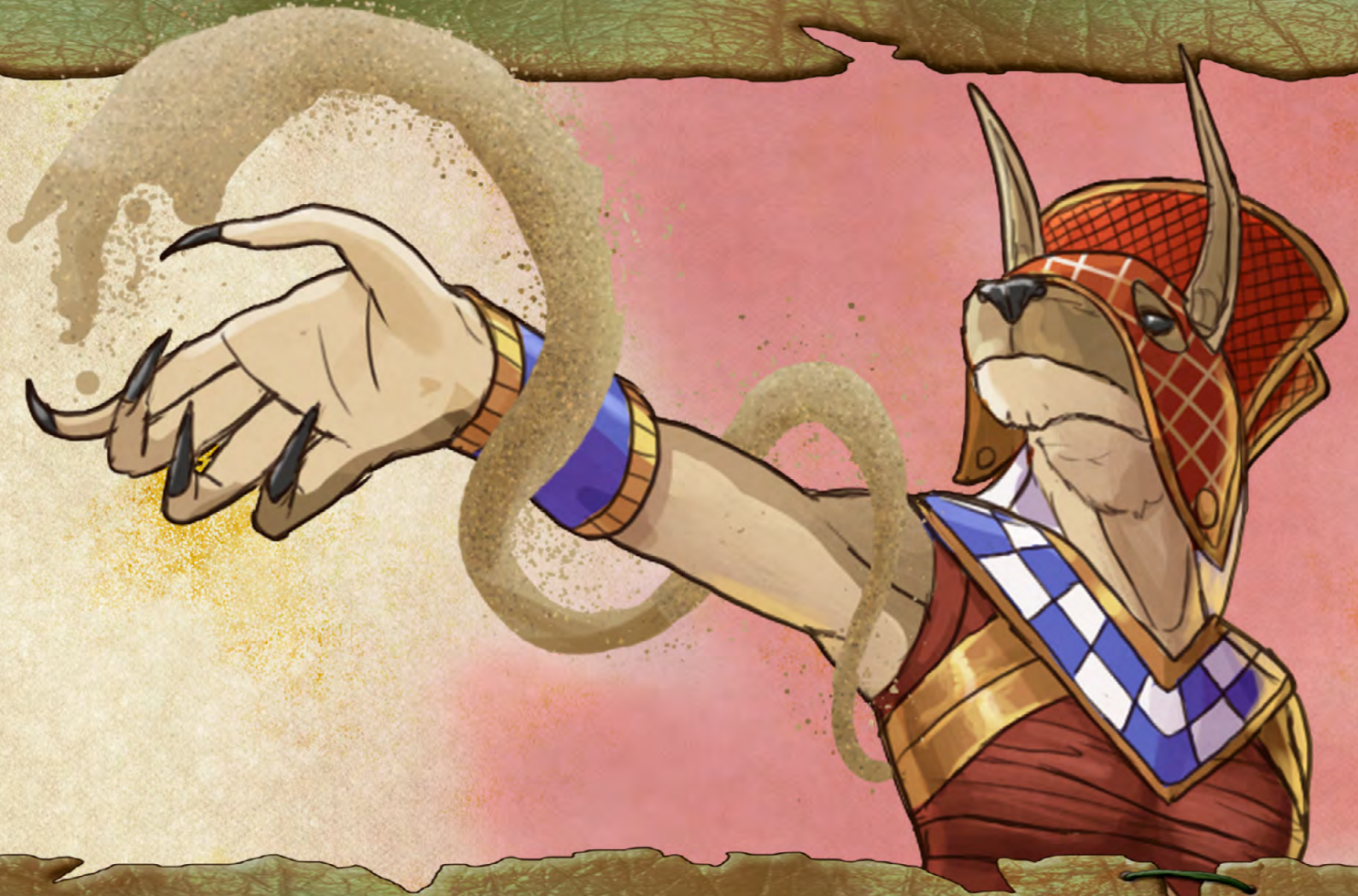


MONSTROUS MONOGRAPH

— HUMANOIDS VOLUME 1 —



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WRITING AND GAME DESIGN RDD Wilkin

ART

Some stock art by and © Brett Neufeld,
some stock art by and © Jacob Blackmon,
some stock art by and © Critical-Hit!
(www.critical-hit.biz)

GRAPHIC DESIGN

Layout and Design: RDD Wilkin

Graphic Elements: cover design includes
Publisher's Choice Quality Stock Art and
Fifth Edition Fantasy Logo by and ©
Rick Hershey / Fat Goblin Games, page
background adapted from original by and ©
Corey Johnston, parchment by and © RDD
Wilkin

