

SHOVEL KNIGHT

SHOVELS AND SHIELDS

A KNIGHT CLASS GUIDE ON THE SPADE WIELDING HERO IN BLUE AND COMPANY.



YACHT CLUB
GAMES



VERSION 1.1 CREATED BY ADAM COHEN
FOR YACHT CLUB GAMES

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Hello fellow adventurers! Adventure has always been core to the idea of Shovel Knight, and so we felt that it was important to dive into the dungeon of dice and retrieve the sacred tome of Knights. While this is a complete class, the contents will likely see revisions submitted to DMsGuild.

The goal was to create a dexterity based class that focused on the mobility and positioning that captured the clever movement of the original title, as well as empowered you in creating your own Knight.

Happy Shovelng,
— Adam.

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THE KNIGHT

Long have tales been told of brave knights that wander the earth in search of riches and glory. Whether they wield an arsenal of arcane items or a modest shovel, these brave warriors wielded legendary weapons and relics against foe, undead, and dragon alike. From the shield guardian to the strangely shovel'd champion, these knights hope to make a name for themselves.

ADVENTURERS AT HEART

At the dawn of the new age, when the wilds were still untamed, the lands were roamed by knights. To this day, they are often found in the wilderness or deep in the heart of dungeons, looking for their next big adventure with seldom a worry for their own safety. A forest full of monsters and long-forgotten temples is but another location for them to plunder, and add to their growing legend.

Knights are a breed of adventurer unmatched in their unwavering loyalty to their cause. Similar to a paladin's devotion to spreading the good of a deity, a knight is born for adventure and glory. Often found with an arsenal of gadgetry at their side, these dungeon delvers won't rest in their pursuit of unending discovery. Despite their appearance, they rarely wear armor that is truly heavy, knowing that balancing movement and sturdiness is important.

BECOMING A KNIGHT

Knights of this class are not simply ordained by Royalty, but are driven by higher purpose. Recognized by their strength and deeds from town to town and spoken of in title more than in name. Their hopeful spirit keeps them sprinting into the heat of battle, whether to defend allies, or meet foes. While some are made for the battle of words, knights often shine in dextrous physical combat, and are rarely skilled with the arcane. With the sacred magic of Ichor, some are imbued with powers that awaken artifacts at their disposal or expand their own abilities.

When deciding to play as a knight, think about what sort of legend your knight seeks. Are they questing to find a holy relic for a kingdom in peril? Perhaps saving their beloved from a wicked enchantment? Or could they be hoping to garner a collection of similarly powerful adventurers, and establish their own order of knights? It's important to establish a purpose for a knight as it can be central to the theme of the character.

GLORY AND PURPOSE EVERLASTING

Knights are often full of conviction but vary in all other traits: Many have a strong sense of honor and justice; others are errant, greedy, or troubled. Knighthood is a calling not suited to the weak of heart and great tragedy has befallen those who have refused the call, or abandoned it when things became bleak. Though not holy in their magical origin, knights may be a beacon of hope for the weak. A symbol of purpose for the lost. And a shovel for those in need of a shovel. I'm not one to judge.



THE KNIGHT

Level	Proficiency Bonus	Features	Ichor	Relics
1st	+2	Code Of Honor	—	—
2nd	+2	Ichor Bottle, Relic Keeper	2	1
3rd	+2	Knight's Code Feature	2	2
4th	+2	Ability Score Improvement	4	2
5th	+3	Hopeful Soul	4	3
6th	+3	Knight's Code Feature	6	3
7th	+3	Campfire Craftsman	6	4
8th	+3	Ability Score Improvement	8	4
9th	+4	Unwavering Spirit	8	5
10th	+4	—	10	5
11th	+4	Knight's Code Feature	10	6
12th	+4	Ability Score Improvement	12	6
13th	+5	—	12	7
14th	+5	Treasure Tracker	14	7
15th	+5	Knight's Code Feature	14	8
16th	+5	—	16	8
17th	+6	Knight's Code Feature	16	9
18th	+6	—	18	9
19th	+6	Ability Score Improvement	18	10
20th	+6	Legend of the Realm	20	10

CREATING A KNIGHT

When designing a knight, try to take an object, concept or theme and associated it with the word "Knight". For example, an undead character who once served a powerful count and is now cursed to stalk the shadows until the day they're laid to rest might be known as Endless Knight. Were they given their title by a king? Maybe they're known simply as the Royal Knight? Perhaps it's Goblin Knight? Roaming the lands in search of that most foul creature that burdens the good folk of the land. The Flower Knight may be known for a dandelion attached to their breastplate at all times. Finally, should they complete their quest, will they return to the world they once knew, or seek out new adventures in the wider world?

QUICK BUILD

You can establish a Knight quickly by following these suggestions. First, put your highest ability score into Dexterity, as most knights have learned quickly that a heavy knight is only as safe as they are quick. Your next highest ability should be Wisdom in order to empower relics and secondary abilities. Then, choose the Code of Shovelry. Finally, take the Retired Adventurer background.

CLASS FEATURES

As a Knight, you gain the following class features. Additional features will be granted by your subclass.

HIT POINTS

Hit Dice: 1d10 per Knight level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 7) + your Constitution modifier per Knight level after 1st

PROFICIENCIES

Armor: Shields, Light armor, Medium armor

Weapons: None

Tools: Blacksmith's Tools, Gaming Set (Joustus)

Saving Throws: Strength, Dexterity

Skills: Choose one from Athletics, Acrobatics, Investigation, Nature, Survival

EQUIPMENT

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

- (a) a martial weapon, (b) one simple weapon or (c) one buckler
- (a) Leather Armor or (b) Chain Mail
- A dungeoneer's pack

ICHOR BOTTLE

At 2nd level, Knights are granted the secrets of ancient treasure magic. They receive an Ichor Bottle with 2 Ichor points, which increases in quantity as listed in the Knight table. When you spend an Ichor point, it is unavailable until you finish a short or long rest. You must spend at least one hour of the rest replenishing your Ichor Bottle in order to regain your Ichor Points.

Some of your abilities will require your target to make a saving throw to resist effects. The Saving Throw DC is calculated as follows:

$$\text{Ichor Save DC} = 8 + \text{your Proficiency Bonus} + \text{your Wisdom Modifier}$$

RELIC KEEPER

Relics are ancient treasure empowered with a liquid known as Ichor that flows through the wielder. Starting at 2nd level, you gain the favor of a shop owner, patron, or powerful being known as a benefactor. While your benefactor can be wildly different to fit your knight's story, we've assembled a few of them for your convenience.

As you gain levels, you can borrow relics equal to the Relic Column of the Knights table from this benefactor. Upon reaching subsequent levels or completing a long rest, you may change out any or all of your relics for new ones, on the condition that you have the points to account for all relics in your possession.

You may only use one Relic per round but may receive the benefit of multiple relics at once unless otherwise noted.

ITEMS OF ICHOR

Unlike typical magical items, Relics are ancient devices that must be powered by Ichor, and cannot be used by those without a bottle of Ichor. If you lose your bottle of Ichor you must spend 24 hours crafting a new one. Finding an appropriate smith or alchemist may reduce the time needed.

While Relics may be powered by Ichor, so are your Weapons of Devotion. Some of your weapons may also require Ichor to reach their full potential in combat.

WEAPONS OF DEVOTION

In future sections of this class, the term may be used and will always refer to the main weapon of your chosen class. For example, The Code of Shovelry's Weapon of Devotion is the Shovel Blade.

