

S&S 5E: Monk

Boxer

Her fists a whirlwind as they swat away a flurry of arrows, a half-elf vaults over a barrier and hurls herself into the thick of hobgoblins waitin' on the other side. She dances through 'em, parryin' their lunges and knockin' 'em back, until she's the last one standin'.

Drawin' a deep breath, a human marked up with tattoos squares up in a fightin' stance. As the first of the chargin' orcs get to him, he lets out a breath and a torrent of fire bursts from his lips, swallowin' his enemies whole.

Quiet as a midnight shadow, a black-dressed halfling sneaks into a dark nook beneath an arch and steps out from another shadowy spot on a balcony a stone's throw away. She eases her blade out of its cloth-bound sheath, eyes fixed through the open window at the tyrant prince, all defenseless in his slumber.

No matter their fightin' style, boxers are bound together by their knack for harnessin' the mystical energy coursing through their bodies. Whether it's showin' off their prowess in a scrap or a more subtle play of defense and quickness, this energy's at the heart of all a boxer does.

The Magic of Spirit

Boxers make a careful study of a mystical force that most fightin' traditions call spirit. This force is a slice of the magic that's all around in the wild world—specifically, the part that flows through every livin' thing. Boxers tap into this power inside 'em to whip up magical feats and push past what their bodies can normally do, and some of their fancy moves can muddle up the flow of spirit in their rivals. Harnessin' this energy, boxers can channel lightning-quick speed and bull-strong force into their bare-knuckle punches. As they rack up experience, their pugilistic trainin' and their handle on spirit gives 'em more sway over their own bodies and the bodies of their adversaries.

Rigorous Training and Lone Ranger Ways

Scattered 'cross the landscapes of the D&D world are small, walled compounds, like quiet islands in the rush of everyday life, where the clock seems to stand still. The boxers livin' there seek their own kind of perfection, meldin' deep thought with hard trainin'. Many of 'em landed in

these sanctuaries as young'uns, sent there when their folks passed on, when there wasn't enough grub to go around, or as a thank-you for some good turn the boxers did for their kin.

Some boxers keep to themselves, far from the hustle and bustle, so nothin' gets in the way of their spiritual journey. Others vow to solitude, steppin' out only to do secret work as scouts or guns for hire, at the behest of their leader, some high-and-mighty patron, or other earthly or heavenly powers.

Most boxers ain't strangers to their neighbors, though. They often mosey into nearby towns or settlements, tradin' their skills for vittles and other needs. As handy fighters, boxers frequently wind up defendin' their neighbors from varmints or no-good tyrants.

For a boxer, takin' up the adventurer's path means leavin' behind a life of order and community to roam the wilds. It's a tough switch, and boxers don't take it lightly. Those who step out from their retreats are dead serious about their calling, seein' their adventures as a true test of their mettle and spirit. Generally, boxers don't hanker for riches; they're driven by a mission bigger than just scufflin' with monsters and grabbin' their loot.

Craftin' a Boxer

As you're whittlin' out your boxer character, ponder on your ties to the compound where you honed your skills and spent your green years. Were you an orphan or a youngster dropped at the compound's gate? Did your kin pledge you to the compound as thanks for a deed done by the boxers? Did you take up this solitary life to dodge the noose for some misdeed? Or did you pick the boxer's path on your own?

Think on why you left. Did the boss of your compound send you on some mighty important task beyond the walls? Maybe you got booted for breakin' the community's rules. Were you draggin' your boots about leavin', or were you rarin' to go? Got some goal you're aimin' to achieve outside the compound? Itchin' to get back to your roots?

Given the orderly nature of a boxer's community and the discipline needed to harness spirit, boxers are most always law-abidin' in their ways.

QUICK DRAW

To rustle up a boxer right quick, do this: First, set Dexterity as your top-notch ability, with Wisdom close behind. Second, pick the hermit background.

The Boxer Table

Level	Proficiency Bonus	Fisticuffs	Fighting Spirit	Unhindered Dash	Features
1st	+2	1d4	-	-	Tough Hide, Fisticuffs
2nd	+2	1d4	2	+10 ft.	Fighting Spirit, Unhindered Dash
3rd	+2	1d4	3	+10 ft.	Boxer Training, Dodging Bullets
4th	+2	1d4	4	+10 ft.	Ability Score Improvement, Soft Landing
5th	+3	1d6	5	+10 ft.	Double Punch, Bewildering Brawl
6th	+3	1d6	6	+15 ft.	Spirit-Strengthened Blows, Boxer Training Feature
7th	+3	1d6	7	+15 ft.	Dodging, Calm and Collected
8th	+3	1d6	8	+15 ft.	Ability Score Improvement
9th	+4	1d6	9	+15 ft.	Unhindered Dash Improvement
10th	+4	1d6	10	+20 ft.	Immune System
11th	+4	1d8	11	+20 ft.	Boxer Training Feature
12th	+4	1d8	12	+20 ft.	Ability Score Improvement
13th	+5	1d8	13	+20 ft.	Ramblings of the Winds
14th	+5	1d8	14	+25 ft.	Steadfast Spirit
15th	+5	1d8	15	+25 ft.	Seasoned Fighter
16th	+5	1d8	16	+25 ft.	Ability Score Improvement
17th	+6	1d10	17	+25 ft.	Boxer Training Feature
18th	+6	1d10	18	+30 ft.	Master Fighter
19th	+6	1d10	19	+30 ft.	Ability Score Improvement
20th	+6	1d10	20	+30 ft.	Ideal Physique

Class Features

As a Boxer, you gain the following class features:

Hit Points

Hit Dice: 1d8 per Boxer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Boxer level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons, brass knuckles

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a set of brass knuckles or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 gold pieces

Tough Hide

1st-level Boxer feature

Startin' at 1st level, when you're ridin' light without any armor or a shield, your defense (AC) is as sharp as 10 plus your Dexterity modifier plus your Constitution modifier.

Fisticuffs

1st-level Boxer feature

Startin' at 1st level, your trainin' in the art of boxing gives you a handle on fightin' styles that favor bare fists and brass knuckles. You get these perks when you're either bare-handed or totin' only brass knuckles, and you ain't bogged down by armor or a shield:

- You can opt to use Strength instead of Dexterity for the attack and damage rolls of your bare-knuckle punches and Boxer weapons.
- You can roll a d4 for the damage of your fistfightin' or Boxer weapon, instead of the usual damage. This die gets mightier as you climb the ranks of Boxer levels.
- When you swing a punch or use a Boxer weapon with your Attack action on your turn, you can throw in another bare-handed punch as a bonus action.