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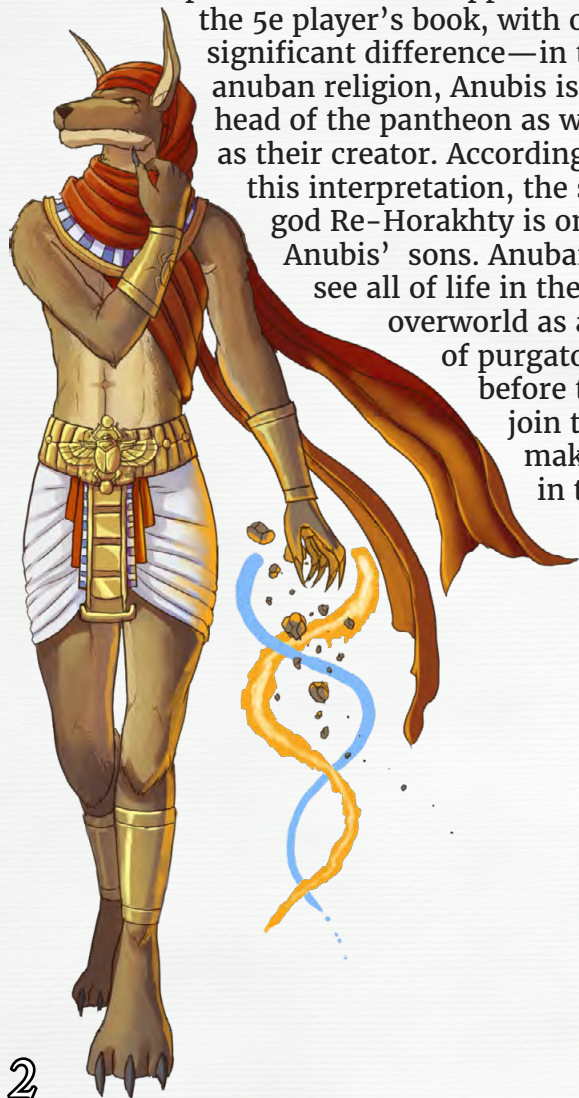
Some spells referred to in this volume of the *Monstrous Monograph* don't appear in the core rules. A spell marked as ^(NC) is non-core and therefore can't be found in the Fifth Edition player's book. Such a spell is printed in another official Fifth Edition sourcebook. If you don't own a copy of the book that contains any such spell, simply treat the monster as though they don't have access to that spell, or if you have the time and inclination while preparing you can substitute another spell of the same level.

Some spells are marked ^(Ap). Such a spell appears in this volume of the *Monstrous Monograph*. You can find it in **Appendix I: Monstrous Magic**.

ANUBAN

Jackal-bodied humanoids who rule over a lush river kingdom surrounded by desert, anubans are a people whose distinct culture is built around their religious beliefs. They have a distinct reverence for the underworld, to the point that few anubans fear death.

Reverence of death. Anubans worship the anuban pantheon. Refer to the egyptian pantheon listed in Appendix B of the 5e player's book, with one significant difference—in the anuban religion, Anubis is the head of the pantheon as well as their creator. According to this interpretation, the sun god Re-Horakhty is one of Anubis' sons. Anubans see all of life in the underworld as a sort of purgatory before they join their maker in the



ANUBAN PRIEST

Medium humanoid (anuban), lawful neutral

Armor Class 13

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	16 (+3)	16 (+3)	11 (+0)

Saves Int +6, Wis +6

Skills Arcana +6, History +6, Religion +6

Senses passive perception 12

Languages Anuban, Common, any two others

Challenge 3 (700 XP)

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

Magi-Priest. The anuban priest is treated as both a cleric and a wizard, learning and casting spells appropriate to its spellcaster level from both class lists.

Spellcasting. The anuban priest is a 7th-level spellcaster. Its cleric spellcasting ability is

ANUBAN MUMMIES

Although they aren't an evil society, anubans do practice necromantic rituals that animate the mummies of their deceased when a tomb is disturbed. The practice of mummification in general is the province of royalty, priests, and the wealthy, and only the most important among even these elites is entitled to necromantic magic to protect their tombs.

An anuban mummy or mummy lord is identical to the statblocks in the Fifth Edition monstrous manual in all respects other than its alignment, which is lawful neutral. Once an anuban mummy has driven an interloper from its tomb, it returns to its assigned resting place.

