

Consecrated Codex: Monk

This is Supplemental Material

Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. This is an option written by Odvaskar for that feature: The Way of the Radiant Soul

Way of the Radiant Soul

The monastery of the Radiant Soul was founded by a Solar, a powerful angel that serves the god of the sun, during the dawn war. This Solar taught mortals how to infuse their souls with the divine light of the sun and the benevolence of the upper planes to fight back against evil and creatures of darkness. Monks of the Way of the Radiant Soul meditate daily at dawn to align their ki with upper planes and the brilliance of the sun. The infusion of divine light into their souls allows them to become beacons of light soaring across the sky and unleash devastating attacks of incredibly condensed light.

Disciple of Radiance

3rd-level Way of the Radiant Soul feature

You have aligned your ki with the higher heavenly planes of existence, which imbues your spirit with divine radiance. You gain the following benefits:

Divine Arts. You can use your ki to cast certain spells. To cast these spells, you use the casting time and spell casting rules, but you don't need to provide material components for them. The spell casting ability for these spells is your Wisdom. You learn the *Light* and the *Sacred Flame* cantrips if you don't already know them, and you can spend 1 ki point to cast *Guiding Bolt*.

Heavenly Speech. You learn to speak, read, and write Celestial.

Radiant Strike. When you damage a target with an unarmed strike, you can change the damage type to radiant.

Divine Luminescence

3rd-level Way of the Radiant Soul feature

As a bonus action you can spend 1 ki point to unleash divine radiance within your soul. Searing light radiates from your eyes, mouth, and your hair (if you have any) is infused with radiance. Each creature of your choice that is within 10 feet of you must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or take radiant damage equal to your monk level.

For 10 minutes, you emit bright light in a 10-foot radius and dim light for an additional 10 feet. This divine light gives you a flying speed to half your speed (rounded down). Additionally, once per turn when you deal radiant damage to a creature you can deal additional radiant damage equal to your proficiency bonus.

Incandescent Beam

6th-level Way of the Radiant Soul feature

At 6th level, you concentrate your divine light into a beam. As an action, you can spend 3 ki points to unleash a beam of light from both your hands, that is 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or take 4d6 radiant damage. A creature takes half the damage on a successful saving throw.

You can empower the beam by spending more ki points to deal extra radiant damage. Each additional ki point you spend increases the damage by 1d6. The maximum number of ki points that you can spend to empower the beam is equal to half your monk level (rounded down).

The radiance ignites flammable objects that aren't being worn or carried.

Heliacal Soul

11th-level Way of the Radiant Soul feature

The time you have spent with your ki aligned to the heavenly realms and sun has made it possible for you to infuse pure sunlight into your soul. The light that radiates from you when you use your Divine Luminescence feature is now sunlight and its bright and dim radius increases to 15 feet. You are also able to channel more radiance. When you cast the *Sacred Flame* cantrip you can spend 3 ki points to cast it again as a bonus action.

Searing Supernova

17th-level Way of the Radiant Soul feature

At 17th level, you can channel an immense amount of ki into a blast of disintegrating sunlight. Whenever you are using your Divine Luminescence you can spend 10 ki points to use your Incandescent Beam and empower it with the light of a supernova. When you do so, the beam deals maximum radiant damage (60 radiant damage) and any creature that drops to 0 hit points from the radiant damage is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except for magical items, are reduced to a pile of smoldering golden ash. A creature can be restored to life by the means of a *True Resurrection* or a *Wish* spell.