Fighting Spirit

2nd-level Boxer feature

Startin' at 2nd level, your trainin' lets you dig deep into your well of stubbornness and grit. Your reach into this tough-as-nails strength is shown by a number of fightin' spirit points. You got fightin' spirit points equal to your Boxer level. When you use up a fightin' spirit point, it's out of commission until you finish a short or long rest.

Some of your spirit tricks require your target to make a saving throw to fend off the trick's effects. The saving throw DC is figured like this:

Fightin' Spirit save DC = 8 + your proficiency bonus + your Wisdom modifier

You can use these points to power different fightin' spirit features:

Quick Jab: Right after you take the Attack action on your turn, you can use 1 fightin' spirit point to make two unarmed strikes as a bonus action.

Duck and Weave: You can spend 1 fightin' spirit point to pull off the Dodge action as a bonus action on your turn.

Blitz: You can use 1 fightin' spirit point to take the Disengage or Dash action as a bonus action on your turn.

Unhindered Dash

2nd-level Boxer feature

Startin' at 2nd level, your boots get lighter by 10 feet when you're not saddled with armor or totin' a shield. This quick-step bonus gets even zippier when you hit certain boxer levels, as laid out in the Boxer table.

Come 9th level, you'll be slick as a whistle, able to scamper up walls and scoot across creeks and ponds on your turn without takin' a tumble mid-move.

Boxer Training

3rd-level Boxer feature

When you mosey on up to 3rd level, you pledge yourself to a Boxer Training. Your chosen path gives you special tricks at 3rd level and then again at 6th, 11th, and 17th level.

Dodging Bullets

3rd-level Boxer feature

Startin' at 3rd level, you can use your quick reflexes to either knock aside or snatch a bullet when you're targeted by a ranged weapon attack. When you do that, the hurt you take from the attack is lessened by 1d10 + your Dexterity modifier + your boxer level.

If you manage to whittle the damage down to none, and the bullet's small enough to fit in one hand and you got a hand free, you can catch it. If you snag a bullet this way, you can spend 1 fightin' spirit point to hurl it right back as part of the same quick move. You toss this with sure aim, no matter your skill with weapons, and the bullet's treated like a boxer weapon for this throw, with a regular range of 20 feet and a far throw of 60 feet.

Ability Score Improvement

4th-level Boxer feature

When you hit 4th level, and again at 8th, 12th, 16th, and 19th level, you can beef up one of your abilities by 2 points, or you can spread the wealth and hike up two of your abilities by 1 point each.

Soft Landing

4th-level Boxer feature

Startin' at 4th level, when you find yourself takin' a tumble, you can quick as a hiccup use your reaction to shave off some of the hurt from the fall, cuttin' it down by a chunk equal to five times your boxer level.

Double Punch

5th-level Boxer feature

Startin' at 5th level, you can throw a pair of punches, instead of just one, whenever you're makin' your move to Attack on your turn.

Bewildering Brawl

5th-level Boxer feature

Startin' at 5th level, you can land a haymaker so mighty it'll leave your opponent dazed and confused for a spell. When you land a blow on someone with a melee weapon attack, you can fork over 1 fightin' spirit point to try for a stunnin' strike. The poor sap on the receivin' end has to make a Constitution saving throw or be stunned stiff until the end of your next turn.

Spirit-Strengthened Blows

6th-level Boxer feature

Startin' at 6th level, your bare-knuckle punches are considered magical when it comes to bustin' through resistance and immunity to nonmagical scuffles and harm.

Unhindered Dash

6th-level Boxer feature

At 6th level, your Unhindered Dash bonus gets a boost to 15 feet when you're footloose and fancy-free, not weighed down by armor or totin' a shield.

Dodging

7th-level Boxer feature

At 7th level, your quick-as-a-whip reflexes let you sidestep all sorts of wide-reaching dangers. When you're caught in a pickle that lets you roll a Dexterity saving throw to only take a lickin' for half damage, you instead don't take any harm at all if you pass that saving throw, and only half the damage if you don't quite make it.

Calm and Collected

7th-level Boxer feature

Startin' at 7th level, you can use your action to shake off any spell or scare that's got you charmed or spooked.

Unhindered Dash Improvement

9th-level Boxer feature

At the 9th level, partner, ya gain the knack to mosey along vertical surfaces and skitter 'cross liquids on yer turn without tumblin' during your move.

Immune System

10th-level Boxer feature

At 10th level, your mastery of the spirit flowin' through you like a mighty river makes you as tough as old boots against disease and poison, partner. Ain't nothin' can ail ya now, not even the meanest rattler's venom or the foulest sickness in the wild west.

Unhindered Dash

10th-level Boxer feature

At 10th level, when you're ridin' as free as a tumbleweed, not weighed down by armor or totin' a shield, your Unhindered Dash speed bonus kicks up a notch to 20 feet. That's faster than a jackrabbit in a coyote chase, partner.

Ramblings of the Winds

13th-level Boxer feature

Startin' at 13th level, you learn to tap into the spirit of other minds, slicker than a gambler's shuffle, so you understand every word spoken in any language. Moreover, any critter that can make heads or tails of a language can understand what you're sayin', as clear as a bell on a quiet prairie night.

Steadfast Spirit

14th-level Boxer feature

Beginning at 14th level, your mastery of spirit makes you as sure-footed as a mountain goat in all saving throws.

Additionally, whenever you're in a tight spot and make a saving throw that don't go your way, you can spend 1 fighting spirit to give it another whirl and take the second shot, like a sharpshooter takin' a second aim.

Unhindered Dash

14th-level Boxer feature

At 14th level, when you're as unburdened as a drifter without a dime, not decked in armor or brandishing a shield, your Unhindered Dash speed bonus ups the ante to 25 feet. That's quicker than a rattlesnake strike on a hot desert day, I tell ya.

Seasoned Fighter

15th-level Boxer feature

At 15th level, your years of rough-and-tumble scraps have toughened you up, making you as resistant to the wear and tear of old age as a well-worn saddle, and no magic can add years to your trail. You can still ride off into the sunset when your time comes, though. In addition, you don't need to rustle up grub or water no more, tough as a cactus in the desert sun.