Wisdom and its wizard spellcasting ability score is Intelligence (in both cases, its spell save is DC 14, and it has +6 to hit with spell attacks). The anuban priest has the following cleric and wizard spells prepared:

Cantrips (at will): *mold earth*, *sand sword*^(Ap), *thaumaturgy*, *toll the dead*^(NC)

1st level (4 slots): *absorb elements*^(NC), *create or destroy water*, *earth tremor*^(NC), *shield*, *witch bolt*

2nd level (3 slots): *enhance ability*, *scorching ray*

3rd level (3 slots): *sand shell*^(Ap), *wall of sand*^(NC)

4th level (1 slots): *guardian of faith*

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

BONUS ACTIONS

Divine Eminence. The anuban priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the anuban priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

underworld as his most honoured and treasured servants. The other gods of the pantheon oversee aspects of the living world and set trials for the anubans. Overcoming these trials and showing proper piety to the gods readies an anuban for their eternal service to Anubis. Because of these beliefs, most anubans look unflinchingly upon death and meet it willingly, but they seldom rush to foolish deaths for fear of dying before their time and losing their place by Anubis' side.

Anubans have elaborate death-rites for their most important figures which involve mummification and being laid to rest in elaborate tombs along with their worldly possessions. Their pharaohs have the grandest resting places: the pyramids.

ANUBAN HIGH PRIEST

Medium humanoid (anuban), lawful neutral

Armor Class 13

Hit Points 90 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	18 (+4)	18 (+4)	14 (+2)

Saves Int +9, Wis +9

Skills Arcana +9, History +9, Religion +9

Senses passive perception 14

Languages Anuban, Common, any two others

Challenge 7 (2,900 XP)

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

Magi-Priest. The anuban high priest is treated as both a cleric and a wizard, learning and casting spells appropriate to its spellcaster level from both class lists.

Spellcasting. The anuban high priest is a 13th-level spellcaster. Its cleric spellcasting ability is Wisdom and its wizard spellcasting ability score is Intelligence (in both cases, its spell save is DC 17, and it has +9 to hit with spell attacks). The anuban

Servants of the Gods. Religion is the central pillar of anuban culture, and the high priests of each god are the most powerful people in the nation aside from the immediate royal family. The pharaoh is a living conduit to the gods, speaking for them in the living realm, whereas each high priest has a link to only one deity and boasts no such direct connection. After the pharaoh, the high priest of Anubis is the most powerful religious figure in the country, serving as the pharaoh's advisor and spokesperson for the pantheon's priesthood.

Magi-Priests. To an anuban, all magic is

priest has the following cleric and wizard spells prepared:

Cantrips (at will): *mold earth*, *sand blast*^(Ap), *sand sword*^(Ap), *thaumaturgy*, *toll the dead*^(NC)

1st level (4 slots): *absorb elements*^(NC), *create or destroy water*, *earth tremor*^(NC), *shield*, *witch bolt*

2nd level (3 slots): *dust devil*^(NC), *enhance ability*, *scorching ray*

3rd level (3 slots): *sand shell*^(Ap), *speak with dead*, *wall of sand*^(NC)

4th level (3 slots): *faithful hound*, *guardian of faith*

5th level (2 slots): *conjure elemental*, *wall of stone*

6th level (1 slots): *move earth*

7th level (1 slots): *finger of death*

ACTIONS

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

BONUS ACTIONS

Divine Eminence. As a bonus action, the anuban high priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the anuban high priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

a gift of the gods, and within their society there is no distinction between arcane and divine magic. All priests are also wizards, and all wizards and sorcerers join the priesthood.

Jackalwere-foes. Given their physical similarity and proximate environs, anubans are sometimes confused for jackalweres, and vice versa. In fact, these commonalities aside the two could not be more different. Anubans despise jackalweres and the lamias they serve, and take pains to eradicate them whenever any are found within or near anuban territory.

ANUBAN PRIEST

Magi-priests are the elite of anuban society. They are as much administrators as they are holy men, assisting with civic governance in the name of the pharaoh and the gods. Death holds no fear for a pious anuban, so magi-priests gladly join the nation's soldiers in battle.

ANUBAN HIGH PRIEST

High priests form the upper echelons of the anuban priesthood. The high priest of each deity is a very important figure and serves in an advisory capacity to the pharaoh, though most high priests only have direct





ANUBAN TOMB WATCHER

Medium undead, lawful neutral

Armor Class 15 (natural armour)

Hit Points 42 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

Saves Con +6, Wis +3

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses darkvision 60 ft., passive perception 10

Languages Anuban, Common

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The anuban tomb watcher can use its Dreadful Glare and make one attack with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft.,

contact with their ruler when called upon or when performing ceremonial duties related to their deity. At other times, the high priest of Anubis, chief among their number, acts as their conduit to the pharaoh.

