

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

SHOVEL KNIGHT

Clad in shining armor, representing the epitome of heroism, a rare order of knights swear to the ancient code of Shovelry: *Slash Mercilessly and Dig Tirelessly!* Whether it is the task of laying low knights of opposing orders, or slaying evil enchantresses, a true Shovel Knight will relentlessly conquer his challenges and will never throw in the trowel.

SHOVEL SPECIALIST

Beginning when you select this archetype at 3rd level, you have proficiency using an ordinary, albeit heavy, shovel with a sharpened edge. This functions as a martial weapon dealing 1d8 slashing or bludgeoning damage (your choice) on a hit. A critical hit with this weapon temporarily renders a foe senseless, and the creature must make a Constitution saving throw (DC equal to 8 + your Strength modifier + your proficiency bonus) or become incapacitated until the end of its next turn.

STRIKE THE EARTH

At 3rd level, using your shovel, you can dig at a rate of 15 cubic feet per round, and gain a burrow speed of 5 feet per round. You have advantage on all ability checks involving digging, and have advantage on saving throws against becoming exhausted while doing so.

SHOVEL DROP

Starting at 7th level, when attacking a creature beneath you while falling more than 10 feet on your turn, you can, by using the Attack action, stand atop your shovel, giving it the full force of your weight and deal critical damage on a hit. You land within a space of your choice within 5 feet of the creature.

RELICS

By 7th level, through your constant digging for treasure, you have acquired a number of magic items, known as relics. You can select any relic for which you meet the prerequisites. You can select an additional relic at 10th, 15th, and 18th level.

RELICS

ALCHEMY COIN

Wondrous item, uncommon

This ordinary coinpurse appears to be empty with the exception of 1 gold coin contained within. When you remove the coin, another appears within the coinpurse on your next turn. If unused, the coin vanishes after 1 minute. You can throw a coin at a creature with a ranged attack. On a hit, roll a d8 and consult the Alchemy Coin Effects table.

After pulling 3 gold pieces from the coinpurse, another does not appear in the coinpurse until the next dawn.

ANCIENT SHOVEL

Weapon (shovel), rare

Prerequisite: 10th level

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This functions as a martial weapon dealing 1d8 slashing or bludgeoning damage (your choice) on a hit. A critical hit with this weapon temporarily renders a foe senseless, and the creature must make a saving throw (DC equal to 8 + your Strength modifier + your proficiency bonus) or become stunned until the end of its next turn.



Alchemy Coin Effects

d8	Effect
1	The coin deals no damage, but bursts into 10 permanent mundane gold pieces.
2	The coin transmutes into elemental fire, dealing 2d8 fire damage.
3	The coin transmutes into elemental ice, dealing 2d8 cold damage.
4	The coin transmutes into acid, dealing 2d6 acid damage.
5	The coin accelerates the target creature, casting haste targeting it.
6	The coin decelerates the target creature, casting slow targeting it with a spell save DC of 14.
7	The coin transmutes into a small fuzzy object, which then transmutes into a living creature. Roll another d8 and consult the Gray Bag of Tricks table to determine the creature that is created.
8	The coin explodes into a wall of shrapnel. All creatures within 5 feet of the target creature must make a DC 14 Dexterity saving throw. Each creature takes 4d10 piercing damage on a failed save, or half as much on a successful one.

CHAOS SPHERE

Wondrous item, uncommon

This sphere has 3 charges. The chaos sphere is a dangerous but well-known offshoot of ordinary crystal balls. While holding it, you can use an action to expend 1 of its charges to emit bouncing pulses of green energy in a 30-foot cone. Each creature in this area must roll 3 d20s. On each 10 or lower, a creature is struck by a green orb of evocation energy and takes 2d6 force damage.

This sphere regains 1d3 expended charges daily at dawn.

FLARE WAND

Wand, uncommon (requires attunement)

This wand has 5 charges. While holding it, you can use an action to expend 1 of its charges to produce a burst of flame, using a ranged weapon attack with a range of 60 feet, focused at a single target. On a hit, the target takes 4d6 fire damage.

The wand regains 1d6 + 1 expended charges daily at dawn.

PHASE LOCKET

Wondrous item, rare

This necklace has 3 charges. While wearing it, you can use an action to expend 1 of its charges to become ethereal until the beginning of your turn. When your turn begins, you may expend another charge to continue this effect another round. You may not move while on the Ethereal Plane.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

This necklace regains 1d3 expended charges daily at dawn.

PROPELLER DAGGER

Weapon (dagger), uncommon

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Once per turn, when you make an attack with the propeller dagger, you lunge 10 feet directly towards your target, even if this movement causes you to travel through the air.

THROWING ANCHOR

Weapon (other), uncommon

This heavy anchor is ostensibly a massive throwing weight, though an enchantment upon it means it does not require immense strength to use. The throwing anchor is a two-handed heavy throwing weapon that requires an action to use (and many not be used as a part of Extra Attack) and an action to pick up after it has been used. It has a range of 30 feet and flies in an arc equally as high as it is wide. On a hit, the anchor deals 2d10 bludgeoning damage, and a creature damaged by it must make a DC 14 Dexterity saving throw or be knocked prone.

TROUPPLE CHALICE

Weapon (other), uncommon

Prerequisite: 15th level

While holding this chalice, you can use an action to produce one of the following potions and drink it:

Ichor of Renewal. You regain 4d4 + 4 hit points when you drink this potion.

Ichor of Boldness. After you drink this potion, you have resistance to all damage until the end of your next turn.

After using it, you may not do so again until the next dawn.