

Monstrous Races

Addendum: Larger Players

*Character Options for Playing Player Characters Above
Medium Size Using “Monstrous Races”*



Monstrous Races

Addendum: Larger Players

Character Options for Playing Player Characters Above Medium Size Using “Monstrous Races”

An expansion to Monstrous Races, this document includes rules for playing races of sizes larger than medium.

by Tyler Kamstra



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright [2016] by Tyler Kamstra and published under the Community Content Agreement for Dungeon Masters Guild.

Contents

Contents 3

Introduction..... 4

How to Use This Document 4

Design Notes 4

Included Art 4

Being Bigger..... 5

Determining Maximum Size 5

Large Creature Traits 5

Huge Creature Traits 5

Gargantuan Creature Traits..... 5

Equipment for Larger Creatures..... 5

Design Notes 5

Becoming Bigger 7

Size as Racial Trait 7

Size as Feat 7

Size as Template..... 7

Design Notes 7

Spells 9

Spell Lists 9

Spell Descriptions 9

Introduction

This document is an addendum and expansion for the Monstrous Races series of documents. The original Monstrous Races omitted rules for playing characters of large or larger size, choosing instead to reduce bigger creatures down to medium size in order to avoid the mechanical complexity of introducing new mechanics for such players. This document attempts to rectify that shortcoming by providing several mechanisms to allow players to attain large size.

How to Use This Document

If you have already chosen to use Monstrous Races, this document is for you. However, you may need to weigh the possible consequences of allowing large or larger player characters in your game. If one of your players is huge sized, while the others are all medium, they may have trouble with simple things like walking down a crowded street or entering a building. You might choose to allow players to advance to a specific size and go no further, or you might embrace these complications and make addressing them part of the fun.

Rules for creatures above medium size are complicated. I make no assertion that these rules are perfect, and I can make no guarantees that these rules will fit into your game without issue.

Assuming that you have decided to allow larger player characters into the game, the options presented in this document will offer several mechanisms to make that possible.

Design Notes

This document relies upon design work discussed in the Monstrous Races series of documents. As I did in those documents, I have included extensive design notes to explain my thinking while writing this document. These design notes are included to encourage you to consider the mechanics I have presented, and ideally to make changes of your own if you decide to do so.

Included Art

The art included in this document is all free art taken from the creator resources provided by Wizards of the Coast on DM's Guild. If you wish to reuse these images, I encourage you to download the official creator resources for the original images.

Being Bigger

Creatures above medium size experience the world very differently from their smaller counterparts, and their large stature grants certain advantages. This section details traits for player characters above medium size, as well as details on equipment for larger creatures.

Determining Maximum Size

Monstrous Races presents races at medium size, but some creatures may become larger depending on their race. To determine a creature's maximum size, see monster entry on which the racial traits are based. The original creature's size is the race's maximum size. Player characters may advance to this size, but no further using options presented in this document. Player characters may still alter their size by other mechanisms such as *enlarge/reduce*.

For example: Monstrous Races presents hill giants at medium size. The entry in the Monster Manual for hill giants lists hill giants at Huge size, which becomes the maximum size for hill giant player characters attainable by means included in this document.

Large Creature Traits

- **Carrying Capacity.** You can bear twice as much weight as a medium creature with equal Strength.
- **Space.** You occupy a 10 ft. x 10 ft. space.

Large (Centauroid) Creature Traits

Some creatures have bodies which are large but have humanoid portions which behave as though they were medium. These creatures, which we'll call "Centauroids" until a better word presents itself, use the same traits and armor as large creatures, but use weapons and other items sized for medium creatures.

Huge Creature Traits

- **Carrying Capacity.** You can bear twice as much weight as a medium creature with equal Strength.
- **Space.** You occupy a 15 ft. x 15 ft. space.
- **Reach.** Your reach is 10 ft.

Gargantuan Creature Traits

- **Carrying Capacity.** You can bear twice as much weight as a medium creature with equal Strength.
- **Space.** You occupy a 20 ft. x 20 ft. space.
- **Reach.** Your reach is 10 ft.

Equipment for Larger Creatures

Weapons, armor, clothing, and some items like backpacks for creatures above medium size cost and weigh more than those items for medium creatures.