ANUBAN TOMB WATCHER

Important figures are buried along with their belongings and servants. A tomb watcher is a member of such a figure's personal guard, mummified and imbued with necromantic magic to defend its master in death as it did in life (see the Anuban Mummies sidebar).

one target. **Hit:** 7 (1d6 + 4) slashing damage plus 5 (2d4) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 5 (2d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

BONUS ACTIONS

Devouring Embrace. After the tomb watcher hits with a claw attack, it can force the target to make a DC 15 Strength saving throw. On a failed save, the target is grappled. The tomb watcher may use its bonus action on subsequent turns to bites the creature, hitting automatically and dealing 8 (1d8 + 4) piercing damage plus 5 (2d4) necrotic damage.

ANUBAN SPECIES TRAITS

Abilities Dexterity +2, Wisdom +1

Age Anubans reach adulthood at age 15 and can live until they're 95.

Alignment Anubans tend to be Lawful Neutral.

Size Anubans are between 4'5"-6 feet tall, and weigh approximately the same as a human of their height and build. Your size is medium.

Speed Your speed is 30 ft.

Languages You speak, read, and write Anuban and Common.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Keen Senses. You have proficiency in the Perception skill.

Jackal's Knack. You receive one of the following traits:

Fearless. Anubans embrace the possibility of death. You are immune to being **frightened**.

Magi-Priest. Anubans make no distinction between priesthood and wizardry. Choose an anuban deity. The spells you select with this trait should not contradict the domains of that deity. You know one cantrip of your choice from the cleric or wizard spell lists. When you reach 3rd level, choose a 2nd-level spell from either class list which you can cast once per long rest. At 5th level, choose a 3rd-level spell from either class list which you can cast once per long rest.

BARDAR

The Bardar are a species of humanoids that live in arid regions. They possess the ability to sustain themselves on the life energy of other living creatures, resulting in some referring to this species as “Sand Vampires”.

Despised slavers. The bardar are almost universally hated and distrusted by their neighbours. They believe their way of life to be superior, and feel they have a right to take slaves by conquest and by trickery. The best that can be said about the treatment of bardar slaves is that they are kept reasonably well fed and rested. They need to be, however—a bardar slave gives sustenance to one of their masters each morning, leaving them in an already weakened state in which they are expected to perform labour for the remainder of the day.

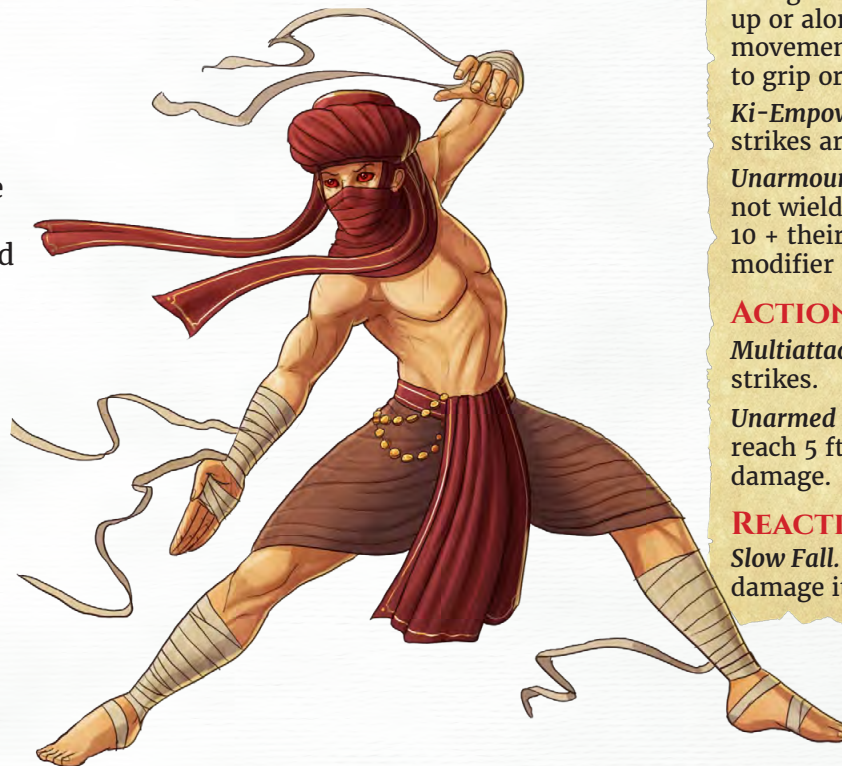
Fearsome militants. In a bardar city-state, the aristocracy is made up of military families. Chief among them is the Autocrat, absolute ruler of his or her city. Even among slaves, military service results in a better quality of life. The slave-soldiers who make up the rank and file of a bardar army dwell in relative comfort compared to their labouring peers.