Master Fighter

18th-level Boxer feature

Beginning at 18th level, you can use your action to spend 4 fighting spirit points to become an unstoppable force in the ring for 1 minute. During that time, you also have resistance to all damage except psychic damage.

Unhindered Dash

18th-level Boxer feature

At 18th level, when you're as free as a hawk soaring over the prairie, not hampered by armor or carrying a shield, your Unhindered Dash speed bonus shoots up like a spooked stallion to 30 feet. That's faster than a bolt of lightning in a high plains thunderstorm, I reckon.

Ideal Physique

20th-level Boxer feature

At 20th level, when you're gearing up for a showdown and roll for initiative, finding yourself plum out of spirit points, you'll rustle up 4 spirit points right quick. It's like finding an ace up your sleeve just when you need it most.

Boxer Trainings

Training of the Peacemaker

Boxers schooled in the Training of the Peacemaker have learned to wrangle the vital energies of others to bring a helping hand to those in a bind. They're roving medics for the down-and-out and the battle-scarred. Yet, for those they can't save, they offer a merciful send-off quicker than a gunslinger's draw.

Those walkin' the path of the Training of the Peacemaker might be part of a holy order, tending to the needy and making tough calls based on the hard ground of reality, not pie-in-the-sky

dreams. Some are gentle healers, cherished like gold in their communities, while others are like shadowy figures dealing out grave mercies under the moonlight.

Wanderers of this training often wear long dusters with deep hoods, and they're likely to keep their faces hidden behind masks, makin' 'em the faceless judges of life and death in the wild frontier.

Training of the Peacemaker features

Boxer Level	Feature
3rd	Tools of Compassion, Touch of Restoration, Touch of Harm
6th	Healer's Hands
11th	Barrage of Restoration and Destruction
17th	Touch of Ultimate Compassion

Tools of Compassion

3rd-level Training of the Peacemaker feature

You gain know-how in the Insight and Medicine skills, like a wise old doc, and you're handy with the herbalism kit, just like a rootin' tootin' apothecary. You also lay your hands on a unique mask, usually donned when you're callin' upon the tricks of this here subclass. You choose what it looks like, or let the fates decide by rolling the dice on the Compassionate Mask table, like a gambler takin' a chance at the saloon.

Compassionate Mask

d6	Mask Appearance
1	Vulture
2	Plain and white
3	Weeping face
4	Smiling face
5	Skull

6	Butterfly
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Touch of Restoration

3rd-level Training of the Peacemaker feature

Your mystic touch is like a healing salve on a cowboy's scrapes. As an action, you can spend 1 energy point to lay hands on a critter and patch 'em up, restoring hit points equal to a roll of your Fisticuffs die + your Wisdom modifier.

When you're in the thick of a dust-up, using your Frenzy of Strikes, you can swap out one of them bare-knuckle punches for this healing touch, without shelling out an energy point for the mendin'. It's like slinging a bullet and a bandage all in one swift motion.

Touch of Harm

3rd-level Training of the Peacemaker feature

You channel your energy like a gunslinger channels lead, but for causin' wounds. When you land a hit on a varmint with an unarmed strike, you can spend 1 energy point to deal extra necrotic damage, as deadly as a rattler's bite, equal to one roll of your Fisticuffs die + your Wisdom modifier. But remember, partner, this trick's only good for one shot per turn, like a trusty old six-shooter.

Healer's Hands

6th-level Training of the Peacemaker feature

You've got the power in your hands to dish out mighty cures with just a touch, and if the situation calls for it, you can turn that know-how into a force for harm.

When you lay your Touch of Restoration on a creature, you can also wipe out one disease or cure one of these ailments plaguing the critter: blinded, deafened, paralyzed, poisoned, or stunned, just like a miracle tonic from a traveling medicine show.

And when you use your Touch of Harm on a creature, you can lay on 'em the poisoned condition, as potent as a bootlegger's brew, lasting till the end of your next turn.

Barrage of Restoration and Destruction

11th-level Training of the Peacemaker feature

You're now a regular gunslinger of both solace and pain. When you let loose with your Frenzy of Strikes, you can swap each of them bare-knuckle blows with a use of your Touch of Restoration, without having to fork over any energy points for the healing.

Plus, when you're throwing punches in your Frenzy of Strikes, you can lace one of them with your Touch of Harm, not spending a single energy point for it. But keep in mind, partner, you can still deal out Touch of Harm just once per turn, like a sharpshooter saving his best bullet.

Touch of Ultimate Compassion

17th-level Training of the Peacemaker feature

Your mastery of life energy's like holdin' the key to the ultimate act of kindness. As an action, you can touch the remains of a critter that passed on in the last 24 hours and use up 5 energy points. That creature then comes back to the land of the living, regaining hit points equal to 4d10 + your Wisdom modifier. If that poor soul met their maker while suffering from any of these conditions - blinded, deafened, paralyzed, poisoned, or stunned - they'll wake up free of those burdens, like a new dawn after a dark night.

Once you call upon this mighty power, you can't use it again until you've had yourself a long rest, like a cowboy resting his boots by the campfire.

Training of Sundown

Boxers of the Training of Sundown follow a trail that's all about stealth and sneakiness. These boxers might be known as outlaws or shadow riders, living by their wits as spies and sharpshooters. Sometimes, the members of a Sundown posse are kin, forming a tight-knit clan sworn to secrecy about their ways and deeds. Other times, they're like bands of outlaws, hawking their skills to land barons, rich traders, or anyone with enough coin to pay their price. No matter their ways, the big bosses of these groups expect nothin' less than the unwavering loyalty of their kin, as steadfast as the code of the West.

Training of Sundown features

Boxer Level	Feature
3rd	Ghostly Moves
6th	Spectral Stride
11th	Veil of Night

17th	Ambusher
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Ghostly Moves

3rd-level Training of Sundown feature

Startin' when you saddle up with this training at 3rd level, you can harness your energy to mimic the magic of certain spells. As quick as drawing a six-shooter, you can spend 2 energy points to cast darkness, darkvision, pass without trace, or silence, without needin' any of those fancy material components. Plus, you pick up the trick of the minor illusion cantrip, slick as a card shark's sleight of hand, if you ain't already got it in your repertoire.