This cost multiplier applies only to mundane items (magic items are not affected) and does not include the x4 cost multiplier for barding.

Size	Large	Huge	Gargantuan
Cost	x2	x4	x8
Weight	x4	x16	x64

Weapons

Weapons for creatures above medium size deal additional damage, as indicated on the table below. Find the damage for the weapon listed in the Small/Medium column, then reference the appropriate column for your character's size.

If your race has natural weapons such as a bite or claw attack, permanently changing your size also improves your natural weapon damage. To determine your natural weapons' new damage, use the same method detailed above for manufactured weapons.

For example: a longsword deals 1d8 damage for a small or medium creature. Find the row with 1d8 in the Small/Medium column, then look at the Huge column to find that a huge longsword deals 2d10 damage.

Small/Medium	Large	Huge	Gargantuan
1d4	1d8	2d6	2d10
1d6	1d10	2d8	3d6
1d8	1d12	2d10	3d8
1d10	2d8	3d6	3d10
2d6/1d12	2d10	3d8	4d6

Food and Water

Creatures above medium size require four times as much food and water as creatures of the size beneath them.

Size	Medium	Large	Huge	Gargantuan
Food	1 lbs.	4 lbs.	16 lbs.	64 lbs.
Water	1-2 gal	4-8 gal	16-32 gal	64-128 gal

Design Notes

The first question that this document needs to answer is "what do players get for being bigger than medium?" That's a surprisingly difficult question to answer.

There are two items in the official rules from which we can draw inspiration. The first is the *enlarge/reduce* spell, which grants players a brief taste of what it's like to be bigger than the races in the player's handbook. This spell increases the characters size category by one, and increases their height and weight accordingly, but

does fairly little to change the creature's statistics. The subject gains advantage on Strength checks and deals 1d4 additional damage with their weapons. The creature's carrying capacity automatically improves (see Lifting and Carrying: Size and Strength on page 176 of the Player's handbook). There is no change to the creature's reach despite suddenly having much longer arms.

The second item is a bit of text buried in the rules for creating and modifying monsters. Page 277-278 of the Dungeon Master's Guide includes a subsection titled "base damage on the weapon". The sixth paragraph in this subsection notes that creatures of size larger than medium multiply the base damage of their weapons once for each size category above medium.

There is also the question of reach. Creatures of sizes larger than medium should reasonably have better reach than smaller creatures. Unfortunately, the Monster Manual is inconsistent on the point, the Dungeon Master's Guide presents no guidance on setting a creature's reach. Humanoid-like creatures like giant have reach values that are totally inconsistent, even when using the same weapons. It seems to be ad-hoc, which doesn't help us get it right, but since there's no answer it also means it's hard to get it wrong.

A creature's size also affects what creatures can grapple it or swallow it whole. This is a minor consideration in the grand scheme of things, but a great many monsters are designed assuming that they will be eating medium-sized players.

We also need to consider creatures with large or larger size that still use weapons smaller than their size would indicate. Centaurs and similar creatures are functionally a medium creature on an oversized set of legs, which means that they get some of the benefits of larger size, but not all of them.

Now that we've looked at our little bit of source material and considered everything we need to cover, let's do some actual designing. I think *enlarge/reduce* is going to be our best source of inspiration, and it's probably the most in line with what players will expect. Based on discussions I've had with people who want to play large races, most players don't know about the multiplied weapon damage rule, so we can largely ignore it.

Enlarge/reduce provides two benefits explicitly called out in the spell: advantage on Strength checks, and a boost to weapon damage. We can't grant advantage on Strength checks across the board without introducing a lot of problems, so we'll drop that part. But we definitely want to keep a damage

boost. Making players roll an extra d4 every time they roll weapon damage is a pain and makes larger sizes feel clunky, so instead we'll generate a new table of weapon damage. It's a bit of a pain, and it's definitely reminiscent of 3rd edition, but I think it will more natural than rolling 1d8+2d4 for a huge longsword. A d4 adds an average of 2.5 damage, so we'll try to keep the damage die increases similar at each step.