The construction of a bardar city leaves no doubt that war is in the blood of its inhabitants. They surround the concentric rings of their settlements with a series of thick, intimidating walls lined with defenders and siege weapons. They also have the habit of prepare for assault by stockpiling large quantities of supplies, which can feed their slaves, who themselves act as a food source for the bardar. Because of

their extensive preparation, bardar cities have a reputation for being impossible to breach.

Might over magic. Although capable of wielding magic, bardar value personal strength and military might more highly. Nevertheless, magic is seen as a useful tool if channeled toward battle and the efficient running of the city. Those bardar born with magical potential bring honour to their family by enrolling in the city-state’s magical seminary, where they learn state-sanctioned utility and battle magics.

Religious intolerance. Bardar culture is monotheistic, with only one form of worship allowed by law. The bardar worship a goddess they call Crisae, a deity of war, plunder, and power. Bardar slaves, of course, have many gods, but they must worship them in secret.



BARDAR FURY

Medium humanoid (bardar), lawful evil

Armor Class 15 (unarmoured defense)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	11 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +6, Athletics +5, Perception +4, Stealth +6

Senses darkvision 60 ft., passive perception 14

Languages Bardar, Common

Challenge 3 (700 XP)

Energy Drain. At the end of any turn in which the bardar fury deals damage with its unarmed strike, it recovers hit points equal to half the total damage it dealt with its strikes.

Free Run. The bardar fury is never treated as though it were standing when it jumps. It can run up or along vertical surfaces, but must end its movement on a horizontal surface or find a place to grip or else it falls.

Ki-Empowered Strikes. The bardar fury’s unarmed strikes are magical.

Unarmoured Defense. While wearing no armor and not wielding a shield, the bardar fury’s AC equals 10 + their Dexterity modifier + their Wisdom modifier (already included).

ACTIONS

Multiattack. The bardar fury makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

REACTIONS

Slow Fall. The bardar fury can reduce any falling damage it takes by 25 hit points.

BARDAR TEMPEST

Medium humanoid (bardar), lawful evil

Armor Class 18 (chainmail and shield)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive perception 14

Languages Bardar, Common

Challenge 2 (450 XP)

Energy Drain. At the end of any turn in which the bardar tempest deals damage with its unarmed strike, it recovers hit points equal to half the total damage it dealt with its strikes.

ACTIONS

Multiattack. The bardar fury makes two attacks.

Khopesh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

BARDAR FURY

The furies are a caste of warrior-monks who serve as enforcers for the Autocrat's will. They act as the city-state's police force, and citizens who play fast and loose with the law live in fear of the furies descending upon them. Elite furies serve as secret police, doing the direct bidding of the Autocrat, or else receive specialised training to spy on neighbouring nations.

BARDAR TEMPEST

Tempests are bardar soldiers. Since bardar armies field slave-soldiers, the tempests are an elite unit made up of lesser aristocrats. Tempests serve as the city-states guardians. In times of war and conquest, they form honour guards for senior officers.



BARDAR SPECIES TRAITS

Abilities Constitution +2, Strength +1

Age Bardar reach the age of maturity in their 17th year. If they regularly feed on the life energy of other creatures, they can easily live past their 500th year.

Alignment Bardar tend towards Lawful Evil.

Size Bardar are between 5'1-5'10 in height. They tend to have petite builds, but their unimpressive physique belies an impressive constitution and unusual strength. Your size is medium.

Speed Your speed is 30 ft.

Languages You speak, read, and write Bardar and Common.

Battleborn. You were raised in a culture that glorifies war and conquest. You have advantage on any Intelligence check you make related to knowledge of tactics.

Energy Drain. Once per round when you deal damage with an unarmed strike, you recover hit points equal to half the damage dealt or your Constitution bonus, whichever is lower.

Fearsome Reputation. You have proficiency in the Intimidation skill.

Martial Training. You are proficient with two martial weapons of your choice and with light armor.

Powerful Strike. Your unarmed strikes deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the damage normal for an unarmed strike.

KHIONE

The khione are a race of desert-dwellers whose bloodline is descended from Dao, the genies of Elemental Earth. Fundamentally they can be considered a type of earth genasi, though their race has been established for thousands of years and all members of the species share common traits which breed true generation after generation.

Sand-flayed and sun-baked. Khione choose to live in the deep hearts of deserts, particularly areas plagued by sandstorms. Such inhospitable environments keep them isolated and safe from other species which would find local conditions difficult or impossible to tolerate, while the khione themselves are protected from harm thanks to their stone-like skins and their low body fluid requirements.