Spectral Stride

6th-level Training of Sundown feature

At 6th level, you get the knack for slippin' from one shadow to another, slick as a coyote on the prowl. When you're lurkin' in dim light or darkness, with a quick move as a bonus action, you can teleport up to 60 feet to a spot you can see that's also shrouded in shadows. After you pull off this trick, you got the upper hand on the first melee attack you make before your turn's over, like a gunslinger with his hand already on his pistol.

Veil of Night

11th-level Training of Sundown feature

By 11th level, you've learned the slick trick of meldin' right into the shadows. When you're in a spot of dim light or darkness, you can use your action to vanish like a ghost in the night. You stay invisible as long as you don't strike, cast a spell, or wander into a patch of bright light, like a desperado disappearing into the desert sunset.

Ambusher

17th-level Training of Sundown feature

At 17th level, you've got the knack for jumpin' on a critter's momentary slip-up when they're struck by an attack. Whenever a varmint within 5 feet of you gets hit by an attack from someone other than yourself, you can quick as a flash use your reaction to make a melee attack against that distracted critter, like a cowboy snatchin' an opportunity in a saloon brawl.

Training of the Risen Serpent

The dragon deity Bahamut, he's known to roam the Material Plane dressed up like a wanderin' gunslinger, and there's tales sayin' he's the one who started the first haven of the Training of the Risen Serpent, all decked out in that guise. The core idea of this here tradition is that by imitatin' dragons, a gunslinger ties themselves tighter to the world and its mystical energies. By tweakin' their spirit to hum along with the might of dragons, rangers walkin' this path boost their fighting skills, strengthen their comrades, and can even soar through the skies on wings like those of a dragon. But all this power, it's aimed at a higher goal: reachin' a spiritual harmony with the very essence of the Material Plane, as grand as the wide-open prairie under a starlit sky.

Training of the Risen Serpent features

Boxer Level	Feature
3rd	Serpent's Apprentice, Exhale of the Serpent
6th	Flight of the Serpent
11th	Avatar of the Serpent
17th	Legendary Avatar

As a follower of the Training of the Risen Serpent, it's up to you how you wrangled the power of dragons deep inside yourself. The Risen Serpent Origin table's got a heap of possibilities, like a trail map with many a path to choose from.

Risen Serpent Origin

d6	Origin
1	You sharpened your skills by syncin' your spirit with a dragon's earth-shakin' power.
2	A dragon itself played a hand in moldin' your inner energy, like a blacksmith forgin' a new blade.
3	You learned the ropes at a sanctuary whose teachings go way back, centuries or more, to the wisdom of a lone dragon, or one dedicated to a dragon god.
4	You spent long spells meditatn' near the den of an ancient dragon, soakin' up the magic in the air like a sponge.
5	You stumbled upon a scroll penned in Draconic, chock-full of eye-openin' new moves.

6	After a dream featuring a five-handed dragonborn, you awoke with the mystical breath of dragons in your lungs, as real as the desert wind.
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Serpent's Apprentice

3rd-Level Training of the Risen Serpent Feature

You can channel that big, bold draconic power to beef up your presence and lace your bare-knuckle punches with the essence of a dragon's fiery breath. Here's what you get:

Serpent's Presence. If you come up short on a Charisma (Intimidation) or Charisma (Persuasion) check, you can use your reaction to give it another whirl, drawin' on the mighty presence of dragons. Once this trick turns a bust into a win, you can't call on it again until you've had yourself a long rest, like a cowboy takin' a break under the stars.

Serpent's Strike. When you land a hit on a target with an unarmed strike, you can switch the damage type to acid, cold, fire, lightning, or poison, as varied as the landscapes of the Wild West.

Language of Dragons. You learn the lingo of speakin', readin', and writin' in Draconic, or another language of your choosin', as fluent as a saloon storyteller.

Exhale of the Serpent

3rd-Level Training of the Risen Serpent Feature

You can channel destructive waves of energy, mighty as those unleashed by the dragons you're copyin'. When it's your turn to attack, you can swap one of your punches for a blast of draconic energy, either in a 20-foot cone or a 30-foot line that's 5 feet wide, whichever you fancy. Pick your poison: acid, cold, fire, lightning, or poison. Every critter caught in that swath has to make a Dexterity saving throw against your energy save DC. They'll take damage of the type you chose, equal to two rolls of your Fisticuffs die if they don't dodge in time, or half that much if they do.

Come 11th level, the wallop of this feature ramps up to three rolls of your Fisticuffs die.

You can use this guns-blazing feature a number of times equal to your proficiency bonus, and you get all your uses back after a long rest, like a gunslinger reloadin' his six-shooters. When you're fresh out of uses, you can spend 2 energy points to fire off this feature again.

Flight of the Serpent

6th-Level Training of the Risen Serpent Feature

When you use your Leap of the Wind, you can sprout spectral draconic wings from your back, as ghostly and grand as a desert mirage, that vanish when your turn's done. While them wings are spread, you can fly as fast as you can walk, like a hawk soaring over the prairie.

You can call on this sky-high feature a number of times equal to your proficiency bonus, and you round up all your uses again after a long rest, like a cowboy restocking his supplies after a long trail.

Avatar of the Serpent

11th-Level Training of the Risen Serpent Feature

The power of your draconic spirit's now like a fire in the night, protectin' your allies or spookin' your enemies. As a bonus action, you can whip up an aura of draconic power that spreads out 10 feet from you for 1 minute. For the duration, you get to pick one of these effects:

Frightful Presence. When you stir up this aura, and as a bonus action on the turns that follow, you can set your sights on a creature within the aura. That varmint has to make a Wisdom saving throw against your energy save DC or be scared stiff of you for 1 minute. They get a chance to shake off the scare at the end of each of their turns, with a successful save snuffing out the effect.

Resistance. When you trigger this aura, choose a type of damage: acid, cold, fire, lightning, or poison. You and your partners within the aura get tough against that kind of damage, like a band of outlaws hunkering down in a storm.

Once you conjure up this aura, you can't cook up another until you've had a long rest, unless you spend 3 energy points to get it going again.

Legendary Avatar

17th-Level Training of the Risen Serpent Feature

Your draconic spirit hits its full stride. You gain these mighty benefits:

Augment Breath. When you unleash your Breath of the Serpent, you can spend 1 energy point to beef it up real good. The burst of draconic energy can now be either a 60-foot cone or a 90-foot line that's 5 feet wide, your pick. Each critter caught in that blast takes damage equal to four rolls of your Fisticuffs die on a missed dodge, or half as much if they're quick enough.

