

# WAY OF HEAVENLY GUIDANCE

**D**ifferent gods require different followers. Gods of peace and prosperity require gentle priests. Gods of war and conflict desire strong crusaders and knights. And then there are the gods of contemplation, the gods of the simplicity and complexity found in the workings of life.

These gods exemplify enlightenment in all ways, whether that be through prayer, service to a just cause, or meditation. The monks of the Way of Heavenly Guidance seek to unlock those secrets for themselves and others, emulating their god in the more contemplative ways of life.

## A PANTHEON OF INSPIRATION

Not every monk of the Way of Heavenly Guidance is the same. Unlike with other monks, who typically dedicate themselves to an ideal, technique, or mortal teacher, these monks dedicate their lives to a specific god.

As such, the monastery rarely calls itself simply "the Way of Heavenly Guidance" and instead opts to honor its deity by naming itself after one of their ideals. Use the table below to find the name your god's monasteries would most likely operate under. All the names are presumed to begin with "Way of" and some that use the word "god" are meant to be replaced by your god's name.

### WAYS OF THE HEAVENS

d6 Name	Use
1 the Radiant Truth	Gods of Light or Justice.
2 God's Will	Gods of Order, Law, or War.
3 the Silent Prayer	Gods of Night or Knowledge.
4 the Word of God	Gods of Knowledge, Law, or Life.
5 the Celestial Breath	Gods of Storms, Skies, or Life.
6 the Still Mind	Gods of Meditation or Knowledge.

## INNER LIGHT

When you take this option at 3rd level, your mind and spirit becomes receptive to the slightest of whispers from the gods. You learn the *guidance* cantrip.

Additionally, whenever you expend a ki point you are graced with a spark of divine light. For 1 minute, ethereal and heavenly flames wreath your body, shedding dim light in a 10 foot radius. Any creature who hits you with a melee attack during this time takes radiant damage equal to half your Wisdom modifier (rounded up). A given creature can only take this damage once per turn.

## THE WELL-GUIDED STRIKE

Starting at 6th level, your god grants you the ability to call upon the heavens' wisdom in your battles. Once per turn when you make an attack with your unarmed strike or a monk weapon, you can expend 1 ki point to infuse it with divine radiance.

On a hit, the attack deals one extra die of radiant damage. This die is always equal to your Martial Arts die, as shown in the Monk class table. If your target was a fiend or undead, you deal additional bonus radiant damage equal to half your Wisdom modifier.

Beginning at 11th level, you may expend up to 2 ki points, rolling one bonus die per ki point expended. This increases to 3 ki points at 14th level, and 4 ki points at 17th level.

## PRESENCE OF THE DIVINE

Beginning at 11th level, you can use your connection to the heavens to fill yourself with divine radiance. You can cast the *crusader's mantle* spell once per long rest. Wisdom is your spellcasting ability score for this spell, and you do not have to maintain concentration on it while it is active. The spell ends if you fall unconscious.

## WILL OF THE GODS

At 17th level, your dedication to your god's ways and ideals allows you to open yourself to becoming an instrument of their will in the mortal realm. As an action while benefiting from your Inner Flames feature, you can become a divine emissary. You choose whether you become an emissary of peace or an emissary of war each time you use this feature. For 1 minute, you gain the following benefits.

- The divine flames around you intensify, shedding bright light up to 20 feet away. Additionally, any creature hostile to you that ends its turn within this area suffers radiant damage equal to your Wisdom modifier.
- The flames also protect you. Whenever you make a saving throw, you may choose to expend 1 ki point to try again, using your Wisdom modifier instead of the usual ability score.
- If you are an emissary of peace, you can use your action to cast the *cure wounds* spell as a 1st level spell by expending 1 ki point. You can increase the level by expending one additional ki point per level above first, up to a maximum of 3rd level.
- If you are an emissary of war, you can use your bonus action to cast the *searing smite*, *thunderous smite*, or *wrathful smite* spells by expending 1 ki point. These spells function normally with your unarmed strike, which counts as a melee weapon attack for the purposes of the spell.

You may use this feature once per long rest.

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Inspired by a commentor on [www.lawfulgoodrogue.com](http://www.lawfulgoodrogue.com)!