We also need to address space and reach. Space is easy; each size above medium adds 5 ft. to each side of the creature's space. Reach is harder because there seems to be no consistency. Some creatures as large as gargantuan still only have 5 ft. reach, and some creatures have multiple attacks with different reach values on each of them. I'm tempted to establish a complicated flowchart to determine the reach of an attack, but it would dramatically complicate large creatures, and it would have problematic implications for the traits published in Monstrous Races. I typically treat natural weapons as interchangeable (a bite isn't much different from a claw), but that would break down if suddenly tentacles got a bunch of reach, but claws didn't. We'll give 10 ft. reach to Huge and Gargantuan creatures and leave it at that.

Large size also increases the character's carrying capacity, as we discussed previously, but we'll call it out in the list of traits for each size because it's easy to miss.

I also want to add some changes to the cost and weight of equipment. A suit of armor for a 30-foot tall giant is obviously going to cost and weigh much more than one for a 5-foot tall humanoid. *Enlarge/reduce* multiplies the target's weight by 4 when they're enlarged, so we'll multiply cost and weight by four and make it stack multiplicatively at each size increase.

After all that, we're left with surprisingly little that changes when a creature becomes larger than medium. In a way that's disappointing because size feels like such a significant factor, but at the same time it's reassuring because it simplifies making these traits available to players.

In the next section, we'll discuss mechanisms for players to become large or larger.

Becoming Bigger

This section presents three mechanisms to introduce sizes greater than medium into your game. The three mechanisms are intended to be mutually exclusive. Consider each option and use the one which makes the most sense for your game.

Size as a Racial Trait

Increased size may be granted as a racial trait. Like other racial traits, use the Race Builder rules presented in the original Monstrous Races. In many cases you may be able to grant increased size by adjusting a creature's existing traits to keep the creature in a normal BP range.

You may also consider introducing size changes gradually. If you choose to do so, start players at medium size and increase their size by one increment each time their proficiency bonus increases until the player reaches their race's maximum size.

Size	BP
Tiny	-1.5
Small	-1
Medium	0
Large	2.5
Large (Centauroid)	0.5
Huge	5
Gargantuan	8

Example: Centaurs

Centaurs have a total BP score of 7, which puts them below the target range of 8-10 BP. Conveniently, that means that you can add Large (Centauroid) size for 0.5 BP with no further adjustment.

Example: Ogre

Ogres have a total BP score of 9.25 BP. 2.5 of that is wrapped up in Furious Temper, which we created to pad the ogre's BP value. You could easily drop it and replace it with large size, or you could halve the Ogre's ability score increases to make room for large size. Either option will keep the Ogre within the target range of 8-10 BP.

Size as a Feat

Players may select this feat as normal, or you as the Dungeon Master might mandate that certain races must take the feat each time they receive an ability score increase until they reach their race's maximum size.

Increased Size

Your body grows as you age, gradually approaching the mighty stature of your kind.

Prerequisite: current permanent size less than your race's maximum size.

Your size increases by one step, up to a maximum of your race's maximum size. You gain all of the traits appropriate to your new size.

Size as a Template

Players may attain larger sizes by taking levels in the Increased Size template. For rules for player templates, see the Introduction of Monstrous Races.

You might allow players to take all of these levels at once, or you might make players space them out in some fashion. If you mandate taking these levels, I suggest delaying the first template level until the character's 6th level so that players aren't forced to delay 5th-level class features which are important to the game's balance assumptions.

Increased Size [Template: Acquired]

Becoming Bigger

Any character below their races maximum size may take levels in the Increased Size template.

Increased Size Traits

Hit Points

Hit Dice. 1d11 per Increased Size level

Hit Points at Higher Levels. 1d12 (or 7) + your Constitution modifier per Increased Size level

Traits

Revenants gain the following traits at each level, as indicated on the table below.

Level	Features
1	Large Size
2	Huge Size
3	Gargantuan Size

Large Size. Your size becomes large, and you gain all of the traits of a large creature.

Huge Size. Your size becomes large, and you gain all of the traits of a huge creature.

Gargantuan Size. Your size becomes large, and you gain all of the traits of a gargantuan creature.