Blindsight. You get blindsight out to 10 feet, sharp as a hawk's eye. Within that range, you can spot anything that ain't completely hidden, even if you're blinded or in pitch

darkness. Plus, you can see an invisible varmint in that range, unless they're sly enough to hide from you.

Explosive Fury. When you trigger your Aspect of the Wyrms, draconic fury bursts outta you like a dynamite explosion. Pick any number of varmints you can see in your aura. Each one has to make a Dexterity saving throw against your energy save DC or take 3d10 acid, cold, fire, lightning, or poison damage – your choice, like pickin' your weapon in a duel.

Training of the Phantom

A boxer who takes up the Training of the Phantom figures their body's just a temporary home on this earth. They see their spirit as the true gun-slinging self, a phantom self. This ghostly version can be a beacon of justice or a whirlwind of chaos, with some training grounds teaching their folks to use their skills to protect the helpless, while others steer their students to serve mighty powers with their phantom selves.

MANIFESTATIONS OF YOUR PHANTOM SELF

The phantom self is like a ghostly shadow of the boxer's spirit. This means a phantom self might reflect pieces of a boxer's past, their dreams, shortcomings, and bonds. And it don't always look like the boxer either. For example, the phantom self of a scrawny human might be as burly as an ox – showing the strength they feel inside. On the other hand, a half-orc boxer might show up with spectral arms and a delicate face, like the hidden grace of their soul. Each phantom self is as unique as a snowflake in a blizzard, and some boxers of this path are known more for their phantom self than their flesh and bone.

When you pick this training, ponder over what makes your boxer tick. Got a burning obsession? Are you riding the trail of justice or chasing a selfish dream? Any of these drives might take shape in your phantom self, as real as the dust on a cowboy's boots.

Training of the Phantom features

Boxer Level	Feature
3rd	Limbs of the Phantom
6th	Face of the Phantom

11th	Core of the Phantom
17th	Risen Phantom

Limbs of the Phantom

3rd-level Training of the Phantom feature

Your mastery of your spirit lets you call forth a piece of your phantom self. As a quick move, like flicking a card from your sleeve, you can spend 1 fighting spirit to summon the arms of your phantom self. When you do this, each critter of your choosing that you can see within 10 feet of you has to make a Dexterity saving throw or take force damage equal to two rolls of your Fisticuffs die.

For 10 minutes, these ghostly arms either float near your shoulders or wrap around your arms, depending on what you fancy. You get to decide what these arms look like, but they'll disappear early if you're knocked out cold or bite the dust. While these spectral arms are with you, you get these boons:

- You can use your Wisdom modifier instead of your Strength when you're wrestling with something or trying to hold your ground.
- You can use these ghostly arms to throw punches.
- When you throw a punch with these arms during your turn, you can reach 5 feet further than usual, like a lasso extending out.
- The punches you land with these arms can use your Wisdom instead of your Strength or Dexterity for landing the blow and figuring the damage, and the type of hurt they dish out is force.

Face of the Phantom

6th-level Training of the Phantom feature

You can call up the face of your phantom self. Quick as drawin' your gun, as a bonus action, or part of the bonus action you take to stir up the Arms of the Phantom, you can spend 1 fighting spirit to bring forth this visage for 10 minutes. It'll fade away if you're knocked senseless or meet your maker.

This ghostly visage covers your face like a bandit's bandana or mask. You get to choose what this eerie mug looks like.

While you're sportin' this spectral visage, you're blessed with these benefits:

Phantom Sight. You can see clear as day in any kind of darkness, whether it's natural or conjured up by some trick, up to 120 feet out.

Wisdom of the Outlaw. You've got an edge on Wisdom (Insight) and Charisma (Intimidation) checks, sharp as a gambler's eye.

Whisper of the Phantom. When you talk, you can make sure only one particular critter you can see within 60 feet hears you, like whisperin' across the saloon. Or, you can turn up the volume, so every soul within 600 feet can catch your words, loud as a shotgun blast.

Core of the Phantom

11th-level Training of the Phantom feature

When you've got both your phantom arms and visage called up, you can make the body of your phantom self appear (no extra fuss required). This ghostly body wraps around you like a suit of iron, linkin' up with the arms and visage. You're the one who decides what this eerie figure looks like.

While you're decked out in this spectral body, you get these fine advantages:

Deflect Energy. When you're hit with acid, cold, fire, force, lightning, or thunder damage, you can use your reaction to ward it off. When you do, the damage you take is cut down by 1d10 + your Wisdom modifier (but you'll always reduce at least a bit of it).

Empowered Arms. Once during each of your turns, when you land a punch with the Arms of the Phantom, you can tack on extra hurt to the target, equal to your Fisticuffs die. It's like packing an extra bullet in your six-shooter.

Risen Phantom

17th-level Training of the Phantom feature

Your bond with your phantom self is as strong as a lasso tied tight, letting you unleash its full might. As quick as a wink, you can spend 5 fighting spirits as a bonus action to call up the arms, visage, and body of your phantom self, waking it up for 10 minutes. This wake-up call ends early if you're knocked out or bite the dust.

While your phantom self is up and rarin' to go, you get these boons:

Armor of the Spirit. You gain a +2 bonus to your Armor Class, tough as a bank vault door.

Phantom Barrage. Whenever you use your Extra Attack feature to throw two punches, you can go for a third one, provided all the strikes are with your phantom arms. It's like firing off three shots instead of two from your trusty revolver.

Training of the Drunk

The Training of the Drunk teaches its followers to move with the zigzagging, wobbly gait of an old prospector after a long day. A Drunk sways and staggers on boots as unsteady as a saloon door in a gale, lookin' like a clumsy cowpoke in a scrap. But that's all a ruse, as exasperatin' as a coyote in a chicken coop. Beneath that unsteady shuffle lies a carefully planned dance of blocks, parries, lunges, strikes, and quick getaways.

A Drunk often plays the fool, spreading cheer among the heavy-hearted or showing the highfalutin' their place. But when the fists start flyin', a Drunk turns into a sly and skilled opponent, as slippery as an eel in a riverbed.