Knights who lose their Weapons of Devotion have grown accustomed to improvising new weapons and may spend 8 hours with Blacksmith's Tools in order to recraft a basic version of their Weapon of Devotion. For example, a longsword being crafted into a Shovel Blade.



HOPEFUL SOUL

At 5th level, when faced with hardship, you can steel your soul to stay in the fight. On your turn, you can use your Bonus Action to regain Hit Points equal to $1d8 + \text{your Knight level}$.

Once you use this feature, you must finish a Short or Long Rest before you can use it again.

CAMPFIRE CRAFTSMAN

At 7th Level, when taking a Short Rest, you can attempt to create a comforting campfire. On a success you and your allies heal an additional amount equal to $1d6 + \text{your Relic score in Hit Points}$. Attempting this during a long rest grants temporary Hit Points equal to $1d4 + \text{your Relic score}$.

UNWAVERING SPIRIT

Upon reaching 9th level, a wealth of experience has strengthened your resolve against the creatures of the dark. You are immune to the *Frightened* condition, regardless of its source.

TREASURE TRACKER

When you reach 14th Level, your benefactor grants you a Relic to reward your continued efforts, *The Ring Of Treasure Sight*. This shimmering ring grants advantage on checks related to finding hidden treasure and incurs disadvantage on Mimics attempting to hide in plain sight.

Also, once per day you may cast the *Identify* spell without expending a spell slot.

LEGEND OF THE REALM

Upon reaching 20th Level, you have garnered experience that rivals that of any adventurer. Your base movement speed doubles. Your Dexterity score increases by 4. The maximum for this score is now 24.

CHOOSING A BENEFACTOR

While every knight is competent in their own right, it is always nice to know someone has your back. Much like how knights of old belonged to ancient orders that provided them with tools, your benefactor is a patron of your adventures, and regularly provides you with Relics that empower you and your weapons. Consider who or what is supplying you with rare treasures. They each provide one bonus skill, tool, or language proficiency.

THE BARD

This wandering minstrel found their company among yours during your travels and has offered to aid you in your quest for glory. While they lack the power to go off on fantastic adventures, they see benefit in supplying you with Relics in their own quest to write sonnets about warriors of legend.

Curiously, you always find them wearing a knight's helmet but have yet to discover why. The Bard is a being of Good will and tends to gravitate towards Good aligned folk.



- **Bonus Proficiency:** Choose one: Acrobatics, Performance, one Musical Instrument of your choice.

MOM

Some adventurers never stray too far from home. Perhaps your benefactor is a former adventurer in your family, or another relative. Through thick and thin, its good to know your family will always have your back. Considering your relationship, Mom will always see the best in you, even if your alignment is evil.

- **Bonus Proficiency:** Choose one: Persuasion, Medicine, Insight, or One Artisan's Tool Proficiency of your choosing.

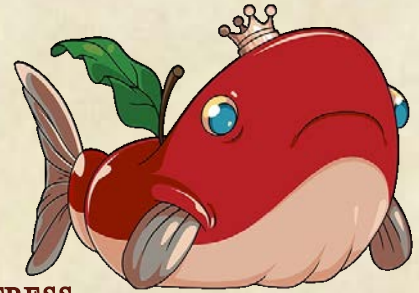


TROUPPLE KING

The leader of the Troupples who thinks himself a god amongst men (and fish). Those who seek out his guidance may find him. He seems to be unfettered by alignment.

It is said that his spit is the source of all Ichor. But that can't be true, right?

- **Bonus Proficiency:** Choose one: Acrobatics, Athletics, Language(Aquan)



THE ENCHANTRESS

This mysterious sorceress wields powerful and evil magic that enables her control over a small legion of followers. Perhaps you've caught her eye, and as such are granted Relics as your strength grows. Whatever plans she has for you are unclear. You're only certain that someday, her good will may end. As a powerful and evil sorceress, she tends to patron those of the Evil alignment.

- **Bonus Proficiency:** Choose one: Acrobatics, Survival, Arcana



CHESTER

This shopkeeper seems to be passionate about Relics and often tries to find them for resale. Thankfully, he's taken a liking to you and has offered you his collection to help advertise his wares and aid your adventures. Chester seems to prefer folk who fall in the Lawful alignment and won't impose on his good-will.

- **Bonus Proficiency:** Choose one: Acrobatics, Survival, Thieve's Tools, or Jeweler's Tools



CODES OF HONOR

Every knight knows what they will and won't do and for whom their allegiance remains steadfast. They study ancient traditions and techniques in order to better themselves and prepare for dungeon-delving.

Choosing a Code is a meaningful choice. Though many Relics are attainable for every kind of Knight, some Codes grant access to strange and powerful Relics that bolster their prowess.

CODE OF SHOVELRY

Long have you sworn off traditional weaponry in pursuit of the elegant art of shovel work. While some find joy in hacking away at monsters with a sword, you have dedicated yourself to making the most of a tool that uplifted the foundation of civilization: A shovel. While you may adapt to situations with the help of your many relics, when all else fails, your spade is what you can truly depend on.

CODE OF SHOVELRY FEATURES

Level	Feature
1st	Shovelier
3rd	Uprooting Strike, Shovel Drop
6th	Shovel Warrior
11th	Returned in Spades
15th	Dungeon Destroyer
17th	Earth Shattering Strike

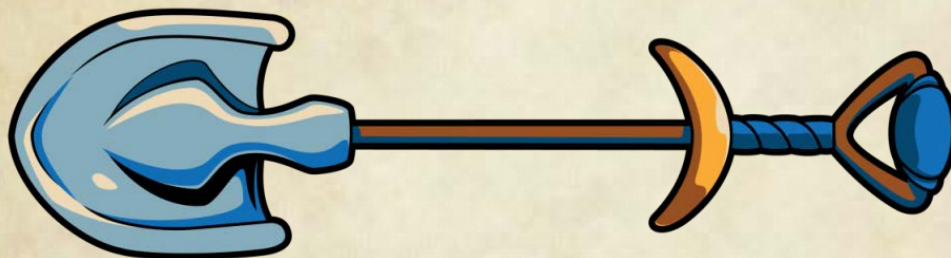
SHOVELIER

When you choose this Code at 1st Level, you are proficient with Shovel Blades. If you spend 8 hours with blacksmith's tools, you can reshape any longsword into a Shovel Blade. With magical longswords taking twice as long or more. The Shovel Blade has the stats of a longsword, as well as the *Finesse* property.

You also gain the *Fishfellow's Scale* for free when you choose this Code. It does not count towards your relic total.

UPROOTING STRIKE

As a bonus action at 3rd Level, you may spend 1 Ichor to attempt to bury your shovel underneath a foe within 5 feet and flip them. Your target makes a Strength Saving Throw equal to your Ichor Save DC. On a failure they're knocked prone for your turn's duration. On a success, you have disadvantage against the target on your next attack this round.



SHOVEL DROP

At 3rd Level, you can use your action to attempt to shovel drop. Make a two-handed attack against a creature within 10 feet as you drop down onto it with your shovel. On a success, roll for damage as normal. You may make another attack against the same target or an adjacent target within 10 feet, up to three times. On a hit, you deal 1d8 + Dex piercing damage. You may choose to perform up to 2 additional shovel bounces. On each successive drop, you deal one die tier lower in damage (1d6, 1d4) without the Dex modifier. If you miss, you may spend 1 Ichor to heighten your senses and avoid falling prone, as you land within 5 feet of your target and lose your next bonus action. While traveling by Shovel Drop, you ignore difficult terrain. When you end this ability voluntarily, choose a space within 10 feet of your target to land.

