

Old-School Rules Monster Modifiers



By Charles Rice

Old-School Rules: Monster Modifiers

Written by: Charles Rice

Art by: Rick Hershey

Layout by: Charles Rice

Edited by: Paula Rice

© 2020 by Charles Rice

Publisher's Choice Quality Stock Art © Rick Hershey/Fat Goblin Games

Monster Modifiers

Welcome to Old School Rules: Monster Modifiers! In this small tome, we're here to help the harried Dungeon Master on the go. You need interesting encounters; you need to keep your players guessing. Monster Modifiers will help you with both! Modify monsters to make that next goblin camp something your players weren't expecting. I mean, who would expect a three-headed goblin champion, right? To round things out, we're going to give you random tables for those times when you have little preparation time and want to add some spice to an encounter. But wait, there's more! We're also going to give you three new spells, to allow enemy magic-users to alter their minions on the fly.

About XP Modifiers

Each category of modifiers has a % modifier to XP. This is a less exact method of upping a monster's XP to reflect the added challenge of its modifiers. If you have the time, you should modify the XP using the standard tables. While improvising an encounter, these percentages are a quick and dirty way to accomplish the same task.

Die Roll	Modifiers
1-50	Minor Modifier
51-75	Moderate Modifier
76-90	Major Modifier
91-100	Roll Twice

Minor Modifiers Die Roll	Modifier
1-10	Embalmed
11-20	Fast
21-30	High Pain Threshold
31-40	Large
41-50	Quick
51-60	Strong Willed
61-70	Thick Boned
71-80	Thick Skinned
81-90	Unsettling
91-100	Woodland

Moderate Modifiers Die Roll	Modifier
1-6	Alpha
7-12	Charger
13-19	Cold-Blooded
20-25	Cunning
26-31	Fierce
32-38	Hot-Blooded
39-44	Hulking
45-50	Leader
51-57	Lightning Reflexes
58-63	Mage
64-69	Man-Eating

70-76	Savage
77-82	Two-Headed
83-88	Spiritual
89-94	Strong Immune System
95-100	Vicious

Major Modifiers Die Roll	Modifier
1-7	Chosen
8-14	Colossal
15-21	Disgusting
22-28	Fire Breathing
29-35	Fire Infused
36-42	General
43-50	Genius
51-57	Gifted
58-64	Magic Resistant
65-71	Shadow Lord
72-78	Summoner
79-85	Terrifying
86-93	Three-Headed
94-100	War Leader

Minor Modifiers (+20% XP Value)

Embalmed (Undead Only)

+2 HP per die.

Fast

+30 ft. movement per round.

High Pain Threshold

-2 damage from slashing or piercing weapons

Large

Lowest hit die changed to max.

Quick

+2 AC (not when flanked or surprised).

Cannot be thick boned or thick skinned.

Strong Willed

+2 saves vs. mind-affecting magic.

Thick Boned

-2 damage from blunt weapons.

Thick Skinned

+2 AC.

Unsettling

Opponents must save vs. fear or be -2 to hit;
-1 penalty per 3 HD to saving throw (-1 at 1-3 HD, -2 at 4-6, etc.).

Woodland

90% resistance to charm and sleep.

Moderate Modifiers (+35% XP Value)

Alpha

Creatures of their type within 30 ft. gain +2 to attack, damage, and saving throws.

Charger

+60 ft. movement; +2 to hit and damage on a charge; charge attacks inflict 1d6 damage, or the creature's normal melee damage, whichever is higher.

Cold Blooded

+2 saves vs. cold; cold damage reduced by -2 per die.

Cunning

+3 6-sided HD; abilities of a 3rd level Thief.

Fierce

+3 10-sided HD; has weapon specialization if allowed to Fighters in the campaign.

Hot Blooded

+2 saves vs. fire; fire damage reduced by -2 per die.

Hulking

+2 HD

Leader

2 Large (as the Minor Modifier) followers of their type.

Lightning Reflexes

+2 Initiative

Mage

+3 4-sided HD; casts spells as a 3rd level Magic-User; minimum Int of 13 (could affect tactics and capabilities of a monster in other ways).

Man-Eating

+2 damage to bite attacks; if creature doesn't have a bite attack, treat as Savage.

Savage

+2 damage to bite attacks; gains a 1d4 bite attack if creature does not normally have one.

Spiritual

+3 HD; casts spells as a 3rd level Cleric.

Strong Immune System

+4 bonus to all saving throws.

Two-Headed

Surprised only on a 1; creature gains a second bite attack if it possesses one.

Vicious

+2 weapon damage; fights to the death, never failing morale.