Training of the Drunk features

Boxer Level	Feature
3rd	Added Skill, Trailblazer's Tumble
6th	Swaying Stroll
11th	Prospector's Fortune
17th	Frenzied Outlaw

Added Skill

3rd-Level Training of the Drunk Feature

When you hitch your wagon to this tradition at 3rd level, you pick up a knack for the Performance skill, if you ain't already got it. Your fightin' style mixes up battle know-how with the grace of a dance hall queen and the trickery of a card shark. And you also get handy with brewer's supplies, if you ain't already brewin' up your own storm in a jug.

Trailblazer's Tumble

3rd-Level Training of the Drunk Feature

At 3rd level, you learn to twist and turn quicker than a rattlesnake in a boot, all part of your Flurry of Blows. Whenever you unleash your Flurry of Blows, you get the advantage of the Disengage action, slick as a getaway on horseback. And your walking speed gets a boost of 10 feet, faster than a mustang, till the end of your current turn.

Swaying Stroll

6th-Level Training of the Drunk Feature

Startin' at 6th level, you can move in quick, swaying motions like a tumbleweed in a dust storm. You gain the followin' benefits:

Quick Stand. When you're down on the ground, you can pick yourself up by spendin' just 5 feet of movement, quicker than a coyote on the run, instead of half your speed.

Redirect Attack. When a critter misses you with a melee attack roll, you can spend 1 fighting spirit as quick as a snake strike, using a reaction to make that attack hit another varmint of your choosin', 'cept the one who swung at you, as long as they're within 5 feet of where you're standin'.

Prospector's Fortune

11th-Level Training of the Drunk Feature

Startin' at 11th level, you've got a knack for hittin' a lucky streak just when you need it most. When you're tryin' your hand at an ability check, takin' a shot with an attack roll, or tryin' to wriggle out of a tight spot with a saving throw and you're facin' tough odds (disadvantage on the roll), you can fork over 2 fightin' spirits to even the odds for that particular roll.

Frenzied Outlaw

17th-Level Training of the Drunk Feature

At 17th level, you get the skill to unleash a downright confusin' flurry of punches on a bunch of varmints. When you let loose with your Flurry of Blows, you can throw up to three extra punches with it (makin' it a total of five Flurry of Blows attacks), as long as each punch is aimed at a different critter this turn.

Training of the Wild Frontier

You tread a path of a monastic tradition that's all about wranglin' the elements of the wild frontier. When you tap into your inner moxie, your spirit, you can merge with the untamed forces of the land and bend the elemental parts of nature to your will, usin' 'em like they're part of your

own self. Some hands in this tradition stick to one element, like the searin' blaze of a desert sun or the relentless push of a river in flood, but others mix and match the elements.

A good number of boxers in this tradition decorate their hides with tattoos showin' off their spiritpowers, often lookin' like twistin' rattlers, wild mustangs, hefty buffalo, prickly cacti, standin' tall mountains, or whirlin' tornadoes.

Pioneer of the Elements

When you mosey on down this trail at 3rd level, you pick up some mystical ways to harness the power of the wild elements. Each time you use one of these disciplines, you gotta pony up some fightin' spirits.

You're wise to the Elemental Attunement discipline and one other elemental trick of your choosin', which you'll find detailed under the "Elemental Disciplines" section down yonder. You get to learn another one of these elemental disciplines of your pickin' at 6th, 11th, and 17th level.

Whenever you learn a new elemental discipline, you can also swap out one you already know for a different one.

Casting Frontier Spells

Some of them elemental disciplines let you cast spells, like a wizard with a fancy wand. For the nitty-gritty on spellcasting, take a gander at the Spellcasting section. To cast one of these spells, you follow its casting time and rules, but you ain't gotta fuss with no material components.

Once you hit 5th level in this class, you can throw in extra fightin' spirits to give a boost to the level of an elemental discipline spell you're castin', but only if that spell gets stronger when you cast it at a higher level, like burning hands. For each extra fightin' spirit you put down, the spell's level goes up by 1. For instance, if you're a 5th-level boxer and use Smouldering Dust Strike to cast burning hands, you can use 3 fightin' spirits to cast it as a 2nd-level spell (that's the base cost of 2 fightin' spirits for the discipline, plus 1 more).

The most fightin' spirits you can use to cast a spell this way (countin' both the base cost and any extras for pumpin' up the level) depends on your boxer level, as laid out in the Spells and Fighting Spirits table.

Spells and Fighting Spirits

Boxer Levels	Maximum Fighting Spirits for a Spell
5th–8th	3
9th–12th	4
13th–16th	5
17th–20th	6

Frontiers

The elemental disciplines are laid out right here. If a discipline's got a level requirement, you gotta be that high up in this class to learn it.

Blizzard's Breath

You can shell out 6 fightin' spirits to cast cone of cold. (17th Level Required)

Grip of the North Wind

You can spend 3 fightin' spirits to cast hold person. (6th Level Required)

Frontier Bound

You can use your action to wrangle the elemental forces within 30 feet of you, causin' one of these effects, as you choose:

- Whip up a harmless, quick sensory effect tied to air, earth, fire, or water, like a spark from a flint, a breeze, a puff of desert sand, or a rumble of loose rock.
- Light or snuff out a campfire in a jiffy.
- Warm or cool up to 1 pound of nonliving stuff for about an hour.
- Shape earth, fire, water, or sand in a 1-foot cube into a rough shape you pick for 1 minute.

Unwavering Peaks Shield

You can spend 5 fightin' spirits to cast stoneskin, on yourself. (17th Level Required)

Maw of the Flame Serpent

When you're attackin' on your turn, you can spend 1 fightin' spirit to make your fists and feet spit out flames. Your reach for your unarmed strikes stretches by 10 feet for that action, and for the rest of the turn. A hit with such a punch deals fire damage instead of regular damage, and if you throw in 1 fightin' spirit when the punch lands, it also tacks on an extra 1d10 fire damage.

Thunder of the Canyon Echo

You can spend 2 fightin' spirits to cast thunderwave.

Fist of Compressed Cyclone

You can make a whopper of pressurized air that hits like a sledgehammer. As an action, you can spend 2 fightin' spirits and pick a critter within 30 feet of you. That critter has to make a Strength saving throw. On a fail, it takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each extra fightin' spirit you spend, and you can shove the critter up to 20 feet away from you and knock it down. On a pass, it takes half the damage, and you don't push or floor it.