Supple Stone. The earth-toned, striated skin of a khione is hard, smooth, and cool to the touch. Despite feeling like stone, a

KHIONE CYCLONE

Medium humanoid (khione), neutral

Armor Class 16 (natural armour)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	13 (+1)	11 (+0)

Skills Acrobatics +7, Athletics +5, Perception +4, Stealth +7

Damage Resistances Cold, Fire, Piercing and Slashing from nonmagical weapons

Damage Immunities Poison

Damage Vulnerabilities Thunder

Condition Immunities Petrified, Poisoned

Senses passive perception 14

Languages Common, Khione, Terran

Challenge 5 (1,800 XP)

Earth Walk. The khione cyclone can move across difficult terrain made of earth or stone without expending extra movement.

Free Run. The khione cyclone is never treated as though she were standing when she jumps. She can run up or along vertical surfaces, but she must end her movement on a horizontal surface or find a place to grip or else she falls.

Ki-Empowered Strikes. The khione cyclone's

body somehow remain as flexible as a creature of flesh, allowing them to move with a grace and speed that belies their literally statuesque appearance. When a khione scars, it can leave a roughened gouge in their body that resembles a crack in rock. Over time, such a scar smoothens, and may even be polished away by the flaying sands of the khione's habitat. Those khione who take pride in their beauty may choose to speed up the weathering process by manually sanding the scar.

Matriarchal Society. In khione culture,

unarmed strikes are magical.

ACTIONS

Cyclone Strikes. The khione cyclone makes up to four attacks with her scimitar or unarmed strikes, all of which must all be made against unique targets.

Multiattack. The khione cyclone makes two attacks with her scimitar or unarmed strikes.

Falchion. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

BONUS ACTIONS

Dervish Dash. The khione cyclone can Dash or Disengage as a bonus action on her turn.

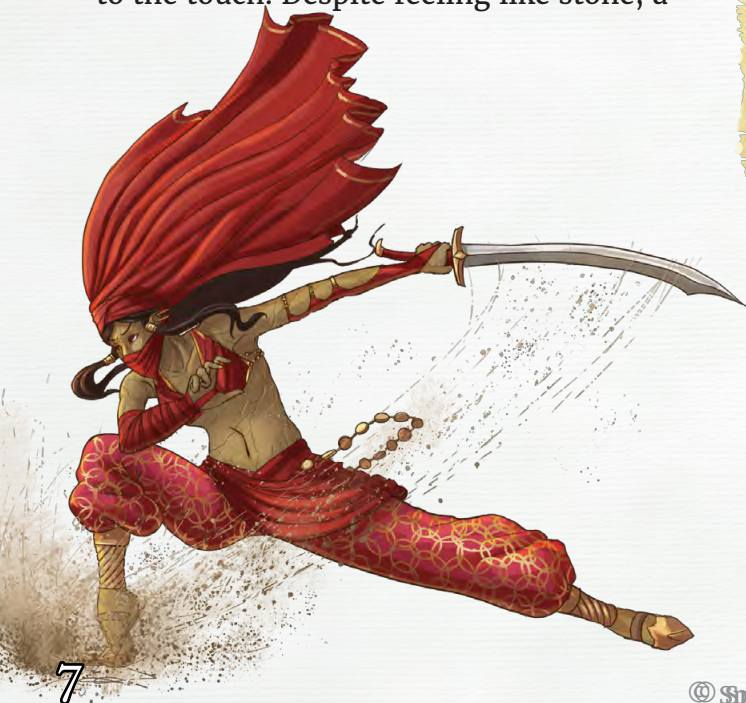
Throw. The khione cyclone can make an unarmed strike. On a hit, she can choose to deal no damage and instead force the target to make a DC 15 Strength or Dexterity saving throw, pushing the target up to 15 feet on a failed saving throw.

REACTIONS

Block. The khione cyclone adds 3 to her AC against one melee attack that would hit her. To do so, the khione cyclone must see the attacker.

Slow Fall. The khione cyclone can reduce any falling damage she takes by 30 hit points.

society is dominated by women. Their Queens have absolute power in the city-states over which they rule, and their religious, arcane, and academic castes are largely dominated by females, joined by a rare few men who have been given permission to join a caste above their normal station in light of their extraordinary talent which might otherwise go to waste. Male khione normally serve and act as labourers. They are also permitted to be soldiers, a career which many males pursue as guarding the city is



KHIONE SPECIES TRAITS

Abilities Constitution +2, Wisdom +1

Age A khione becomes an adult at 20 years of age, and can live to be 200.

Alignment Khione tend towards Neutral.

Size Khione are a tall race, between 5'6-6'6 tall. Because of their stone skins they are heavier than their builds might suggest, weighing 180 - 260 lbs. Your size is medium.

