

# The Monster Slayer

A custom class



DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

# The Monster Slayer

A custom class

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# What is a Monster Slayer?

*“Monster Slayers dedicate their lives to hunting and slaying monsters. They are skilled warriors that specialize in lore and tactics effective in defeating their chosen enemies.”*

This definition of a Monster Slayer is intentionally broad, allowing the players and referee to determine the origin and nature of the Monster Slayer. Perhaps the Monster Slayer is a vampire hunter seeking vengeance for their slain loved ones or perhaps they seek the fortune, glory, and title of “The Dragon Slayer.” Regardless, the Monster Slayer has dedicated their life to hunting and vanquishing their chosen enemies.

Great care has been taken in the development and playtesting of *The Monster Slayer* to maintain balance, theme, and viability within the framework of OSE, B/X, Advanced, and derived rulesets for your classic fantasy role-playing games.

The following pages provide rules for adding the Monster Slayer to your Old-School Essentials and classic fantasy games.

Questions or Feedback?

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<https://www.youtube.com/@EpicSolo>

# Monster Slayer

**Requirements:** Minimum CON 9, minimum DEX 9

**Prime Requisite:** DEX

**Hit Dice:** 1d8

**Maximum level:** 14

**Armor:** Leather, chainmail, no shields

**Weapons:** One-handed melee weapons, crossbow

**Languages:** Alignment, Common, Chosen enemy

Monster slayers dedicate their lives to hunting and slaying monsters. They are skilled warriors that specialize in lore and tactics effective in defeating their chosen enemies.

## Chosen Enemy

At 1st level, monster slayers choose a type of monster to be their chosen enemy (i.e. undead, lycanthrope, etc.) at the referee's discretion. They receive a +1 bonus to Armor Class, saving throws, attack, and damage rolls against them. This increases to +2 at 6th level, and +3 at 11th level.

Upon reaching 6th level, they may choose a second chosen enemy. They receive a +2 bonus to Armor Class, saving throws, attack, and damage rolls against them. This bonus increases to +3 at 11th level.

Upon reaching 11th level, they may choose a third chosen enemy. They receive a +3 bonus to Armor Class, saving throws, attack, and damage rolls against them.

## Combat

Monster slayers can use one handed melee weapons, crossbows, leather armor, chainmail and cannot use shields.

## Enemy Awareness

Monster slayers are only surprised by their chosen enemy on a roll of 1. This may mean that a monster slayer is able to act in the surprise round while their companions are surprised.

## Enemy Pursuit

When the monster slayer's party pursues a chosen enemy in the wilderness, the chance of evasion is reduced by 10%.

## Enemy Tracking

Monster slayers are proficient at tracking their chosen enemy. This skill improves as the character gains levels (see the table to the right). Success may be modified by the following factors:

**Soft/hard ground:** +20% to -50%.

**Size of group being tracked:** +2% per creature beyond the first.

**Passing through an area where other tracks mingle:** -50%.

**Age of tracks:** -5% per 12 hours.

**Rainfall:** -25% per hour.

**Efforts made to hide tracks:** -25%.

## Enemy Weakness

Monster slayers are adept at exploiting their chosen enemy's weaknesses. They are able to hit monsters that can normally only be harmed by certain damage (i.e. silver weapons, magic, etc.).

## Two Weapon Fighting

Monster slayers of 3rd level wearing light armor can attack with two weapons suffering no penalty with their primary weapon, and -2 penalty with their secondary weapon.

## Monster Slayer Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,000	2d8	19 [0]	12	13	14	15	16
3	4,000	3d8	19 [0]	12	13	14	15	16
4	8,000	4d8	17 [+2]	10	11	12	13	14
5	16,000	5d8	17 [+2]	10	11	12	13	14
6	32,000	6d8	17 [+2]	10	11	12	13	14
7	64,000	7d8	14 [+5]	8	9	10	10	12
8	120,000	8d8	14 [+5]	8	9	10	10	12
9	240,000	9d8	14 [+5]	8	9	10	10	12
10	360,000	9d8+1*	12 [+7]	6	7	8	8	10
11	480,000	9d8+2*	12 [+7]	6	7	8	8	10
12	600,000	9d8+3*	12 [+7]	6	7	8	8	10
13	720,000	9d8+4*	10 [+9]	4	5	6	5	8
14	840,000	9d8+5*	10 [+9]	4	5	6	5	8

\* Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;  
**P:** Paralysis / petrify; **B:** Breath attacks;  
**S:** Spells / rods / staves.

## After Reaching 10th Level

A monster slayer may establish a posse. 2d6 1st level monster slayers will join the monster slayer; however, should any of them be killed, the PC will not be able to attract new posse members to replace them.



## Monster Slayer Tracking Chance of Success

Level	Modifier
1	20%
2	30%
3	40%
4	50%
5	60%
6	70%
7	80%
8	90%
9	100%
10+	110%