Beginning at 8th level, the amount of times you can drop increases by one and the damage die starts at a 1d10 instead of a 1d8.

SHOVEL WARRIOR

Starting at 6th level your Shovel Blade gains a bonus +2 to attack rolls. This bonus increases to a +4 at 12th Level.

RETURNED IN SPADES

Starting at 11th level you can use your reaction to block a missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d8 + your Dexterity modifier + your Knight level.

If you reduce the damage to 0, and it is small enough to be held in one hand, you can reflect the missile by striking it with your shovel blade. You may then spend 1 Ichor point to make a ranged attack with the weapon or piece of ammunition you just deflected, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile does 1d6 + Dex, with a normal range of 20 feet and a long range of 60 feet.



DUNGEON DESTROYER

Upon reaching 15th level, your devotion to shovelry grows. You gain a +1 bonus to attack and damage rolls while using your shovel, and each of your shovel drops deal an additional d6 force damage. In addition, you can use your Shovel Blade to burrow through natural rock at half your land speed.

EARTH SHATTERING STRIKE

Starting at 17th level, once per day you may make a downward thrust against the earth. As an action, choose a location within 15 feet to leap to. Each creature in a 15-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 10d10 force damage on a failed save, or half as much on a successful one. On a failure the creature is also knocked prone. The ground becomes difficult terrain or is destroyed as a result of this strike.

CODE OF AEGIS

They say the best offense is a good defense, and for followers of the Code of Aegis, this couldn't be more true. Your experience as an adventurer revolves around the shield.

CODE OF AEGIS FEATURES

Level	Feature	Shield Bash
1st	Shield Expertise, Shield Striker	1d4
3rd	Aegis Marksman, Rising Star	1d4
6th	Answer the Call	1d6
11th	Courageous Spirit, Indirect Route	1d6
15th	The Defender	1d8
17th	Shield Savant	1d10

SHIELD EXPERTISE

You are proficient in wielding two bucklers or a shield with the *Two-Handed* property. While holding a shield/buckler in your main hand, you gain the following benefits:

- Your shield is considered a finesse weapon that you have proficiency in.
- You can roll a 1d4 in place of the normal damage of an unarmed strike. This die changes as you gain knight levels, as shown in the Shield Bash column of the Aegis table.

SHIELD STRIKER

When making an attack against an opponent with your shield you may spend 1 Ichor to make them perform a Dexterity saving throw. On a failure, choose from the following options:

- The target is knocked back 10 feet.
- The target is knocked to the left or right of their original position 5 feet.

AEGIS MARKSMAN

Starting at 3rd Level, when wielding a shield you can choose to throw it. Make a ranged attack with your shield within 30 feet. On a successful hit, deal 1d6 bludgeoning damage. For the duration of its flight, you lose any AC bonus granted by the shield. At the end of your turn, your shield returns to your hand.



RISING STAR

At 3rd Level, you've become confident in using your shield as a temporary platform for allies. As a bonus action you can position your shield above your head for allies to step on. Allies may spend part of their movement to reach your shield, counting your space as difficult terrain.

Allies who use your shield as a platform gain an extra 1d6 attack bonus and add half your Dex modifier (rounded down) to their damage bonus on attacks made until they touch the ground again.

Your shield loses half of its AC score (rounded down) while you hold this position. Starting next round you may lower your shield again as a free action.

ANSWER THE CALL

At 6th Level, you learn that no ally should fight alone. When spending your movement to reach a friendly creature, you do so without provoking opportunity attacks.

COURAGEOUS SPIRIT

At 11th Level, your bravery inspires those around you. Allies in a 10 foot radius receive advantage on checks made against spells or abilities that cause the Frightened condition.

INDIRECT ROUTE

At 11th Level you have gained a powerful mastery of your shield's flight. You can now throw your shield towards a point of your choosing within 30 feet and hold it there until the beginning of your next turn (no concentration needed). Allies may use this shield as a platform to incur the benefits recieved by Rising Star. You lose the AC bonus granted by the shield during its flight.

THE DEFENDER

At 15th Level, you face foes head on and keep those closest to you safe from harm. When wielding a shield, enemies in a 10 foot radius of you and an ally of your choosing incur disadvantage on one attack per round.

SHIELD SAVANT

At 17th Level, you've grown powerfully proficient with your shield, granting you double proficiency bonus on attacks or saves that involve your shield. You also ignore AC penalties incurred from Rising Star and Aegis Marksman.

CODE OF TORMENT

A strangely enchanted Knight imbued with Ichor. Not truly alive, not truly dead. Something in between.

CODE OF TORMENT FEATURES

Level Feature

1st Grave Weapon, Ichor Empowered, Poisoned Mind

3rd Dash Slash, Undying Soul

6th Upheaving Swing

11th Expert Movement

15th Between Planes

17th The Reaper

GRAVE WEAPON

Starting when you choose this Code at 1st Level, you forge a scythe that empowers your enchanted abilities. You are proficient with scythes. The scythe has the stats of a regular scythe, as well as the *Finesse* property. By spending 8 hours you can recraft a new scythe.

ICHOR EMPOWERED

You may spend an amount of Ichor to add a bonus to your attack rolls or a number of d6 slashing to your damage rolls equal to the amount of Ichor spent. This must be declared before you make the attack roll.

POISONED MIND

Your body has given in to the corruption and decay of your code. With this, you gain resistance to poison damage from all sources. However, in order to heal from potions or safely consume food or drink, you must spend one minute corrupting them. Restoration spells (such as *Cure Wounds*) still have a healing effect on you.

DASH SLASH

At 3rd Level, as your action, choose a target creature within 15 feet and draw a line centered from you that extends five feet past the target. You fly past and through them to that location, making a melee attack against the target during your travel.

You may expend half your movement to adjust your landing an additional five feet. This ability cannot be used for making nor provoking opportunity attacks. You may use this ability while airborne or falling.

UNDYING SOUL

At 3rd Level, your enchantment's grip on your soul heightens. On death, instead of dying outright you drop your trinket. If an allied creature picks up the trinket and completes a long rest within 24 hours, you are revived. If your trinket is destroyed, you are permanently destroyed. A willing creature can don the trinket and hear your voice.

If you lose the trinket, within 72 hours you will begin to decay and be permanently destroyed.

UPHEAVING SWING

At 6th Level, when taking your attack action against an opposing creature, you may spend 1 ichor to cause the target creature to make a Strength saving throw against your Ichor Save DC. If it fails, you impose the following:

- The target creature is launched 5 feet into the air until the start of their turn, during which they land on their feet as normal.
- While in the air, attacks made against them are done so with advantage and cause a creature to fall prone on a success.

You may spend an additional 1 Ichor to perform an extra attack using Dash Slash.

EXPERT MOVEMENT

At 11th level, you gain the ability to climb faster than normal; climbing no longer costs you additional movement.

In addition, you are now resistant to falling damage.

BETWEEN PLANES

At 15th level, you've grown comfortable with your new existence. After taking a long rest, choose one damage type from the following list, you have resistance to it for 8 hours: *Fire, Lightning, Acid, Cold*.