Major Modifiers (+50% XP Value)

Chosen

+6 HD; casts spells as a 6th level cleric; can be combined with Spiritual for maximum +9 HD and spell use of 9th level Cleric

Colossal

+6 HD

Disgusting

Save vs. poison or be nauseated 1-4 rounds; -1 penalty per 3 HD to saving throw (-1 at 1-3 HD, -2 at 4-6, etc.); nauseated creatures can move at one-half speed but cannot attack or cast spells.

Fire Breathing

Fire breath attack of 1d4 per level, save vs. Breath Weapon for one-half damage; if creature already has a fire attack, +2 damage per die.

Fire Infused

Immune to fire; inflicts +2 melee damage from fire.

General

+6 10-sided HD; has double weapon specialization if allowed to Fighters in the campaign; can be combined with Fierce for a total of +9 10-sided HD.

Genius

+6 4-sided HD; casts spells as a 6th level Magic-User; minimum Int of 16 (could affect tactics and capabilities of a monster in other ways); can be combined with Mage for a total of +9 4-sided HD and spell use as a 9th level Magic-User.

Gifted

Creature has any two of the following: Cunning, Fierce, Mage, or Spiritual with all benefits.

Magic Resistant

5% magic resistance per hit die.

Shadow Lord

+6 6-sided HD, abilities of a 6th level Thief; can be combined with Cunning.

Summoner

Creature has spell-like ability to summon monsters; if 1-3 HD *Monster Summoning I*; if 4-6 HD *Monster Summoning II*, and so forth.

Terrifying

Opponents must save vs. fear or flee away from the creature by the fastest and best-known route for 1d4 rounds, dropping any held weapons (including wands and staves but not shields); -1 penalty per 3 HD to saving throw (-1 at 1-3 HD, -2 at 4-6, etc.).

If creature possesses both this modifier and Unsettling, opponents flee on a failed save, and are otherwise unsettled.

Three-headed

Creature cannot be surprised except by invisible opponents; creature gains two additional bite attacks if it has one.

War Leader

8 Large, or 4 Hulking followers, as the Minor and Moderate modifiers, respectively.

New Spells

All monster modifiers can be permanently applied to a creature with the *Polymorph Other* spell, assuming it survives the casting. These lower spells allow modifiers to be temporarily placed on a creature. This has the advantage of allowing a transmuter to respond to changing battlefield conditions, and also carries no risk the transformation will kill a valued minion.

Transmogrify, Lesser

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: 5 ft./level

Duration: 5 rounds/level

Area of Effect: 1 creature

Components: V,S

Casting Time: 2 segments

Saving Throw: Negates (no save if willing)

This spell partially transforms a target for a short period of time. Unwilling subjects receive a saving throw vs. polymorph to resist this spell; willing subjects do not require a saving throw.

The target of this spell receives one Minor Modifier of the caster's choice.

Transmogrify

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: 5 ft./level

Duration: 10 rounds/level

Area of Effect: 1-4 creatures

Components: V,S

Casting Time: 3 segments

Saving Throw: Negates (no save if willing)

This spell partially transforms a target for a short period of time. Unwilling subjects receive a saving throw vs. polymorph to resist this spell; willing subjects do not require a saving throw.

The target of this spell receives one Moderate Modifier of the caster's choice.

Alternately, this spell can either grant a Minor Modifier to 1-4 creatures, or grant a single creature 2 Minor Modifiers of the caster's choice.

Transmogrify, Greater

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: 5 ft./level

Duration: 1 turn/level

Area of Effect: 1-4 creatures

Components: V,S

Casting Time: 3 segments

Saving Throw: Negates (no save if willing)

This spell partially transforms a target for a short period of time. Unwilling subjects receive a saving throw vs. polymorph to resist this spell; willing subjects do not require a saving throw.

The target of this spell receives one Major Modifier of the caster's choice.

Alternately, this spell can either grant a Moderate Modifier to 1-4 creatures, or grant a single creature 2 Moderate Modifiers of the caster's choice.

Designation of Product Identity and Open Content

All city descriptions, fiction, and non-mechanical content are designated as Product Identity and may not be used or referenced without permission.

All spells, classes, equipment, magic items, and gods are designated Open Content. The channeling spell system is likewise declared Open Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c)"Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes

and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original

creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark.

The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all

of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document copyright 2000, Wizards of the Coast, Inc. ; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Supplement #1: The mystic, copyright 2009 by Vigilance Press, written by Charles Rice

Old School Magic, copyright 2010 by Vigilance Press, written by Charles Rice
OSRIC™ copyright 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

A Magical Society: Beast Builder, Copyright 2005, Expeditious Retreat Press, Author Joseph Browning.
Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Mite from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nilbog from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Old-School Gazette #1: Copyright 2006, Expeditious Retreat Press, Contributor: Joseph Browning

First Edition Fantasy: Supplement #2, OSRIC Unearthed, Copyright 2007, Charles Rice; published by Ronin Arts.

Old-School Rules: Monster Modifiers, Copyright 2020, Charles Rice