



Blaine Simple

SILVER'S MONSTER GIRLS INTO 5E / 2024!

Heya! your Patron tier also includes the 5E / 2024 version of Silver's Monster Girl Manual! Feel free to use the materials in this pack for making unique new characters in your favorite role-playing game!

5E/2024 Wordings

Although these packs use wordings in reference to the new 2024 rulebooks, the materials are also compatible with 5th edition (2014). In cases where mechanics are entirely different, rules for both systems will be included!

OUR SPONSORS!

Aerith Kuragari
Armarillo-kun
Aven Dreen
Barnzinator
Conrad Boris
Cynthia Slime
dragoncamper
Dranzer
DreadKnight
Echo
EvelynnOfTheUnder-
world
Gerish51
Gmanteko59
grover helton
harrison miller
Identity Crisis
Jas_5in
Kevin Sborz

kithawk
Mark 'Specter' Shadow
Matthew Wrightington
MioXin
MitsuroYui
Neil Wagner
Pockieh
Professinal Weeaboo
Trash
Professor Greenbeans
Pyro Prima
Rjsquare
Robert Pursey
Shadow1317
Siwat Assawawes
Sonictate
Straw
Zero1503



ABOMAYUKI

PLAYABLE 5E / 2024 SPECIES TRAITS

Suggested Scores	Size	Speed
Con +2, Wis +1	Medium	0ft

Age. Abomayuki are created fully mature, and live until melting on the first day of summer.

Alignment. Abomayuki are a simple species that live to make others smile. Because of this, many of them are lawful good.

Creature Type. You are an elemental.

Snowy Step. Once on each of your turns, you can briefly conjure a snowstorm around yourself to teleport to an unoccupied location you can see within 20 feet of you.

Chilled Body. You have resistance to cold damage, and take an additional 1d4 damage from fire damage sources. You also have disadvantage against Exhaustion checks related to heat, and advantage on exhaustion checks related to cold.

Constructed Resilience. You have immunity to poison damage, the poisoned condition, and disease. You also cannot eat, drink, or breathe, nor do you need to in order to survive.

Frost Magic. You know the Ray of Frost cantrip. When you reach character level 3, you learn the Ice Knife spell. When you reach character level 5, you learn Abomayuki's Snowball Roll. You always have these spells prepared. You can cast them each once without a spell slot, and you regain the ability to cast them in this way when you finish a Long Rest. You can also cast the spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spell-casting ability for the spells you cast with this trait (choose the ability when you select this species).

Languages (5E). You can speak Common and Primordial (Aquan).

SPELL

ABOMAYUKI'S SNOWBALL ROLL

2nd-level evocation

Casting Time: Action

Range: Self

Components: V, S, M (a piece of ice or snow clump)

Duration: Instantaneous

A medium-sized snowball originating in front of you begins rolling in a 30-foot-long path. Each creature the snowball travels through must make a Dexterity saving throw, taking 3d6 cold damage on a failed save, or half as much damage on a successful one. The first creature who's an equal size or smaller than the snowball who fails their save is captured and released Prone at the end of the snowball's travel path.

At Higher Levels. The snowball's size increases to Large when cast using a 5th level spell slot, and Huge using a 7th level slot.

Classes: Sorcerer, Wizard

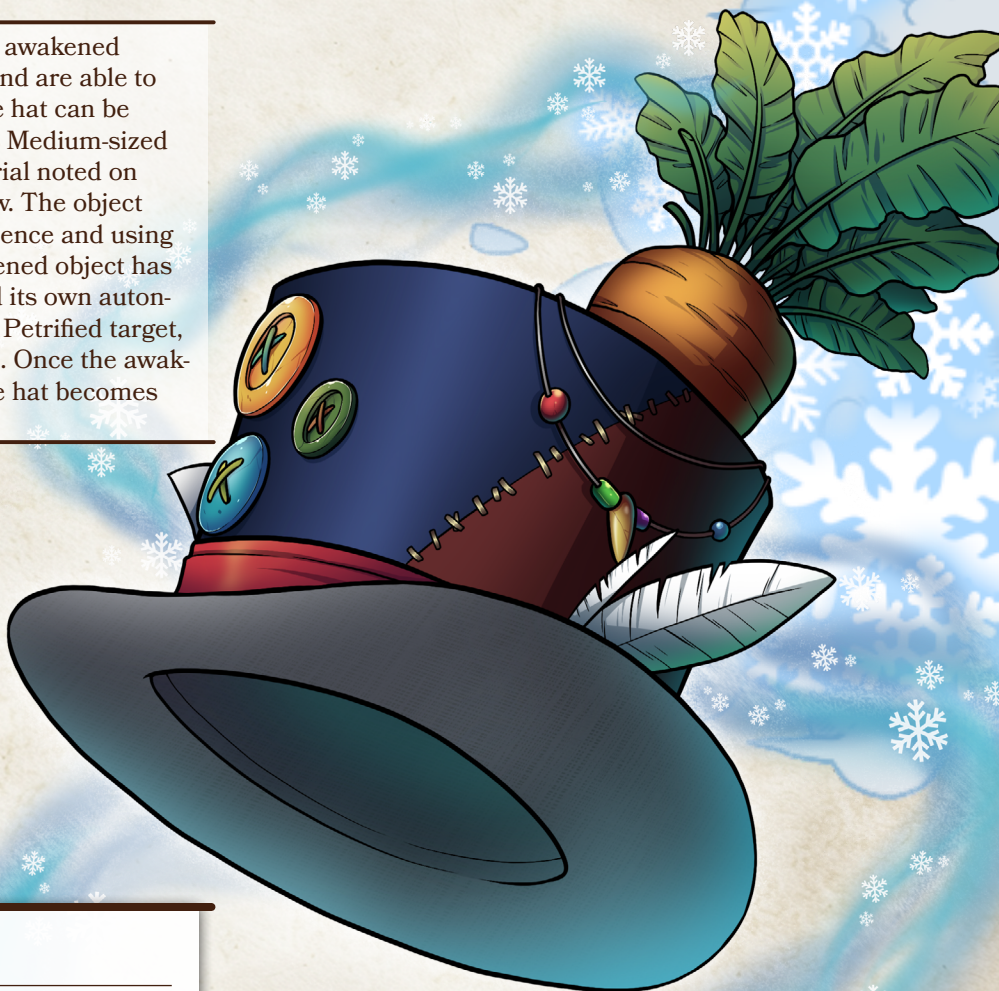


ITEM

AWAKENING HAT

Wondrous item, rare

Crafted using overgrown fibers from awakened plants, these hats take many forms and are able to bring objects to life. As an action, the hat can be placed on an object that resembles a Medium-sized humanoid that's made out of a material noted on the Awakened Object statblock below. The object becomes a creature, granting it sentience and using the same noted statblock. The awakened object has a personality of the DM's choice, and its own autonomy. If the hat is instead placed on a Petrified target, the Petrified condition ends on them. Once the awakening hat's magic affects a target, the hat becomes nonmagical until the next dawn.



AWAKENED OBJECT

Medium elemental (neutral)

AC 13 **Initiative** +0 (10)

Hit points 10 Snow, 20 Ice, 30 Wood, 50 Stone, or 70 Metal

Speed 30ft

		MOD	SAVE			MOD	SAVE
STR	14	+2	+2	INT	10	+0	+0
DEX	10	+0	+0	WIS	10	+0	+0
CON	18	+4	+4	CHA	10	+0	+0

Resistances Acid, Fire, Lightning

Immunities Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial

CR 2 (450 XP; PB +3)

ACTIONS

Slam. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 5 (1d8) bludgeoning damage.