THE REAPER

At 17th Level, on your turn you may spend your movement to throw your scythe in a direction of your choosing within 120 feet and line of sight. As part of this action you may choose to teleport to your scythe and perform a melee attack. If you lose your scythe, you may use a bonus action to return it to your hand, so long as it is on the same plane of existence as you.



CODE OF THE ADVENTURER

Your heroism is unmatched in the face of danger. With honed skill you're able to bring out the best of your weapon, with a small arsenal to keep your options open when you need them most. As a knight your bond is to your cause, and you will go the distance to achieve your goals.

CODE OF THE ADVENTURER FEATURES

Level Feature	Bonus Relics
1st Weapon Devotion, Speedrunner	+1
3rd Honing Your Craft	—
6th Treasure Hunter, Crafty Combatant	+1
11th Multiattack	—
15th Ichor Invigorated	+1
17th Weapons Master	+2

WEAPON DEVOTION

You have studied an ancient art devoted to the weapon of your Code. Decide what this weapon is. You are now proficient with it.

Choose which type of damage it deals from the following list: *Slashing, Piercing, Bludgeoning*.

The weapon's properties are determined by one of the following:

DEVOTED WEAPON TABLE

Weapon Damage Weight Properties

Melee	1d8	4lb	Finesse
Ranged	1d6	10lb	Ammunition(range 30/100) Loading

SPEED RUNNER

When it comes to finding optimal routes, you're a cut above the rest. At 3rd Level, your base movement increases by 10 feet.

Also, when jumping you may use your Dexterity Modifier instead of your Strength Modifier.

HONING YOUR CRAFT

At 3rd Level, you find comfort in the weapon you rely on. Your Weapon of Devotion gains the following properties based on its chosen type.

- Ranged Weapon: You gain a +1 bonus to attack rolls made with this weapon.
- Melee Weapon: You gain a +1 bonus to attack and damage rolls made with this weapon.

You may also choose one of the following additional properties for your *Weapon of Devotion*.

BONUS PROPERTIES

Type Upgrades

Melee Versatile(1d10), Light, Reach, Thrown(range 20/60)

Ranged Light, Remove Loading property, Damage Increase(1d8), Remove Ammunition property, Range Increase(+10 feet)

EXAMPLE DEVOTED WEAPONS:

Bug Knight: You use the **Insect Launcher** ranged weapon, with an ammo type of "beetle blades". At 9th level, choose the *Light* property

Chain-Blade Knight: You use the **Chain-Blade** melee weapon. At 9th level, choose the *Reach* property.

TREASURE HUNTER

At 6th Level you've begun to collect rare Relics that have never been seen before. You gain one of the following Relics from the Relic List for free: The Eye of True Sight, The Grapple Anchor, Bomb Bag.

Alternatively, you may gain a second copy of your *Weapon of Devotion* weapon.

CRAFTY COMBATANT

Upon reaching 6th Level, When you use your action to use a relic, you may use a second relic so long as it uses a bonus action.

MULTIATTACK

At 11th level choose one of the following features:

Rapid Fire. You can use your action and spend 1 Ichor to make a ranged attack against a number of creatures equal to your Wisdom Modifier within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Spinning Strike. You can use your action and spend 2 Ichor to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit the targets take an additional 1d6 force damage as your strike is empowered by the mythical force of Ichor.

Vigorous Stance. You may spend an Ichor and use your reaction to an incoming attack to your AC by +3 for the remainder of the round. You must complete a short rest before using this ability again.



ICHOR INVIGORATED

At 15th Level you know how to overcharge your weapons with Ichor. As a bonus action, you may spend 3 Ichor. On your next attack within 10 minutes, add a +5 to your attack roll and an extra 3d6 force damage.

WEAPONS MASTER

At 17th Level you gain another Relic from the Treasure Hunter list and may add an additional property to your *Weapon of Devotion*.

RELICS OF ADVENTURE

If a Relic has prerequisites (listed in italics), you must meet them in order to obtain it. You can obtain any Relic at the same time as meeting its requirement. You may choose to exchange Relics during a long rest but lost any bonus incurred by their affects as a result.

Wisdom is your spellcasting ability for Relics. If a Relic requires an attack to be made, the attack bonus is calculated as follows:

Relic Attack Bonus = your proficiency bonus +
your Wisdom modifier

You may only use one Relic per round but may receive the benefit of multiple Relics at once unless otherwise noted.

ALCHEMY COIN

2 Relic Points

You may use your action to make a proficient ranged attack with this. Strike it and deal 1d6 bludgeoning damage. The coin flies back to you. You may spend Ichor to strike it back at your enemy. Successive damage from the alchemy coin deals 1 die tier lower in damage (1d4, 1d2, 1d1), and you may not add your Dexterity Bonus to the damage of these rolls.

ALCHEMISTS ARMORED ARMS OF ARMING

2 Relic Points 5th Level

The product of a cult of alchemists, these gauntlets coat your attacks with a strange toxin. Your *Weapons of Devotion* deal an extra 1d4 acid damage on a successful hit.

BOMB BURST BOTTLE

2 Relic Points

This bulbous bottle of brilliant blue brew allows you to take 4 force damage in exchange for advantage on one Dexterity Saving Throw. You must choose to use the Bottle before a roll is made. You may use this ability twice per day.

BOOMING BRACERS

2 Relic Points 5th Level

These boisterous gloved bracers will send a ringing wave of pain through your foes! Your *Weapons of Devotion* deal an extra 1d4 thunder damage on a successful hit.

BOOTS OF SPRING LOADING

1 Relic Point, 5th Level, Code of Shovelry

When using the *Shovel Drop* ability, your range increases from 10 feet to 15 feet.

CHRONOS COIN

1 Relic Point, 14th Level

As a bonus action you may spend 7 Ichor to take a second turn this round. This effect cannot stack.

CLOAK OF SHADOWS

1 Relic Point, Code of Torment, 7th Level

This cloak is enchanted with the powers of darkness. Choose an enemy whose shadow is within line of sight and no further than 40 feet away. You can teleport to their shadow. You cannot teleport to or from difficult terrain and the enemy must be casting a shadow. You appear directly on top of their shadow. If it is behind them, roll a stealth check to see if you gain stealth. This stealth bonus cannot be conferred after the first time in combat if an enemy has seen it.

CLOAK OF SLASHING

5 Relic Points, Code of Torment

When using Upheaving Swing, following up with a Dash Slash no longer costs Ichor.

THE DREAD TALON

3 Relic Points, 8th Level

Expend your movement and action this turn as you focus all of your energy on one incredible strike. Spend 3 Ichor and wait one turn to make an attack roll (including proficiency and either your Strength or Dexterity modifier) with the Talon that deals 6d10 force damage on a hit. Being hit with an attack during the charge up time imposes disadvantage, and taking additional damage cancels the attack. You may spend 2 additional Ichor to avoid incurring penalties from taking damage.

DUST KNUCKLES

1 Relic Point

You may spend 2 Ichor Points to perform an attack against a target within 10 feet. The target must succeed on a Strength Saving Throw against your Ichor DC or suffer disadvantage on their next attack made against you.

