-in fire burst attack, what more could you want? Its only problem is the limited steering but we can fix that... someday.



CLOCKWORK WOLF

Medium clockwork beast, unaligned

Armor Class 16 (natural armor)
Hit Points 22 (3d10 + 6)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	12(+1)	3 (-4)	12(+1)	5 (-3)

Skills Perception +4

Magic Resistance The clockwork wolf has advantage on saving throws against spells and other magical effects.

Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantine.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Limited Steering The clockwork wolf must move in a straight line. It can move up to 90 degrees before moving and again at the midpoint of its movement. It can rotate freely if it doesn't use any of its speed on its turn.

Challenge 1 (200 XP)

Keen Hearing and Smell The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Fire Burst(Recharge 5-6). The clockwork wolf hurls a gout of flame at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. The fire spreads around corners, and it ignites flammable objects in that area that aren't being worn or carried.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



XOZZIN

Small in size, yet enormous in annoyance. A Xozzin is a small, flying, imp-like creature from the Abyss. Their skin tone has unusual colors like blue, purple and bright red. They come to the Material Plane in small groups to cause havoc and terrorise humans. They tend to avoid larger city and focus on smaller villages or outposts. Cowards by nature, they will flee when heavily wounded.

XOZZIN

Small fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 29 (5d10 + 1)
Speed 20ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	9 (-1)	11 (+0)	12 (+1)

Skills Deception +3

Damage Resistances cold, fire, lightning

Senses passive Perception 20

Languages Common, Abyssal, telepathy 60 ft.

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee weapon attack on its turn, the Xozzin can take a bonus action to move up to half its speed and make a claw attack.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Demonic Blast (Recharge 6). The Xozzin burps out a blast of energy to a creature within 10 feet of it. The creature must make a DC 14 Dexterity saving throw, taking 10 (2d6 + 3) force damage on a failed save, or half as much on a successful one.

THE END

Tha-thanks for your visit kind adventurer. Remember to thank Mecis whenever a ma-ma-magic item saves your life, or curse me whenever one of these mad monsters kills all your friends. Hope to see you again soon!

THANK YOU

I hope you enjoyed **Mecis' Manual of Magix**. May your players have fun on their adventures!

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