



Blaine Simple

SILVER'S MONSTER GIRLS INTO 5E / 2024!

Heya! This is 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!

Although all the monsters in this book have visually feminine appearances, masculine monsters can exist and abide by the same descriptions! Your characters and their designs are paramount.

Early Access

As Silver's Monster Girl Manual is still in the works, readers are opting in for early access content that may not be representative of the final product. Once enough content is made on Patreon, we intend to release a full-scale project on **Kickstarter** containing 80+ monsters, including rules for 5E/2024 play! **Patrons** get pages much earlier than everyone else!

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!



BALANCE TESTERS

PrinceDraconis12	Tjks
Geshiko/Gzh	Kitsu the King
evangelineakmcdowell	McNuxxy
Kunhah	CamunonZ
PrinceDraconis12	TheBlackFOX

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HOLLY SHRUB

PLAYABLE 5E / 2024 SPECIES TRAITS

Suggested Scores	Size	Speed
Wis +2, Con +1	Small/Medium	30ft



Age. Holly shrubs are the offspring of awakened shrubs who copulate with any bestial species. They mature after four seasons have changed and live for a century.

Alignment. Most holly shrubs are neutral, favoring calm ecosystems and predictable routines.

Creature Type. You are a plant.

Languages (5E). You can speak Common and either Terran or Sylvan.

Animal Ally. Beasts with Intelligence scores of 3 or less, and with a CR less than your level, are always friendly toward you unless directly threatened. You can communicate simple ideas and emotional states to animals nonverbally. Additionally, you have advantage on skill checks made to calm or befriend animals.

Bountiful Growth. After regaining Hit Points when expending Hit Dice, you can produce nourishing holly berries from your leafy hair equal to the amount of Hit Points you regained. These berries are magical until you finish a Long rest and function as if they came from the Goodberry spell, except they taste bitter to any non-beast creatures.

Anyone who consumes berries that you produced while you were under the Poisoned condition must make a Constitution save (8 + your Constitution modifier + your proficiency bonus) or be Poisoned for 1 minute. They can repeat the save at the start of each of their turns to end the condition early.

Home Patches. After finishing a Long rest in the same location twice, you can designate a 1-mile radius around the area to become a Home Patch. You can have an unlimited amount of locations as Home Patches, and always know the direction back to your nearest Home Patch. Additionally, while within the area of any of your Home Patches:

- You can expend an available Hit Die as an action to regain the amount rolled + your Constitution modifier.
- Difficult terrain made of nonmagical foliage doesn't slow your movement.
- Your walking speed increases by 5 feet.

MINOTAUR

PLAYABLE 5E / 2024 SPECIES TRAITS

Suggested Scores	Size	Speed
Wis +2, Str +1	Medium	35ft

Age. Minotaur age both naturally, and as their young minds soak up information about their surroundings. They're considered matured only after both living for ten years, and after they've walked through and processed at least 20,000 acres of unique territory.

Alignment. Minotaur prefer if the areas they travel through the most stay the same. They often side with anyone who can offer this consistency, making them prone to neutrality.

Creature Type. You are a humanoid.

Horns. You have horns that you can use to make unarmed strikes. When you hit with them, the strike deals $1d6 +$ your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike. If you moved at least 20 feet in a straight line before making this attack, a target hit by your next horn attack is also pushed 5 feet away in any direction you choose.

Labyrinthine Recollection. You can perfectly recall any path you've traveled, visualizing the exact same state it was in when you last traveled it. Additionally, whenever you make an ability check to notice or track things that uses Wisdom (Perception) or Wisdom (Survival), you can treat a d20 roll of 9 or lower as a 10.

Languages (5E). You can speak, read, and write Common and one other language. This language is usually whichever is most commonly spoken by creatures that live around your character's most frequently traveled routes.