ELECTRIFIED RINGLET

2 Relic Points 5th Level

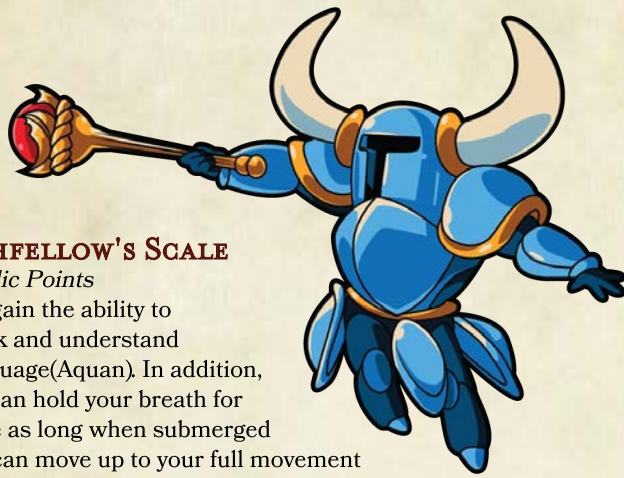
This ancient set of gloved ringlets still crackle with the power of storms. Your *Weapon of Devotion* deal an extra 1d4 lightning damage on a successful hit.

FARSIGHT OF THE SUBMARINER

1 Relic Point

While wearing these spectacles, your eyes cast light that aides you in areas of dim light or darkness. You gain dark vision out to 60 feet or increasing your current dark vision abilities by 60 feet.





FISHFELLOW'S SCALE

2 Relic Points

You gain the ability to speak and understand Language(Aquan). In addition, you can hold your breath for twice as long when submerged and can move up to your full movement speed when swimming, as you feel oddly comfortable under water.

FLAMING FISTS OF THE FURNACE

2 Relic Points 5th Level

These insulated gloves were found floating in pit of magma, likely left by some brave adventurer trying to be clever. Your *Weapons of Devotion* deal an extra 1d4 fire damage on a successful hit.

FLARE WAND

1 Relic Point

A wand enchanted with the power of flame by an ancient artificer. Spend 1 Ichor to make a ranged attack against a target. On a hit the target takes 1d8 fire damage + Your Wisdom Modifier. Your next attack against this target within 10 minutes is made with advantage.

FISHING ROD

1 Relic Point

You are proficient with fishing tools while in possession of this relic. As a reaction, when an allied creature within 15 feet is hit with a melee attack, you may spend 1 Ichor and grant them the benefits of the Dodge action, imposing disadvantage on the attack roll. You may spend an additional Ichor to increase the range to 25 feet. You may only use this ability once per round.

GLASS ORB OF CHECKING'S POINT

2 Relic Points, 3rd Level

You gain an Ichor infused totem that grants one additional Ichor that can exceed your maximum. By spending 1 Ichor during rest you may shatter the mysterious orb and gain an additional 1d6 hitpoints or 1d4 temporary hit points. The Orb reforms during your next short or long rest.

GUARDIAN'S LOCKET

1 Relic Point

As an action you may use this locket to stabilize one ally within 5 feet. You may also spend up to 3 Ichor to heal the target 1d6 per Ichor spent. You must take a long rest before using this ability again.



HEALING HAMMER

2 Relic Points

Who says medicine can't be delivered violently? You gain a Light Hammer and are proficient with it for the purposes of combat. You may spend 1 Ichor to make an attack against a target. A creature you strike with this hammer regains a number of hit points equal to 1d10 + your Wisdom Modifier and simultaneously takes 1d4 + half your Dex Modifier (rounded up) in bludgeoning damage.

Critical hits apply to both dice rolls on a success. You must finish a short rest before using this feature again. Huzzah!

HILT OF THE ETHEREAL BLADE

2 Relic Points

When making attacks with advantage or while hidden, you can spend 1 Ichor to add an additional 2d4 slashing damage to your rolls. At 15th Level, this changes to 2d6 slashing damage.

PALCHEMY JAR

2 Relic Points, 5th Level

As a movement action you may use the Palchemy Jar and dive inside it in an attempt to flee your current location. Choose one ally and one enemy within line of sight. Roll on the table below.

PALCHEMY JAR TABLE

Roll	Result
1	Reversal
2-5	Ally
6	Enemy

Based on your roll, you teleport to the chosen target. If you roll a Reversal, roll again on the table until you get a different result. That target must now succeed on a Wisdom Saving Throw or be teleported within 5 feet of you on safe ground. This ability cannot be used again until you complete a short or long rest.

PERCY'S TOME OF ADMIRATION

1 Relic Point

You gain a single use of the *Charm Person* spell per long rest.

PHASE LOCKET

2 Relic Points

You may use your reaction to reduce the damage of an incoming attack by 1d6. This ability cannot be used again until you complete a long rest.

POLAR PINCERS

2 Relic Points, 5th Level

These frigid and spikey gloves invigorate your strikes with frost, forever enchanted with the northern winds. Your *Weapon of Devotion* deals an extra 1d4 cold damage when it hits.

REAPER'S MASK

3 Relic Points, 7th Level

Allows you to cast the *Fear* spell once per long rest.

RING OF THE SHIELD STRIKER

2 Relic Points, 3rd Level, Code of Aegis

When throwing your shield, you may spend 1 Ichor to have your opponent make a Dexterity Saving Throw. On a failure, your shield bounces off a nearby surface and strikes the target from behind, knocking them 10 feet closer toward you.

RAIL MAIL

2 Relic Points, 3rd Level, Code of Torment

As a bonus action, you may mount your scythe. Pick a single direction to travel in: Your move speed increases by 10 feet while moving in this direction and you must voluntarily move this way 10 feet or more per round. You may only travel in your chosen direction. On your turn you may also:

- Succeed on a DC 15 Acrobatics check to dismount.
- Make an attack against an opponent within range. On a successful hit, you dismount and deal an additional d6 slashing damage.

During your travel, terrain is not considered difficult. Colliding with obstacles or enemies ends your movement prematurely and you are knocked prone. At 15th Level, the bonus damage die increases to a d10.

ROYAL DEGREE

1 Relic Point

While in possession of this relic, you gain proficiency in Persuasion checks. This degree appears to have been granted by The Royal College of Magics, which is entirely fictitious.

RUNIC SPADE HOLSTER

2 Relic Points, 11th Level, Code of Shovelry

Returned in Spades may also deflect damage from magical ranged attacks that target you.

SCEPTRE OF THE DECEPTRE

1 Relic Point

While in possession of this relic, you gain proficiency in deception checks. This once golden sceptre was used by a man pretending to be a King. It's said that despite briefly managing to rule a kingdom, he was quickly overthrown.

SCYTHE MASTER'S GLOVES

2 Relic Points, Rail Mail Relic

Gloves made for expert scythe work, you now have full control while riding a scythe and may stop it early without a saving throw. As part of your movement you may spend 1 Ichor to make a leaping spin attack. This spin attack trick deals 1d10 + your Dexterity modifier to enemies in 5 foot radius of your spin attack landing. Upon completing this maneuver you automatically dismount.

SENTRY'S SKULL

2 Relic Points, 9th Level

Spend 3 Ichor Points to at-will summon a skeleton to attack for you. It lasts for 4 hours. You may cast this ability twice per long rest.

SHIELD STRAP OF THE MARKSMAN

2 Relic Points, 9th Level, Code of Aegis

Your Aegis Marksman ability hits one additional target.

STOIC BOOTS OF THE SHIELD SENTINEL

2 Relic Points, 9th Level, Code of Aegis

Your base movement speed drops by 10 feet. While holding a shield or buckler, these boots increase your AC by 3.