Speed Your speed is 30 ft.

Languages You speak, read, and write Common and Khione.

Earth Walk. You can move across difficult terrain made fully or mostly of earth and stone without expending extra movement.

Stone Skin. When you take any of the following kinds of damage, you reduce the damage dealt to you by 3: Cold, Fire, and Piercing or Slashing damage from nonmagical weapons. You are also immune to poison damage, but vulnerable to thunder damage.

a respected task that is one of their few paths to power. Male soldiers are permitted to command units, though they are not generally able to become high ranking officers except in instances of extraordinary strategic talent.

Bardar's Bane. Khione often live near the Bardar, who they consider natural enemies. Khione citizens often fall prey to the soul vampires, and over time



khione have come to see the extermination of their ancient foes as something of a holy duty.

KHIONE CYCLONE

The elite defenders of a khione city-state are the warrior-women known as Cyclones. Technically separate from the regular army of the city, Cyclones are swordswomen and martial artists. They answer directly to the Queen and act as bodyguards for her person and other important individuals she favours.

Cyclones take inspiration from the flaying winds of their desert homes, moving across battlefields with extraordinary speed and brutal grace.

KHIONE PRIESTESS

Medium humanoid (khione), neutral

Armor Class 14 (natural armour)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	15 (+2)	18 (+4)	14 (+2)

Skills History +8, Religion +8

Damage Resistances Cold, Fire, Piercing and Slashing from nonmagical weapons

Damage Immunities Poison

Damage Vulnerabilities Thunder

Condition Immunities Petrified, Poisoned

Senses passive perception 14

Languages Common, Khione, Terran

Challenge 6 (2,300 XP)

Channel Divinity (2/short rest). The khione priestess fortifies herself to endure the harshest of circumstances, gaining advantage on Constitution saving throws for the next hour.

Earth Walk. The khione priestess can move across

KHIONE PRIESTESS

Khione are a religious race, whose priestesses are therefore powerful individuals. Most khione practice the worship of the Elemental Lords of Earth and Air who together dictate the conditions of their desert homes. They have also been known to worship the gods of storms and war. Khione may instead worship the local gods of their region.

difficult terrain made of earth or stone without expending extra movement.

Spellcasting. The khione priestess is a 10th-level spellcaster. Her spellcasting ability score is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *resistance*, *thaumaturgy*

1st level (4 slots): *guiding bolt*, *cure wounds*, *sanctuary*, *shield of faith*

2nd level (3 slots): *hold person*, *lesser restoration*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *create food and water*, *meld into stone*

4th level (3 slots): *death ward*, *guardian of faith*, *stone shape*

5th level (2 slots): *earthlord's fury*^(Ap), *mass cure wounds*

ACTIONS

Multiattack. The khione priestess makes two attacks with her mace.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

KISARAN

Tribes of the feline humanoid species known as kisarans live across plains and semiarid deserts. Most tribes are seminomadic, though a few establish permanent villages when they encounter a particularly excellent place to settle. Kisarans are generally content to remain in their remote homelands and avoid unnecessary contact with outsiders, but some young kisarans do venture out into the world for adventure, capitalising on their skills as hunters and archers.

Master Archers. While a kisan hunter carries a short blade, they use it primarily for gutting and skinning fallen prey. The bow is a kisan's preferred weapon in almost any situation. Their communities are modest in size, making mobility and range their allies against powerful monsters and large raiding parties. From a young age all kisarans practice archery, so that all but the very youngest and very oldest are capable of assisting in the tribe's defense.

Born Predators. Aside from their community-wide experience with the bow, kisarans possess the racial instincts of a hunter. It is unwise to risk angering one, even if they appear unarmed, for they have quick tempers, even quicker bodies, and can extend wickedly sharp claws.

While it is rare for kisarans to go abroad, it does happen, particularly when the tribe's lands are adjacent to civilised societies. Young kisarans who seek to explore the outside world become mercenary archers, monster hunters, or bounty hunters, or else they fall into other similar roles where their physical agility combined with their tracking and weapon skills can see them thrive.

Feline Felicitations. Although they can't

be said to be deeply religious, kisarans do give prayer to the primal spirit they call the King of Beasts. They invoke his name during blessings on important occasions in a kisan's life. On festive occasions, during which they forget the strict and often harsh realities of their day to day lives and indulge their pleasures, kisarans instead seek the blessing of the Mother of Cats.

The Long Hunt. Kisan youths undergo a coming of age ceremony known as the Long Hunt, during which they depart from their tribe for a minimum period of a month. They must return from their Hunt with at least four trophies, and finding their way back to their people is part of the kisan's test. Without suitable trophies they cannot return once the month is up. As more time passes the tribe are likely to roam further away, and the trail back to them grows colder. Some kisarans who leave to travel do so precisely because they have failed their Long Hunt.



