

WARRIOR OF
DIMINUTION

MONK SUBCLASSES

A Monk subclass is a specialization that grants you features at certain Monk levels, as specified in the subclass. This section presents the Warrior of Diminution, Stone, the Open Hand, the Radioactive Soul, and the Yellow Robes subclass.

WARRIOR OF DIMINUTION

Reduce Your Size to Enlarge Your Spirit

Those who follow the Warrior of the Diminution know that size is not always what matters in a fight. These monks learn to channel their focus inward to condense the atoms in their body into a smaller form, while maintaining a powerful punch.

LEVEL 3: DIMINUTIVE FORM

You can channel your natural energies inward, to condense your form into a Tiny size, while maintaining your mighty power. As a Bonus Action, you can gain the following benefits for one hour, or until you choose to end the effect early as a Bonus Action; while in this form your weight does not change.

Extra Small. Your size becomes Tiny, all objects worn or carried by you change to match your new size, and you can squeeze through spaces as small as one inch. Your size cannot be increased by any means until you exit this form.

Sneaky. You have Advantage on Dexterity (Stealth) checks and enemies have Disadvantage on Opportunity Attacks against you. You can move beneath enemies one size larger than you and moving beneath enemies larger than you is not considered Difficult Terrain.

Tiny Legs. You gain no benefit from your Unarmored Movement.

Once you have used this feature you cannot do so again until you finish a Long Rest or expend 2 Focus Points to regain a use of it (no action required).

LEVEL 6: DIMINUTIVE MANIPULATION

You can focus your natural energies into objects to reduce their size and weight. You always have the *Enlarge/Reduce* spell prepared and can cast it once on a creature without expending a spell slot. Wisdom is your Spellcasting modifier for this spell.

Additionally, when you cast this spell on an object, you can do so without expending a spell slot a number of times equal to your Proficiency Bonus. When you cast this spell in this way, the spell's duration lasts until you finish a Long Rest, does not require Concentration, and the object becomes Tiny. The maximum size of an object you can use this feature on must be one size larger than you or smaller.

LEVEL 6: RELEASE DIMINUTION

As a Magic action, while you are holding an object under the effects of your Diminutive Manipulation feature, you can choose a creature you can see within 60 feet of yourself that isn't behind Total Cover. That creature must succeed on a Dexterity saving throw, taking Force damage based on the original size of the object plus your Dexterity modifier on a failed save or half as much damage on a successful one. The DC for this saving throw equals 8 plus your Proficiency Bonus and Dexterity or Strength modifier (your choice).

RELEASE DIMINUTION TABLE

Size	Martial Arts Die Rolls
Small	3D8 FORCE
Medium	4D8 FORCE
Large	5D8 FORCE
Huge	6D8 FORCE
Gargantuan	9D8 FORCE

LEVEL 11: ENLARGED FORM

You can reverse the direction of your focus to allow you to briefly enlarge yourself, instead of reducing yourself. As a Bonus Action you can enter an Enlarged Form and gain the following benefits for 1 minute, or until you choose to end the effect early as a Bonus Action; while in this form your weight does not change.

Extra Large. Your size becomes Huge, and all objects worn or carried change to match your new size

and you have Advantage on Strength (Athletics) checks. Your size cannot be decreased by any means until you exit this form

Overstep. Moving over enemies two sizes smaller than you is not considered Difficult Terrain.

Easily Hit. Enemies have Advantage on Opportunity Attacks against you.

Stronger Strike. Once per turn, when you hit a creature with a weapon attack or Unarmed Strike, you deal extra damage equal to a roll of your Martial Arts die.

Once you have used this feature you cannot do so again until you finish a Long Rest.

LEVEL 17: DIMINUTIVE COLLAPSE

You can shrink your form to such an extent that it causes a small collapse in gravity. When you are in your Diminutive Form, as a Magic action, you can expend 5 Focus Points to shrink until you are in the Ethereal Plane, where you remain until the start of your next turn. When you return to the plane you originated from, you return in your regular Diminutive Form.

When you enter the Ethereal Plane, you leave behind a Tiny black hole in your space. Creatures within 30 feet of this space must make a Strength saving throw or be pulled 15 feet toward it. The black hole then explodes, unleashing a torrent of destructive energy. Each creature within 15 feet of the black hole's space takes 3d10 Force damage.



WARRIOR OF DIMINUTION
(ENLARGED FORM)