SHOVELIER'S WEIGHTED POMMEL

2 Relic Points, Code of Shovelry, 9th Level

You can more accurately aim your Shovel Drops. You may include your Dex Modifier when rolling for damage on all Shovel Drop attacks.

THE NECROMANCER'S SHACKLES

4 Relic Points, 11th Level, Code of Torment

A pair of pitch black shackles. They weigh nothing when worn and are silent to all but the wearer. When you strike the killing blow on an enemy, you may summon an allied Skeleton. The skeleton lasts 24 hours or until it is dropped to 0 hit points. You may spend 1 Ichor to double the time limit, making it last for 48 hours.

THE BOMB BAG

2 Relic Points Code of Adventure, 9th Level

A small bag of bombs that mysteriously refills each morning. As an attack action you can throw a handful of them. Each creature in a 20-foot-radius centered on a point within 120 feet must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one. You may use this bag a number of times per day equal to your Wisdom Modifier (Minimum of once).



THE EYE OF TRUE SIGHT

2 Relic Points Code of Adventure, 9th Level

You gain proficiency on Wisdom Checks (Perception) that rely on sight. You are also able to see through magical darkness as if it was daylight. As a bonus action you may also reveal the Hit Points or one weakness of a target. You may use the bonus action ability a number of times per day equal to your Wisdom Modifier (Minimum of once).

THE GRAPPLE ANCHOR

2 Relic Points Code of Adventure, 9th Level

A metallic gauntlet with an anchor protruding from its end. As an action you may target an opponent within 20 feet and attempt to grapple them. On a success, you may draw the target towards you, or keep them in place, imposing disadvantage on Dexterity Saving Throws. The target may spend its action to attempt to break hold of the grapple. You may use The Grapple Anchor a number of times per day equal to your Wisdom Modifier (Minimum of once).

THE PEN OF SWORD'S MIGHT

1 Relic Point

You learn the skills of combative penmanship with this enchanted quill. Once per day you may use this as a throwing weapon. Make a ranged attack with it, adding proficiency. On a hit, deal 1d8 + Dex piercing damage and impose disadvantage on their next attack roll.

THE SWORD OF PEN'S MIGHT

1 Relic Point

You learn the art of strongly sworded penmanship. You gain proficiency in *Charisma(Persuasion)* checks involving writing while carrying this relic.

THE TERRIBLE RAKE OF TORMENT

2 Relic Points, 12th Level

This seemingly mundane rake has a dark enchantment cast upon on. By spending one minute or spending 2 Ichor and a bonus action, you may place the rake down on an area within 35 feet. It immediately vanishes from sight. Any creature (including you) must succeed on a DC 18 Perception check to spot the rake. A medium or smaller creature who passes through the rake's location must succeed on a DC 12 Dexterity Saving Throw or lose their Movement action and take 4 (1d4+2) bludgeoning damage as they're hit in the face with a rake. You may only use this once per short rest.

THROWING ANCHOR

2 Relic Point

You may spend 2 Ichor Points to do the following: As a reaction when you hit a creature with a weapon attack, a small chained anchor appears at the point of impact, and the target must succeed on a Strength saving throw against your Ichor Save DC or be restrained by the magical chains until the end of their next turn. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the chains shatter.

A creature restrained by the chains or one that can touch the creature can use its action to make a Strength check against your Ichor save DC. On a success, the target is freed. This ability may only effect one creature at any given time.

TRENCHSTONE

2 Relic Points, 7th Level

You may take 10 minutes and spend 3 Ichor Points to sharpen your *Weapon of Devotion* and imbue it with ancient Ichor. For the purposes of resistances and immunities, your weapon is now considered to be magical. This enchantment ends after 24 hours.

TROUPPLE CHALICE

1 Relic Point, Code of Shovelry

This cup once belonged to a king beneath the waves. It smells faintly of apples. This Relic grants the user a single charge of the *Create or Destroy Water* spell per day.

USURPER'S CROWN

1 Relic Point

This crown of badness allows you to make decrees to subject across the land! When you speak, you are understood in any language but do not necessarily understand all other languages.

WAR HORN

1 Relic Point

You may spend 2 Ichor points to use this device as an action. Each creature in a 15 foot cone in front of you from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage. On a successful save, the creature takes half as much damage. Spending an additional Ichor point increases the damage by an additional 1d8.

WRIST GAUNTLET OF FAR THROWING

2 Relic Points Code of Aegis, 11th Level

This mechanical device was used by ancient shield throwers to increase their effective range. When throwing a shield, your range increases by 40 feet.

WRISTBANDS OF DIGGING

1 Relic Point Code of Shovelry, 15th Level

When you attempt to dig through dirt in any direction, you may add your proficiency bonus to the skill check.

TOME OF TEDIUM

1 Relic Point

You gain proficiency in the History skill with this ancient tome full of historical factoids that would put anyone to sleep.

QUICKBAG OF QUESTIONABLE CONVENIENCE

1 Relic Point, 4th Level

You may spend 1 ichor and 10 gold to create 1 common nonmagical item under 2 pounds. You cannot use this ability to produce consumables or sentient beings.



BACKGROUNDS AND MULTICLASSING

ORDER OF NO QUARTER

The Order of No Quarter is a villainous group of knights created by the Enchantress for her nefarious purposes. In addition to their individual skills in combat, each knight has a specific role in the Order, and loyal minions under their personal employ. You found yourself among their rank for a time, and perhaps you still ally yourself with them.

Ask yourself what brought you to the Order? Who are the other members? Do you share a true common goal, or is it an alliance of convenience?

Skill Proficiencies: Intimidation, Athletics

Tool Proficiencies: Thieves' Tools

Equipment: Thief's tools, a stolen belt pouch containing 35gp and a wanted poster with your name on it.

FEATURE: NOTORIOUS VILLAIN

In every town you will find shelter, striking fear into the hearts of the common folk, hoping to avoid your wrath. You may also find respite amongst scum and villainy, should your goals align. Your presence may also draw the ire of would-be heroes seeking to make a name for themselves.

RETIRED ADVENTURER

In your prime you were a great adventurer. After years of inactivity, the call to Adventure causes you raise arms once again in hopes of restoring the world back to its proper place

- **Skill Proficiencies:** Insight, History
- **Tool Proficiencies:** Fishing tools
- **Equipment:** Fishing tackle, a set of traveler's clothes, a bedroll, tinderbox, a small lockbox containing 10gp, a keepsake of a loved one, and 3 days worth of rations.



FEATURE: DREAMS OF MORROW

You often dream about your goals and may have premonitions about the future. When you sleep your dreams will be numerous. These dreams will fill you with the strength needed to face the new day. You can find comfort even on the bare earth as long as the warmth of a campfire brings you solace.

DISGRACED TRAITOR

Some folks would rather their past be forgotten. Whether it be selling out your village for a payday, running out on family, or even leaving someone to certain doom, a shadow of regret hangs over your head. You often find yourself looking at mementos, wishing you could undo all the wrong you put into this world.

Ask yourself what heinous deed you did? How do you seek to undo it? And when you do, will you set your eyes on some new goal?

- **Skill Proficiencies:** Deception, Persuasion
- **Tool Proficiencies:** Disguise Kit
- **Equipment:** A set of commoner's clothes, a disguise kit, a bedroll, a belt containing 25gp, a painful memento that reminds you of your past, and 5 days worth of rations.

