

A Wizard's Guide to Resizing Monsters

d20 fantasy magic by Patric L. Rogers (www.patric.net)

Treatise

Monsters are an important part of the fantasy ecology. They act as guards, summoned warriors, random encounters, and general purpose utility and entertainment.

Obviously, there are times when a monster is just not the right size. Historically, there have been few spells useful for changing the size of monsters, consisting chiefly of *animal growth* (which while affecting many animals, only affects Animals) and *polymorph* (overkill, really, if all you want is to make your *summoned* celestial bison bigger and tougher for a few rounds). So, what is needed is a good low-level monster changing spell or two (conveniently presented here).

Larger monsters have the obvious benefits of greater strength, longer reach, and generally doing more damage. *Enlarge monster* is wonderful for summoned monsters which do not last very long and frequently need whatever offensive boost can be mustered. An unexpectedly fun tactic to use on big monsters in tight quarters is to make them even bigger causing them to get stuck or be unable to pass through small spaces (great for escapes). Bigger teeth cannot do any damage if the owner cannot reach you.

The use of smaller monsters is less obvious, but just as important. Creative spell casters can use *reduce monster* to get animal companions through tight spaces, to weaken tough opponents, or possibly aid in difficult negotiations. An centaur bandit king does not feel so tough when he is shrunk to the size of a dwarf!

Enlarge Monster

Transmutation

Level: Sorcerer/Wizard 3
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 min./level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell causes instant growth of a living creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +4 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a penalty on attack rolls and AC due to its increased size.

A size increase affects any special ability the creature has that is affected by size. Increased size also affects a creature's ability scores, AC, attack bonuses, and damage values as indicated on the tables below.

Table: Changes to Statistics by Size

Old Size	New Size	Change to Natural Armor	Change to AC/Attack
Fine	Diminutive	Same	-4
Diminutive	Tiny	Same	-2
Tiny	Small	Same	-1
Small	Medium	Same	-1
Medium	Large	+2	-1
Large	Huge	+3	-1

Table: Changes to Statistics by Size

Huge	Gargantuan	+4	-2
Gargantuan	Colossal	+5	-4
Colossal	Colossal	+5	-4

Table: Increased Damage By Size

Damage Progression I	1d2, 1d3, 1d4, 1d6, 1d8, (1d10*), 2d6, 3d6, 4d6, 6d6, 8d6, 12d6
Damage Progression II	(1d8*), 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8

* A Small weapon that is *enlarged* to a Medium weapon does damage as a Medium weapon of the same type.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge monster counters and dispels *reduce person* or *reduce monster*.

Enlarge monster can be made permanent with a permanency spell.

Material Component: A pinch of powdered iron.

Reduce Monster

Transmutation

Level:	Sorcerer/Wizard 3
Components:	V, S, M
Casting Time:	1 full round
Range:	Close (25 ft. + 5 ft./2 levels)
Target:	One living creature
Duration:	1 min./level (D)
Saving Throw:	Fortitude negates
Spell Resistance:	Yes

This spell causes instant diminution of a living creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2½ feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell does not change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown

A Wizard's Guide to Resizing Monsters
Patric L. Rogers

weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Table: Changes to Statistics by Size

Old Size	New Size	Change to Natural Armor*	Change to AC/Attack
Fine	Fine	Same	+4
Diminutive	Fine	Same	+4
Tiny	Diminutive	Same	+2
Small	Tiny	Same	+1
Medium	Small	Same	+1
Large	Medium	-1	+1
Huge	Large	-2	+1
Gargantuan	Huge	-3	+2
Colossal	Gargantuan	-4	+4

* Natural Armor value cannot be reduced below +0.

Table: Decreased Damage By Size

Damage Progression I	12d6, 8d6, 6d6, 4d6, 3d6, 2d6, (1d10*), 1d8, 1d6, 1d4, 1d3, 1d2, 1 point
Damage Progression II	12d8, 8d8, 6d8, 4d8, 3d8, 2d8, 1d10, (1d8*), 1d6, 1d4, 1d3, 1d2, 1 point

* A Medium weapon that is *reduced* to a Small weapon does damage as a Small weapon of the same type.

Multiple magical effects that reduce size do not stack.

Reduce monster counters and dispels *enlarge person* and *enlarge monster*.

Reduce monster can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Revision	Author	Change
0.1	P. Rogers	Document created with <i>enlarge monster</i> and uploaded to IsleOfWinds for use and review.
0.2	P. Rogers	Added <i>reduce monster</i> . Revised <i>enlarge monster</i> . Added damage progression tables.
0.3	P. Rogers	Spell level reduced to 3 because <i>polymorph</i> can do the same thing better. Treatise introduction added.
1.0	P. Rogers	Released for public consumption.

Legal Appendix

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A Wizard's Guide to Resizing Monsters

Patric L. Rogers

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A Wizard's Guide to Resizing Monsters

Patric L. Rogers

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