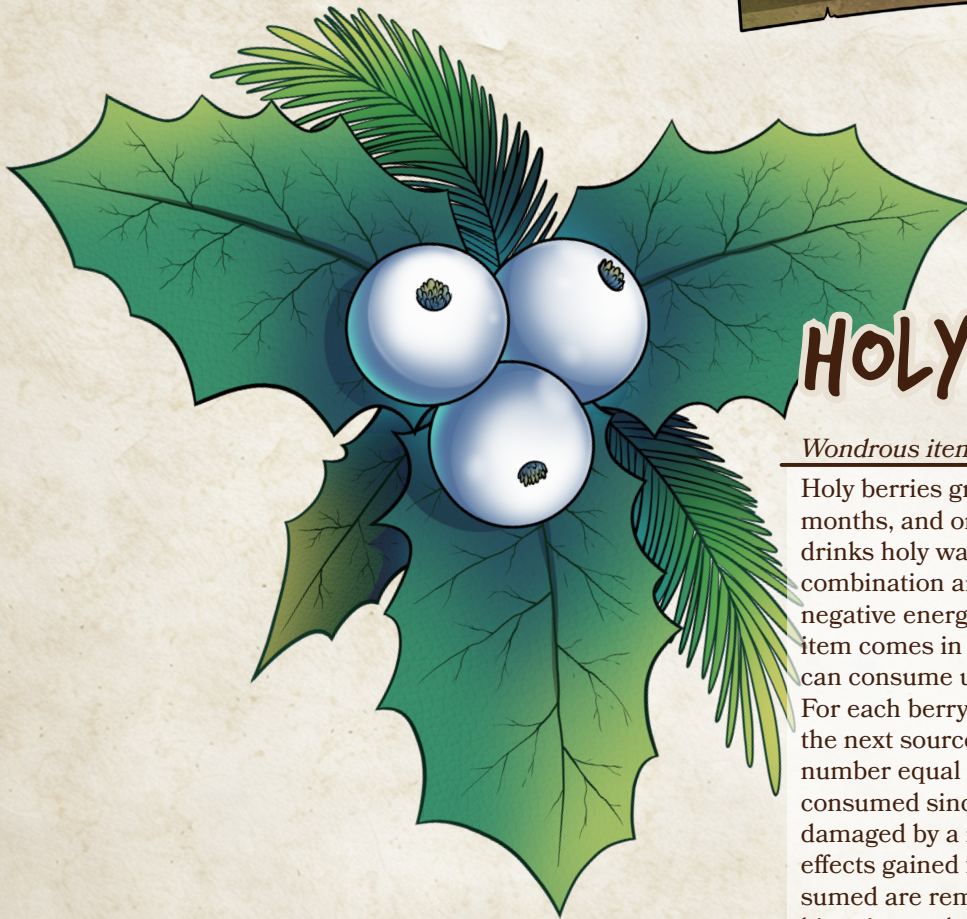
Map Maker. You have proficiency with cartographer's tools. If crafting a map using this proficiency, you can instead choose to craft a 'perfect map' magic item if successful. You can only have up to two perfect maps made with this trait; crafting additional perfect maps will cause the oldest map to become nonmagical.



PERFECT MAP

Wondrous item, rare

Minotaurs despise being lead astray by items made with the purpose to guide. To solve this, they designed these maps to help update others on changes occurring in areas. Blood can be spilled on the map, which will appear on all other perfect maps that were made to show the same design. Anything drawn on the maps will begin to fade over the course of a year, but won't disappear entirely. This allows fresh drawings to easily overlap and denote new information about an area. Burning a perfect map will destroy it, and also cause every perfect map that's been made to show the same design to be cleared of any blood that's ever been spilled on them.



HOLY BERRY

Wondrous item, uncommon (consumable)

Holy berries grow from holly shrubs during sunny months, and only when the creature exclusively drinks holy water. The fruits that grow from this combination are blessed to provide a barrier against negative energy to anyone who consumes them. This item comes in a bundle of ten berries, and a creature can consume up to ten berries using a single action. For each berry consumed, the creature reduces the next source of necrotic damage they'd take by a number equal to the amount of holy berries they'd consumed since the last hour. After a creature is damaged by a necrotic source, the necrotic resisting effects gained from all of berries the creature consumed are removed. Additionally, each berry heals 1 hit point, and satiates a creature's needs for food and water until the next day when consumed.

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