FEATURE: NIGHTMARES OF YESTERYEAR

You have dreams about your past failings. When you take a long rest your dreams will dwell on those lost. While they may offer premonitions of the future, they will prevent you from ever truly finding solace in slumber.

KNIGHT MULTICLASSING

KNIGHT MULTICLASSING PREREQUISITES

Ability Score Minimum

Dexterity 13, and Wisdom 13

KNIGHT MULTICLASSING PREREQUISITES

Proficiencies Gained

All proficiencies garnered by chosen Code.

KNIGHT MULTICLASSING WITH EXTRA ATTACK

If multiclassing, you cannot combine Dash Slash, Shovel Drop, or Aegis Marksman with Extra Attack, as these all take the place of an action.

FEARSOME FOES

THE SORCERESS APPEARS!

THE ENCHANTRESS

Large humanoid, neutral evil

Armor Class 16

Hit Points 180(19d10 + 76)

Speed 0ft, fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	18 (+4)	17 (+3)	12 (+1)	14 (+2)

Condition Immunities frightened, charmed, prone

Damage Vulnerabilities fire

Senses passive Perception 16, darkvision 120ft

Languages All

Challenge 13 (10,000 XP)

Spellcasting The Enchantress is an 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The enchantress has the following wizard spells prepared:

Cantrips (at will): *Fire Bolt*, *Shocking Grasp*

1st Level (3 slots): *Shield*, *Burning Hands*, *Hideous Laughter*, *Thunderwave*

2nd Level (2 slots): *Gust of Wind*, *Shatter*, *Scorching Ray*

3rd Level (2 slots): *Vampiric Touch*, *Counterspell*

4th Level (1 slots): *Confusion*, *Wall of Fire*

Unearthly Power. The Enchantress imposes disadvantage on attempts to Counterspell her spellcasting.

Magically Proficient. The Enchantress has advantage on saving throws against spells and other magical effects.

Futile Effort. As a reaction, the Enchantress can attempt to reflect a spell or ranged attack targeted at her. She rolls an opposing spell attack. If she beats the initial spell attack roll, she reflects it, dealing 5 (1d8+1) necrotic damage to the caster.

Actions

The Enchantress makes two actions per round.

Dance of Flame. The Enchantress tosses down a small arsenal of 6 fireballs towards enemies. Creatures within 5 feet of the locations she chooses must make a DC 16 Dexterity Saving Throw or take 9 (3d6) fire damage. On a success targets take half. Ground where the fireball hits become engulfed in 10 foot tall flames for 1 minute and deals 4 (2d4) fire damage if passed through.



DiveBomb (Recharge 4-6). The Enchantress takes to the skies, flying up 10 feet before choosing a cardinal direction. All creatures in that direction origination from her and extending out 60 feet long must succeed on a DC 16 Dexterity Saving Throw to avoid taking 14 (3d8 + 2) fire damage and being knocked prone. On a success, creatures suffer half damage, rounded down and are pushed back 5 feet. The Enchantress then returns to her original position and lands on the ground.

Flight Fatigue. If the Enchantress is airborne, roll 1d20. On a 10 or lower, she descends back to the ground as her focus on defeating the heroes distracts her flight capabilities. At the beginning of her next turn she returns to her hover.

Inner Darkness (Recharge 6). The Enchantress chooses one target in an attempt to corrupt their will. They must make a DC 14 Wisdom Saving Throw or spend their next round as a flying aspect of darkness. They sprout dark wings of pure magic and their movement speed becomes 30 feet. During their turn they must attack the nearest ally with their weapon, dealing an extra 1d6 necrotic damage. At the end of their turn they may repeat the saving throw to end the effects of Inner Darkness.

One Final Dance When the Enchantress drops to 25 Hit Points or less, she attempts to unleash The Remnant of Fate. If she ends her turn having completed this action, The Remnant of Fate appears.

Legendary Actions

The Enchantress can take 1 legendary action using the Magical Might option below. It can take only one legendary action at a time and only at the end of another creature's turn. The Enchantress regains spent legendary actions at the start of its turn.

Magical Might The Enchantress uses one random cantrip or spell of 2nd level or lower.

THE CHEMICAL COUPLE STRIKES!

In the market for a fun encounter? Rumors have been circulating of a wandering couple of bomb brewers looking for trouble. They're as skilled in potion flinging as they are in watching eachother's backs. As a duo, their CR raises to 13.



MONA

Medium humanoid, chaotic neutral

Armor Class 17
Hit Points 56(10d8 + 9)
Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	18 (+4)	15 (+3)	19 (+5)	7 (-1)

Condition Immunities Fear
Senses passive Perception 10
Languages Common
Challenge 5 (1800 XP)

Actions

Mona performs one attack per round with a 1d6 (6) chance to perform a second attack.

Poison Party. *Melee Weapon Attack:* +4 to hit, reach(15ft), hits multiple in line, *Hit* 10 (2d6 + 2) poison damage.

Explotion. *Area Effect:* radius of 5 feet, DC 15 Dexterity Saving Throw to take half of 5 (1d6 + 2) acid damage.

SHARED ABILITY: BOMB VOYAGE

When Mona and Plague Knight are present, they also have a chance to activate their combo:

Assorted Potions Bag (Recharge 5-6) Roll a 1d4 on the table below. Plague Knight uses one of the potions in his bag based on the result of that roll against the nearest adventurer

ASSORTED POTIONS BAG

Die
Result Potion Type

- 1 **Oil Bomb.** 10 foot radius, DC 12 Dex Save. Half of 5 (1d8+1) fire damage on a success.
- 2 **Electric Elixir.** 5 foot radius, DC 15 Dex Save. Half of 7 (2d6+1) lightning damage on a success.
- 3 **Bouncing Boom** Ranged Weapon Attack (hits a second target within 20 feet or same target twice) +4 to hit, *Hit* 8 (2d6+2) thunder damage
- 4 **Draught of Death** Ranged Weapon Attack, *Hit* 10 (2d8+1) poison damage, and save versus poison CON DC 10

PLAGUE KNIGHT

Small humanoid, chaotic neutral

Armor Class 14
Hit Points 68(8d6 + 40)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	19 (+5)	8 (-1)	20 (+5)	4 (-3)

Senses passive Perception 15
Languages Common
Challenge 7 (2900 XP)

Mona Reliance. When Mona drops to 0 Hit Points, Plague Knight may attempt to flee if he fails a WIS 15 save on his turn.

Bomb Burst As a reaction can avoid an attack once per turn by exploding a bomb. Creatures within 5 feet make a Dexterity Saving Throw DC 15 to avoid 1d4 poison damage.

Actions

Plague Knight makes one attack each round as well as Palchemy Party.

Staff of Striking. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

That Strange Hissing Sound. Plague Knight hides a bomb on the battlefield. Perception Check DC 15 to notice it. Beginning of his next turn it explodes. Creatures within 5 feet make a Dex Saving Throw DC 12 to avoid 7 (2d6+1) slashing damage.

Palchemy Party. Plague Knight disappears and reappears with 1d4 clones within line of sight that look exactly like Plague Knight. The Cultists have only 3 hit points and attack using a Staff of Striking. Magical sight or passing a DC 15 Insight check reveals the true Plague Knight.

