



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!



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SERAPHAEL

PLAYABLE 5E / 2024 SPECIES TRAITS

Suggested Scores	Size	Speed
Cha +2, Wis +1	Small/Medium	30ft, Fly 10ft

Age. Seraphael do not age in a conventional sense, and manifest into existence maturely formed.

Alignment. Seraphael tend toward Lawful Neutral, acting according to inscrutable cosmic rules and spiritual instincts.

Creature Type. You are a celestial.

Languages. You can speak, read, and write Celestial and Common. Your voice naturally echoes as if layered.

Unfathomable Sight. Your vision is maddening at close range. Humanoids of your choice that end their turn within 5 feet of you and can see you must succeed on a (DC 8 + your Wisdom + your Proficiency Bonus) Wisdom saving throw or become stunned until the end of their next turn.

This trait cannot trigger if you're blind, or using a feature that hides your true form. A creature who succeeds or fails this roll cannot be made to make another saving throw against it until you finish a Long Rest.

Divine Disguise. As an action, you may assume a humanoid form cloaked in divine shimmer. This form lasts until you choose to end it (no concentration required). You still radiate light and alien beauty, but suppress your Unfathomable Sight trait and species granted fly speed while disguised. Your disguise is imperfect—your features subtly shift, and creatures have advantage on Study actions using Intelligence (Investigation) to recognize something is unnatural about you.

All-Seeing. You can see in normal and magical darkness, up to 60 feet. At 5th level, you also gain a Truesight range equal to your proficiency bonus.



WITLIT

PLAYABLE 5E / 2024 SPECIES TRAITS

Suggested Scores	Size	Speed
Con +2, Cha +1	Medium	30ft

Age. A witlit's life begins when their head-candle is lit. Witlits cannot and do not eat normal food or drink. Instead, they must consume an equal amount of candle wax to remain alive, and die when their body lacks enough wax to keep them burning.

Alignment. Witlits tend toward Chaotic Neutral. Their overwhelming drive to please and connect rarely allows room for long-term plans, laws, or moral quandaries.

Burning Size. You begin play as Medium sized. Whenever you would gain a level of exhaustion due to hunger, you instead expend a Hit Die. If you cannot, your size is reduced by one category. You're killed if your size would shrink below Small due to hunger-based exhaustion. For each level of hunger-based exhaustion removed, you also become one size category larger, up to your starting species size.

Creature Type. You are a construct. You can benefit from healing magic just as humanoids. Healing magic requiring touch must make contact with your flame, dealing 1 damage to the caster if they touch the fire.

Languages. You can speak Common.

Life Ignite. At the start of your turn, you can expend an available Hit Die and choose to augment the flame on your head, causing the following benefits until the end of your turn:

- Your movement speeds are doubled.
- You add your Constitution Modifier in additional fire damage to all of your weapon attacks. If casting a leveled spell that damages creatures, you can also cause this bonus fire damage to affect a number of damaged creatures equal to the spell's level.

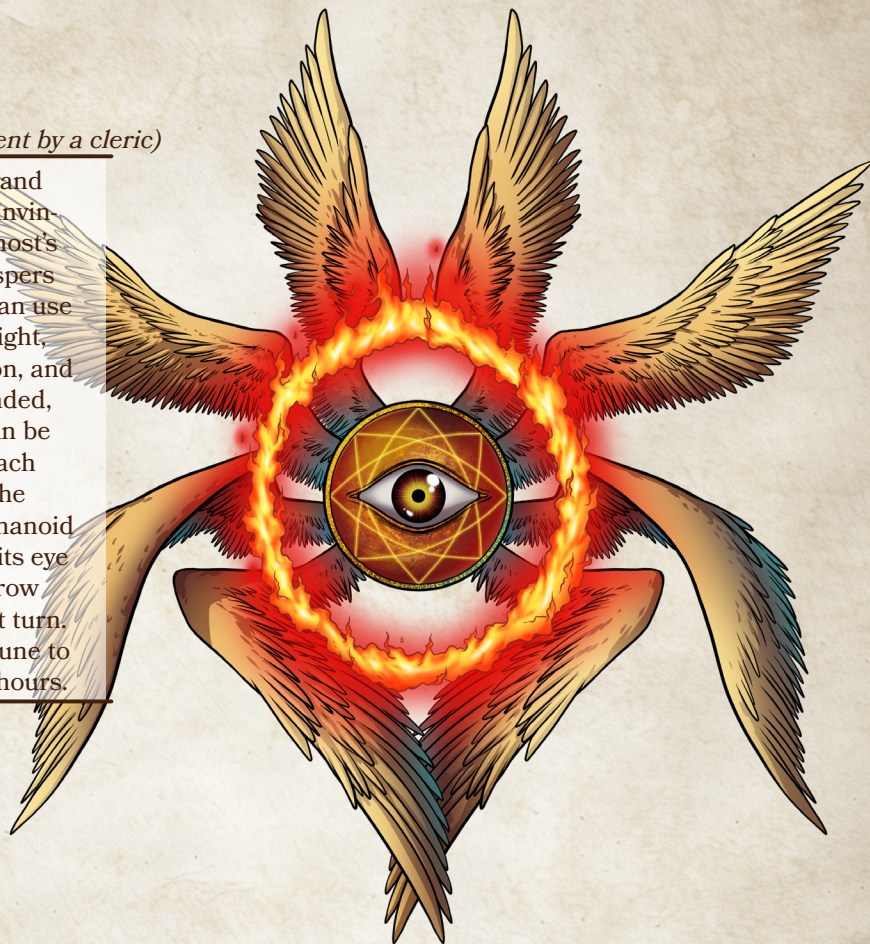
Packed Wax. At level 2 and every other level after (4,6,8), you gain a permanent additional 1d4 Hit Die. These bonus Hit Dice do not increase your Hit Point maximum.



ALL-SEER

Wondrous item, legendary (requires attunement by a cleric)

All-seers are eyes surrounded by halos of fire and feathered wings. The eyes of a seraphael are invincible, and continue to live on even after their host's body perishes. While attuned, an all-seer whispers quiet proclamations in celestial tongue. You can use an action to tap into and out of the all-seer's sight, seeing through its eye with regards to its vision, and blinding your own. The all-seer cannot be blinded, has Truesight out of a range of 60 feet, and can be mentally commanded to fly up to 10 feet on each of your turns. Immediately after you tap into the all-seer's vision, the item's eye opens. Any humanoid within a 60 feet line-of-sight of the all-seer as its eye opens must make a DC 19 Wisdom saving throw or become stunned until the start of their next turn. Success or fail, these creatures are then immune to any future stunning effects of all-seers for 24 hours.



PRAISING CANDLE

Wondrous item, very rare (consumable)

Witlits sometimes gift carvings of their wax bodies as offerings to others. Knowing that this cuts the life of the monster shorter may cause most to decline the item, but those who partake will be in possession of a powerful source of sudden fire. When separated from a witlit and given a new wick, the candle that's created is a tiny object that bursts into a powerful flame when lit as an action. A small face also forms on the wax, smiling with joy as it quickly melts away. The fire beams up into a 100-foot-tall cylinder, fully encompassing the candle's area and striking every object and creature it comes into contact with. Targets besides the one who lit the praising candle must make a DC 17 Dexterity saving throw or take 3d6 fire damage on a failed save, or half on a success. The candle burns up to 6 rounds after the start of the turn that it was lit on; afterwards, it melts away and vanishes. If the candle is given a relevant compliment by a creature, its damage increases to 6d6 until the end of the round, but removes an additional round that the candle will continue to burn for.



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