Design Notes

Now that we know what happens when a player rises above medium size, we need a way to make that happen. I've spent a great deal of time considering the best way to make this happen, and I've never settled on a single "best" answer. So instead, I'm going to give you three options and make you decide on your own which one you want to use.

We'll start with size as a racial trait. It's the most obvious option, and it's the easiest to understand in the context of race design, but it's not without problems. The size-based traits we described in the previous section are powerful. A gargantuan 1st-level character dealing 4d6 damage with a greatsword could easily unbalance your game. Still, we need to determine a BP value.

Each size category above medium has roughly the same effects: double the creature's carrying capacity, add 2-3 damage on average with weapon attacks, increase the creature's space, and for Huge and Gargantuan raise the character's reach. Conveniently, we have a few examples of similar traits that we can combine to get an idea of how much this is worth.

The damage bonus is most easily compared to a +2 Strength increase. A fixed +2 increase is 2 BP. We could debate the precision of this comparison, but I think it's close enough that it will suffice.

Powerful Build is 0.25 BP and replicates the weight capacity changes of increased size, which makes it an excellent comparison.

Increased reach is difficult to assess, and the only time we've done it is for the assessment of the official Bugbear. We landed on a BP value of 0.5 BP.

That brings use to 2.25 BP for large size, 2.75 BP for the jump up to huge, and 2.25 for the jump from huge to gargantuan. That's roughly 2.5 on average, so we'll fudge the numbers a bit to 2.5 BP, 5 BP, and 8 BP.

Let's also look at centaur-like creatures, which we'll call Centauroids until someone finds me a better word. They get the enlarged space and increase carrying capacity, but that's all. I think we'll call it 0.5 BP, but honestly that might be too high. Larger space means your reach goes further, but it also means that maneuvering is more difficult. It's hard to objectively weigh those two points, so we'll call 0.5 BP an educated guess.

With BP values defined, we can throw them on the table of race sizes and we're done with size as a racial trait.

Next, we'll look at feats. Each size increase is roughly 2.5 BP, which conveniently falls within our target BP range of 2-4 BP. So, we'll make a single feat which increases the player's size by one stage, and I think that's all we need to do. If you don't think that's enough, consider giving your players a +1 Strength or +1 Constitution increase as well. For centauroid creatures, I recommend giving them their size increase at first level using the Size as Racial trait option because the BP value is so low.

Finally, we'll look at templates. Leveled templates have a larger target BP range than feats, so we'll need to include some extra stuff to make the templates make sense. I think we're going to deviate from normal design parameters here and not make the first level of the template worth additional BP because I don't want going from medium to large be more appealing than going from large to huge.

Our target range for each template level is 4-5 BP. We're locked into 2.5 BP for the size increase, cutting our BP budget in half. For hit dice, I think we'll use d12s because they're the biggest, and that seems somehow appropriate. That's another 2 BP per level, which brings us to 4.5 BP. As startling quick as that was, that means we're done.

Spells

This section includes spells which make sense the context of intelligent creatures larger than medium size.

Spell Lists

Bard

2nd Level

- Resize Magic Item

Cleric

2nd Level

- Resize Magic Item

Druid

2nd Level

- Resize Magic Item

Sorcerer

2nd Level

- Resize Magic Item

Warlock

2nd Level

- Resize Magic Item

Wizard

2nd Level

- Resize Magic Item

Spell Descriptions

Resize Magic Item

2nd-level Transmutation (ritual)

Casting Time: 8 hours

Range: Touch

Components: V, S

Duration: Permanent

Upon touching a magic item, you may cause its size to increase or decrease in size to suit creatures one size category smaller or larger than the size creature it was intended for it was when it was created. Small and medium equipment are treated as the same size, and items may not be made larger than gargantuan or smaller than tiny.

For example: A medium +1 longsword could become a large +1 longsword or a tiny +1 longsword.

Casting this spell a second time on the same item replaces any existing *resize magic items* spells in effect on that item. If the spell is dispelled or suppressed, the item instantly returns to its original size. If the item is worn by a creature and becomes too small, the item falls off, landing at the former wearer's feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may alter the size of the item by one additional size category for every two spell levels above 2nd.