THE REMNANT OF FATE

Large humanoid, neutral evil

Armor Class 16

Hit Points 132(14d10 + 55)

Speed 25ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	16 (+3)	18 (+4)	12 (+1)	14 (+2)

Damage Resistance Cold, Lightning, Necrotic, Bludgeoning, Piercing, and Slashing from Non-Magical Attacks

Damage Immunities Fire

Condition Immunities Charmed, Frightened, Paralyzed

Senses passive Perception 16, Dark-vision 120ft

Languages Common, Telepathy

Challenge 16 (13,000 XP)

Legendary Resistance (3/Day) If The Remnant of Fate fails a saving throw, it can choose to succeed instead.

Spellcasting The Remnant of Fate is an 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Remnant of Fate has the following wizard spells prepared:

Cantrips (at will): *Fire Bolt*, *Shocking Grasp*

1st Level (4 slots): *Shield*, *Burning Hands*, *Hideous Laughter*, *Thunderwave*

2nd Level (3 slots): *Gust of Wind*, *Shatter*, *Scorching Ray*

3rd Level (3 slots): *Fireball*, *Vampiric Touch*, *Counterspell*

4th Level (3 slots): *Confusion*, *Black Tentacles*, *Wall of Fire*

5th Level (2 slots): *Conjure Elemental*, *Dominate Person*

6th Level (1 slot): *Circle of Death*

Unearthly Power. The Remnant of Fate imposes disadvantage on attempts to Counterspell her spellcasting.

Glass Jar The Remnant of Fate is weak to piercing, slashing, or bludgeoning damage done directly to her head and suffers extra damage per hit to it. It has an AC of 18 when targeted directly.

Blinding Power. Each creature within 10 feet of the Remnant of Fate must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the creature's next turn.

Magically Proficient. The Remnant of Fate has advantage on saving throws against spells and other magical effects.

Actions

On its turn, the Remnant of Fate will do two of the following: cast a spell, summon Orbs of Arcane Power, or use a cantrip.

Orbs of Arcane Power. The Remnant of Fate summons 3 (1d4+1) floating and vibrant orbs of pink arcanic power within 15 feet of its position. A creature may treat the orb as a target for attacks or abilities. Each orb gets one action per turn to either move 25 feet towards an opposed creature or attack within 5 feet for 6 (1d6+3) force damage, with a +5 chance to hit. The orbs have an effective AC of 10 and 10 health and dissipate upon reaching 0 hit points.

Legendary Actions

The Remnant of Fate can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Remnant regains spent legendary actions at the start of its turn.

Cantrip. The Remnant casts a cantrip.

Abandon Hope. The Remnant of Fate unleashes a wave of negative energy. Creatures within 60 Feet, including ones behind barriers and around corners can't regain hit points until the start of the Remnants' next turn.

Volley of Arcane Might The Remnant of Fate unleashes a wave of 6 (1d6+3) small sized floating orbs of pink arcane power that fly towards random locations on the ground. The orbs have a +2 to hit and disperse upon reaching a target. They deal 3 (1d4+1) necrotic damage and the floor near where they hit is considered difficult terrain that deal 1 Necrotic damage to targets who pass over it.



Credit: Jeffrey "Chamba" Cruz

TREASURE TROVE

WEAPONS

Name	Cost	Weight	Damage	Properties
Scythe	20gp	4lbs	2d4 slashing	Heavy, two-handed
Buckler	30gp	1lb	0	+1 AC, Shield
Shovel Blade	15gp	2lbs	1d8 slashing	Finesse, versatile(1d10)

ITEMS OF NOTE

What adventure would be complete without magical items? Work with your Dungeon Master to consider adding these to your next campaign or session.

SHIELDS OF AEGON

Armor (shield), legendary (requires attunement)

This legendary two-handed pair of shields were once wielded by a hero dedicated to their defenses. larger shield fits over your main hand and the smaller buckler over your off hand. When wielded together they confer a +3 bonus to your AC in lieu of +1 bonus offered by most bucklers.

SCYTHE OF SPECTRES

Legendary (requires attunement)

This two-handed Crimson Scythe is seething with Ichor. It deals 1d10 Necrotic (slashing) damage on a successful hit. When a creature is killed with this Scythe, the wielder gains 1d4+2 temporary hitpoints.

SHOVEL OF THE BLUE BOUNCER

Legendary (requires attunement), Shovel Blade

A relic of the Code of Shovelry, said to have been mundane when wielded by a knight most noble and just in ages long past. That hero's spirit has empowered this now ancient weapon. While wielding it, your Shovel Drops deal an additional 1d6 force damage and your movement speed cannot drop below 35 feet. You are also able to hold your breath indefinitely when submerged in water but it is entirely unclear how this is (if at all) related.

CLAWS OF SCORCHED EARTH

Legendary (requires attunement)

These fiery dirt-infused claws seem to radiate with energy from the depths of the earth. Your unarmed strikes now deal 1d8 slashing damage and 1d8 fire damage. When digging with these clawed gloves, you may move through earth and natural stone at your base movement speed. These claws are treated as a two-handed weapon.

POLAR PLOW

Legendary (requires attunement), Shovel Blade

This 2-handed shovel blade is *Heavy* and cannot be used for Shovel Drops. It deals 1d10 bludgeoning damage as well as 1d4 cold damage on a successful hit. As an action you may scoop and swing your Plow as an action to cast Snilloc's Snowball Swarm three times per day. While wielding this shovel blade your AC increases by 1 as it is large enough to cover your head.

THE SHOVE-ALL BLADE

Very Rare (requires attunement), Shovel Blade

A shovel blade with a magical barrier infused in its springy hilt. You may spend your action to force any enemies within 10 feet to make a Strength Saving Throw against your Ichor Save DC or be pushed back 10 feet. Shovel Drops made with this incredible spade are done so with an additional 1d4 force damage.

POTION SATCHEL OF THE ALCHEMIST

Very Rare, Wondrous Item

This worn leather satchel contains an assortment of potions. Unfortunately, one of these potions is rigged to explode if any pesky adventurers is peeking through it. Roll 1d10 on the following table every time you look through the bag, drawing 2 (1d4) potions at random based on your result. When a result is drawn, its result is instead replaced with the Trap! result until you finish your next long rest as the bag seems to refill its capacity. Proficiency with Thieves Tools or succeeding on a DC 15 Slight of Hands proficiency check grants one re-roll.

POTION SATCHEL

Roll Potion

- 1 **Trap!** The bag explodes and deals 1d8 fire damage to the holder. This item is destroyed as a result.
- 2 **Potion of Greater Healing**
- 3 **Potion of Fire Breath**
- 4 **Potion of Growth**
- 5 **Potion of Poison**, throwable (30/65) creatures in a 5 foot radius must succeed on a DC 15 Constitution Saving Throw or be poisoned for the next 10 minutes. They can reattempt the saving throw at the end of their round, using Medicine. Affected creatures take 2 (1d4) poison damage at the beginning of their turn each round.
- 6 **Potion of Resistance**
- 7 **Potion of Water Breathing**
- 8 **Elixir of Electricity**, throwable (30/65) creatures in a 5 foot radius must succeed on a DC 15 Dexterity Saving Throw or take 5 (2d6+1) lightning damage and be stunned until end of their next turn. On a success, creatures take half damage.
- 9 **Potion of Heroism**
- 10 **Potion of Hill Giant Strength**

ADVENTURING GEAR

JOUSTUS

An older game made by wandering adventurers that focuses on collectible cards and may have been used to pass the time or solve disagreements amongst groups traveling together. The game involves placing cards down and collecting as many gems on the board as you can. Its still possible to find cards for the game but it has been out of print for decades.