KISARAN

Medium humanoid (kisan), neutral

Armor Class 15 (leather armour)

Hit Points 45 (7d8 + 14)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	13 (+1)

Saves Dex +6

Skills Acrobatics +6, Athletics +3, Perception +3, Stealth +6, Survival +3

Senses passive perception 13

Languages Common, Kisan

Challenge 2 (450 XP)

Keen Smell. The kisan has advantages on Wisdom (Perception) checks that rely on smell.

Kisan Archery Style. The kisan does not suffer disadvantage when making ranged attacks while within 5 feet of a hostile creature, nor at long range.

ACTIONS

Manticore Barrage (recharge 5-6). The kisan makes a longbow attack. Whether or not this attack hits, up to 4 creatures adjacent to the target must make a DC 14 Dexterity saving throw, taking 4 (1d8) piercing damage if they fail to beat the DC.

Multiattack. The kisan makes two attacks with its longbow.

Longbow. Ranged Weapon Attack: +6 to hit, reach 100 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

KISARAN SPECIES TRAITS

Abilities Dexterity +2, Wisdom +1

Age Kisarans set out on their Long Hunt at age 14.

A kisanar lives to around 80 years.

Alignment Kisarans tend towards Neutral.

Size A kisanar stands between 5 feet and 5'9, with a lithe build. They typically weight between 85 - 118 lbs. Your size is medium.

Speed Your speed is 30 ft.

Languages You speak, read, and write Common. You also speak Kisanar.

Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Keen Senses. You have proficiency in the Perception skill.

Kisanar Archery Style. You are proficient with the longbow. You don't suffer disadvantage when making ranged attacks while within 5 feet of a hostile creature, nor at long range.

APPENDIX I: MONSTROUS MAGIC

Some spells referred to in this volume of the *Monstrous Monograph* don't appear in the core rules. A spell marked as ^(NC) is non-core and therefore can't be found in the Fifth Edition player's book. Such a spell is printed in another official Fifth Edition sourcebook. If you don't own a copy of the book that contains any such spell, simply treat the monster as though they don't have access to that spell.

Spells labeled ^(Ap) appear in this appendix.

EARTHLORD'S FURY

5TH LEVEL TRANSMUTATION

Class: Cleric, Druid

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a piece of rock, which cracks apart during the casting)

Duration: Concentration, up to 10 minutes

A 10-foot-radius 40-foot-high cylinder of earth erupts upward, centred on a point within range. Each creature in the area must make a Dexterity saving throw, taking 4d6 bludgeoning damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bludgeoning damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

SAND BLAST

EVOCATION CANTRIP

Class: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of sand)

Duration: Instantaneous

A flurry of sand erupts outward to cover a target of your choice within range in a cloud of scouring, suffocating sand.

The target must make a Dexterity saving throw. On a failed save, the target takes 1d6 slashing damage. Also on a failed save, until the end of its next turn the target has disadvantage to ability checks related to its physical prowess and its senses, and its speed is reduced by 10 feet.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SAND SHELL

3RD LEVEL EVOCATION

Class: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: touch

Components: V, S, M (a vial of water, a handful of sand)

Duration: 10 minutes (concentration)

You encase a willing creature in a magically strengthened shell made of damp sand. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage. The shell also absorbs 15 hit points worth of fire damage. When an attack deals fire damage equal to or greater than the shell's remaining hit points, the remainder of the damage is also absorbed but the spell immediately ends.



When the spell ends the shell dries, cracks, and crumbles at the creature's feet before disappearing.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the *sand shell* can absorb 10 additional fire damage for each slot.

SAND SWORD

EVOCATION CANTRIP

Class: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a handful of sand)

Duration: 1 minute

You shape sand into the form of a blade around your hands. The sword's abrasive edge cuts viciously, leaving sand particles behind to agitate the wound.

For the duration, you can use the *sand sword* to make melee spell attacks. On a hit, the sword deals 1d6 slashing damage, and a further 1 slashing damage at the beginning of each of the target's turns. The ongoing damage of multiple attacks with the sword is cumulative, up to a maximum

of your spellcasting bonus (minimum 1). For instance, if your spellcasting bonus is +3, a creature takes 1 ongoing damage the first time it is hit, but if you hit it again the ongoing damage increases to 2, and finally to 3 on the third hit.

The target can make a Constitution saving throw at the end of each of its turns, ending the ongoing slashing damage on a success. A creature can also use its action to wash out the wound with water or another suitable liquid, ending the ongoing damage immediately.

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