Embers of the Fire Bird

You can spend 4 fightin' spirits to cast fireball. (11th Level Required)

Sound of the Cracking Plateau

You can spend 3 fightin' spirits to cast shatter. (6th Level Required)

Fog Form

You can spend 4 fightin' spirits to cast gaseous form, on yourself. (11th Level Required)

Mount the Breeze

You can spend 4 fightin' spirits to cast fly, on yourself. (11th Level Required)

River of Burning Sands

You can spend 5 fightin' spirits to cast wall of fire. (17th Level Required)

Breeze of the Desert Spirits

You can spend 2 fightin' spirits to cast gust of wind.

Mold the Flowing Sands

As an action, you can spend 1 fightin' spirit to pick an area of sand or earth up to 30 feet across within 120 feet of you. You can change the sand's shape any way you like. You can raise or lower the sand, dig a trench, build or flatten a wall, or make a pillar. The change can't be more than half the area's biggest size. For instance, if you're workin' a 30-foot square, you can make a pillar up to 15 feet high, raise or lower the square by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't use the sand to trap or hurt a critter in the area.

Smouldering Dust Strike

You can spend 2 fightin' spirits to cast burning hands.

River Thrash

You can spend 2 fightin' spirits as an action to create a water whip that yanks and pushes a critter off balance. A critter you can see within 30 feet of you must make a Dexterity saving throw. On a fail, it takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each extra fightin' spirit you spend, and you can either knock it down or pull it up to 25 feet toward you. On a pass, it takes half the damage, and you don't pull or floor it.

Landslide

You can spend 6 fightin' spirits to cast wall of stone. (17th Level Required)

Training of the Gunfighter

Boxers of the Way of the Gunfighter devote their days to perfectin' the art of gunplay, pourin' endless hours into practice and discipline. They treat their shootin' irons with the same respect an artist gives their brush, usin' 'em to craft a lethal masterpiece across the battleground. This fierce commitment turns 'em into warriors of unparalleled skill and sharpshootin' accuracy.

Training of the Gunfighter features

Boxer Level	Feature
3rd	Training of the Gunfighter
6th	One with the Gun, Gunfighter Weapon (3 weapons)
11th	Calibrate the Shot, Gunfighter Weapon (4 weapons)
17th	Unerring Aim, Gunfighter Weapon (5 weapons)

Training of the Gunfighter

3rd-Level Training of the Gunfighter Feature

When you saddle up with this tradition at 3rd level, your hard-earned trainin' lets you get mighty good with firearms. This trainin' also includes learnin' the fine points of engravin' and gunsmithin'. You get the following boons:

Gunfighter Weapons. Pick two types of firearms to be your trusty gunfighter weapons: one for up-close-and-personal encounters and one for long-distance dust-ups. You get savvy with these weapons if you ain't already. Weapons of your chosen types are boxer weapons for you. A lot of the tricks in this tradition only work with your gunfighter weapons. When you reach 6th, 11th, and 17th level in this class, you can choose another firearm to be a gunfighter weapon for you.

Quick Draw. If you throw a punch as part of your Attack action on your turn and you're packin' a gunfighter weapon, you can use it to guard yourself. You get a +2 bonus to your defense (AC) until your next turn starts, as long as the weapon's in your hand and you ain't laid out.

Deadeye's Shot. You can use a bonus action on your turn to make your shots with a gunfighter weapon pack a bigger wallop. When you do, any varmint you hit with a ranged attack usin' a gunfighter weapon takes an extra 1d4 damage of the weapon's type. This edge sticks with you till the end of the current turn.

Way of the Engraver. You get the hang of usin' either engraver's supplies or tinker's tools – your pick.

One with the Gun

6th-Level Training of the Gunfighter Feature

At 6th level, you funnel your spirit into your gunfighter weapons, givin' you these fine perks.

Magic Gunfighter Weapons. Your shots with your gunfighter weapons are now magical, meanin' they can overcome resistance and immunity to nonmagical scuffles and hurt.

Precise Strike. When you nail a target with a gunfighter weapon, you can spend 1 fightin' spirit to make that weapon deal extra damage to the target, equal to your Fisticuffs die. You can only use this trick once per turn.

Gunfighter Weapon

6th-Level Training of the Gunfighter Feature

When you mosey on up to 6th level in this class, you can pick yourself another firearm to be a gunfighter weapon in your arsenal.

Calibrate the Shot

11th-Level Training of the Gunfighter Feature

At 11th level, you get the knack for pumpin' up your weapons even more with your spirit. As a quick move, you can spend up to 3 fightin' spirits to give one of your gunfighter weapons a boost to its attack and damage rolls when you're firin' with it. The size of the bonus matches the number of fightin' spirits you put in. This extra oomph sticks around for 1 minute or until you fire up this trick again. Just a heads up, this don't do a lick for a magic weapon that's already got a bonus to attack and damage rolls.

Gunfighter Weapon

11th-Level Training of the Gunfighter Feature

When you ride up to 11th level in this class, you can choose yet another firearm to add to your collection of gunfighter weapons.

Unerring Aim

17th-Level Training of the Gunfighter Feature

At 17th level, your top-notch skills with weapons give you some real sharp shootin' accuracy. If you happen to miss with an attack roll usin' a boxer weapon on your turn, you can give it another go and reroll it. But remember, partner, you can only pull this stunt once per turn.

Gunfighter Weapon

17th-Level Training of the Gunfighter Feature

When you reach 17th level in this class, you can choose another firearm to be a gunfighter weapon for you.

Training of the Last Breath

Boxers of the Way of the Last Breath are mighty taken by the secrets of life's final curtain. They round up outlaws and set up all sorts of intricate tests to jot down and make sense of the moments right before their tumble. This grim line of study feeds into their know-how of fightin' arts, brewin' up a fightin' style that's both deadly and spine-chillin'.

Training of the Last Breath features

Boxer Level	Feature
3rd	Steal Vitality
6th	Time of Dread

11th	Cheating the Noose
17th	Embrace of the Final Breath

Steal Vitality

3rd-Level Training of the Last Breath Feature

Startin' when you take up this tradition at 3rd level, your delve into the mysteries of death lets you snatch a bit of life force from another critter as it's meetin' its maker. When you knock a varmint within 5 feet of you down to 0 hit points, you gather up temporary hit points equal to your Wisdom modifier plus your boxer level (with at least 1 temporary hit point, even if the math don't add up).

Time of Dread

6th-Level Training of the Last Breath Feature

At 6th level, you get the knack for spookin' or downright scarin' the folks around you with just an action, 'cause your spirit's been marked by the shadow of death. When you pull this move, each critter within 30 feet of you that can set eyes on you has to make a Wisdom saving throw or be quakin' in their boots, scared of you till the end of your next turn.

Cheating the Noose

11th-Level Training of the Last Breath Feature

Startin' at 11th level, your close-up study of the grim reaper lets you dodge his icy grip. When you're knocked down to 0 hit points, you can spend 1 fightin' spirit (no need to do anything fancy) to hang on with 1 hit point instead.

Embrace of the Final Breath

17th-Level Training of the Last Breath Feature

Startin' at 17th level, your touch can funnel the mighty power of the grave right into a critter. As an action, you reach out and touch someone within 5 feet of you, and you burn through 1 to 10 fightin' spirits. The target's gotta make a Constitution saving throw, and it takes 2d10 necrotic damage for each fightin' spirit you spent if it fails that save, or half that much damage if it makes the save.

Training of the Unfettered Fist

Boxers of the Way of the Unfettered Fist are the unrivaled champs of up-close-and-personal scrapes, whether they're packin' iron or just usin' their mitts. They pick up tricks for knockin' opponents off their boots and sendin' 'em sailin', learn ways to channel their spiritual energy to patch themselves up, and practice high-falutin' meditation methods that can fend off harm.

Training of the Unfettered Fist features

Boxer Level	Feature
3rd	Brawler's Art
6th	Self-Mending
11th	Serenity
17th	Rattling Palm

Brawler's Art

3rd-Level Training of the Unfettered Fist Feature

Startin' when you saddle up with this tradition at 3rd level, you can get a grip on your enemy's spirit energy when you've got a handle on your own. Whenever you land a hit on a critter with one of the punches from your Flurry of Blows, you can stick one of these effects on that target:

- It's gotta make a Dexterity saving throw or end up eatin' dirt.
- It must pass a Strength saving throw, or you can send it flyin' up to 15 feet away from you.
- It can't take no reactions until the end of your next turn.

Self-Mending

6th-Level Training of the Unfettered Fist Feature

At 6th level, you get the know-how to patch up your own scrapes and bruises. As an action, you can heal yourself up, gettin' back hit points equal to three times your boxer level. Now, you gotta have yourself a good long rest before you can use this trick again.

Serenity

11th-Level Training of the Unfettered Fist Feature

Startin' at 11th level, you can hunker down into a special kind of meditative state that wraps you up in a calm, peaceful aura. At the tail end of a long rest, you get the effect of a sanctuary spell that sticks with you until you start your next long rest (though the spell can end early, just like

usual). The saving throw DC for this spell is 8 plus your Wisdom modifier plus your proficiency bonus.

Rattling Palm

17th-Level Training of the Unfettered Fist Feature

At 17th level, you get the power to set off deadly tremors inside someone's body. When you land a punch on a critter with your bare hands, you can burn 3 fightin' spirits to start these sneaky tremors, which linger for a number of days equal to your boxer level. These tremors don't do a lick of harm unless you decide to stop 'em. To do that, you and the target gotta be in the same neck of the woods, I mean, plane of existence. When you use this action, the critter has to make a Constitution saving throw. If it don't pass, it's down for the count at 0 hit points. If it does, it takes a wallop of 10d10 necrotic damage.

You can only have one varmint under the spell of this feature at a time. You can opt to end the tremors without causin' any harm, and you don't even need to do anything fancy to do it.

Training of the Solar Flare

Boxers of the Way of the Solar Flare learn to funnel their inner spirit into scorchin' beams of light. They reckon that meditatin' can unlock the power to let loose the tireless glow that's hidin' in the soul of every livin' thing.

Training of the Solar Flare features

Boxer Level	Feature
3rd	Solar Ray Shot
6th	Blazing Beam Burst
11th	Solar Flare
17th	Solar Aura

Solar Ray Shot

3rd-Level Training of the Solar Flare Feature

Startin' when you hitch your wagon to this tradition at 3rd level, you can shoot out blazin' rays of magical light.

You get a new way to attack that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You're handy with it, and you add your Dexterity modifier to its attack and damage rolls. It deals radiant damage, and the damage die is a d4. This die gets mightier as you rack up boxer levels, just like it's shown in the Fisticuffs column of the Boxer table.

When you take the Attack action on your turn and use this special attack as part of it, you can spend 1 fightin' spirit to make the attack twice as a bonus action.

When you get the Extra Attack feature, you can use this special attack for any of the attacks you make as part of the Attack action.

Blazing Beam Burst

6th-Level Training of the Solar Flare Feature

At 6th level, you get the knack for channelin' your spirit energy into ragin' waves of fiery energy. Right after you take the Attack action on your turn, you can spend 2 fightin' spirits to cast the burning hands spell as a quick bonus action.

You can pony up more fightin' spirits to cast burning hands at a higher level. Each extra fightin' spirit you spend cranks the spell's level up by 1. The most fightin' spirits (2 plus any extras) you can pour into the spell is half your boxer level.

Solar Flare

11th-Level Training of the Solar Flare Feature

At 11th level, you gain the power to conjure up a light orb that bursts into a blazin' flash. As an action, you magically whip up an orb and chuck it at any spot you choose within 150 feet, where it bursts into a sphere of radiant light for a quick but mighty moment.

Each critter in that 20-foot-radius sphere has gotta make a Constitution saving throw or take 2d6 radiant damage. A critter don't need to roll if it's hunkered down behind somethin' solid that light can't pass through.

You can ratchet up the sphere's damage by spendin' fightin' spirits. Each point you put down, up to a max of 3, boosts the damage by 2d6.

Solar Aura

17th-Level Training of the Solar Flare Feature

At 17th level, you're wrapped up in a shinin', magical glow. You light up the place with bright light for a 30-foot radius and dim light for another 30 feet beyond that. You can snuff out or bring back the light quick as a wink with a bonus action.

If some varmint lands a punch on you while you're lit up, you can snap back with your reaction to deal radiant damage to that critter. The radiant damage is 5 plus your Wisdom modifier.