

SHOVEL KNIGHT

◆ TREASURE TROVE ◆

Jump by dragonjek
Version 1.0

Long ago, the lands were untamed, and roamed by legendary adventurers!

The Valley of Landurr is a massive one, capable of holding new fewer than three distinct (albeit small) kingdoms, although the being known as the Birder King has only just assumed power over his. But casting a shadow over this peaceful land is the Tower of Fate, a dark and mysterious edifice that is home to terrible monsters, so massive in height that it can be clearly seen from anywhere in the Valley from its position at its easternmost edge.

Once, two of the greatest heroes of this land, Shovel Knight and Shield Knight, climbed this tower and reached its summit. But tragedy struck in the form of a cursed Amulet, and Shovel Knight lost Shield Knight to its magic. Believing her to be dead, Shovel Knight retired in grief and retreated into a life of solitude.

But Shield Knight had not been taken by anything as merciful as death. No, her body had been taken over and transformed by the malevolent being known as the Enchantress, the evil spirit who had been sealed within the Amulet. Now free, the Enchantress set about gathering forces from across the Valley, working in secret to undermine the kingdoms and locate knights worthy of joining her Order of No Quarter. All while Shield Knight remained aware and conscious, helpless inside of her own body.

You begin the jump just as the card game of Joustus begins to see widespread popularity, but before King Knight ever considers becoming the King of Cards. You receive **+1000 Knight Points** with which to prepare for your arrival.

Location

You may freely choose any location in the Valley to begin your stay here or you may roll 1d8 to determine where you start; if you take the latter option, you receive **+100 KP**.

1 – Shovel Knight's Farm:

In his despair over the loss of his partner, Shovel Knight retreated from civilization and set up a farm on the plains. It was a profession he could do on his own, away from other people, and it at least put his shovel skills to good use. Although even the exhaustion of a long day's work is never enough to quiet the nightmares.

2 – The Village:

Oh, it certainly isn't the only village in the Valley, but it's the only one to name itself "Village". It's a peaceful little place, ruled over by the wise and just King Pridemoor. The Potionarium has not yet been built underneath it, so don't go expecting to find anything under the pub.

3 – Armor Outpost:

A small settlement located in the center of the Valley, it is most notable for its skilled craftsmen, particularly the armorers who give the place its name. If you don't change things up, it will eventually become something of a haven for the brave and foolish, surrounded on all sides by the Order of No Quarter.

4 – Lich Yard Town:

This is the village that lies just outside the Lich Yard. It's an old place, older than the Village, at least, and has had a lot of time to build up an expansive graveyard, full of the restless dead. It is the work of its defenders, led by the Phantom Striker, to protect its people from the undead residents of the Lich Yard (although they fortunately are mostly content to remain within the Yard itself). The people who live here are too stubborn to leave for anything

short of a concerted assault by the entirety of the Lich Yard, something that may well happen in the near future if you don't do something about it.

5 – The Troupple Pond:

“Pond” is a bit of a misnomer here, as it actually covers a notable portion of the Valley, and could be better likened to something straddling the borders between a lake and a fen. It is ruled over by the Troupple King, a strict-but-kind god of the Troupples, a race of intelligent, speaking fish-fruit creatures. A number of human Acolytes serve the Troupple King, working to spread his message of benevolence and serving as intermediaries for communicating with the world beyond the Pond.

6 – Birder Bluffs:

Birders are, for the most part, not particularly intelligent, being a race of what looks like avian heads that move in angles through the air. Their ruler, King Birder, seems to be an exception, being both capable of speech and intelligent enough to become one of the Joustus Judges. The Birder Bluffs themselves are notable for having many ancient ruins of a long-lost civilization, who seemed to hold the birders in high esteem.

7 – The Tower of Fate:

No, you aren't in the Tower. Instead, you stand directly at its base. If you seek to surmount the Tower, you have a long and brutal journey before you, as the Tower is taller than the nearby mountains, and chock-full of powerful monsters who are all too eager to serve the Enchantress's will. Curiously, despite the Enchantress being an ancient evil, the Tower of Fate itself has been host to other such beings in the past, and is far older than she.

8 – Free Choice:

You are free to choose from any location in the Shovel Knight: Treasure Trove collection of games. Perhaps Pridemore Keep or the Lich Yard? You could start aboard the *Flying Machine* or the *Iron Whale* if you like, although considering that one's captained by a sky pirate and the other by a particularly greedy and immoral treasure hunter, you're unlikely to find a pleasant welcome there. The excavation of the Lost City is just beginning, maybe you'd like to start there? Or perhaps you're a student of Plague Knight or Tinker Knight, ready to start off in the Explodatorium or Clockwork

Tower? The Sunken Ship is also an option, particularly if you're interested in investigating ancient temples.

Origins

You are free to design your own history and background in this world as you see fit; you could be a fisherman, an engineer, a warrior, a porter, or just about anything you could imagine in a fantasy world (that features advanced mechanical marvels). Or you could, of course, be a knight. Your age, sex, and gender are yours to decide.

What's more, you aren't limited to being a human. There are a great many anthropomorphic animals in this world, all of roughly human size, and that's without venturing into the various monsters that have exhibited human-level intellect and the capacity for speech. You could even be a Troupple, if you wanted.

By default, you are restricted to choices that don't give you an appreciable advantage over a human. However, if you'd like to be a powerful anthropomorph or monster, you can pay **-100 KP** to have an appreciable advantage over a human being, although nothing on the level of being a full-fledged mini-boss. If your choice comes with notable disadvantages—such as a Troupple not having arms or legs—you gain **+200 KP**.

Perks

You receive 3 discounts of 50% for each tier of prices. Discounted 50 KP and 100 KP options become free, instead.

Music Lover (Free):

Your life is accompanied by a delightful soundtrack in the chiptunes genre, exquisitely composed to always be appropriate to the situation in both tone and volume. It will never interfere with your hearing, even if it rightly should, nor will it become annoying. If you wish for silence, however, then you may toggle this perk off.

Body Swap Mode (Free):

Before the jump begins, you may freely switch around the sex and/or gender of anybody in the setting. This will retroactively have always been who they were, so don't worry about causing any sort of dysphoria.

This is free for this jump, but if you'd like to take it to future worlds, then you must pay an undiscounted **-150 KP**. In future worlds, you may encounter situations where events would have happened very differently if anyone happened to be a different sex/gender than they were originally; in these cases, events happen roughly as they did in canon, with any differences that rightfully *should* have been simply... not occurring, as though the world glossed over the details.

That's No Weapon (-50 KP):

As long as the tool you wield isn't one blatantly intended for violence—such as a sword or a spear—no one will object to you bringing your weapon with you even somewhere that disallows implements of war. Nor will they consider it a danger until you actually threaten someone with it. Bring your shovel blade into town, take your “walking” staff with you in an audience with a king, or watch as the guards ignore the axe you're brandishing in broad daylight because you could be using it to chop wood.

Prepared for Adventure (-50 KP):

You have a decent degree of combat training, enough so that you could be trusted to go adventuring by yourself and not get yourself killed—although traveling as a group remains the safer option.

Additionally, you are capable of jumping more than your own height from a standing position, without needing to crouch, run, or otherwise prepare yourself for the jump. You have a proportional increase to the length of your jumps.

Platformer Mobility (-50 KP):

You are capable of change the direction you fall mid-air, letting you pull off tricks like jumping to a higher ledge from underneath it by jumping out into the open, then going back the other direction so that you land on it. Furthermore, so long as you have at least half of one of your feet on a platform, you won't fall off of it unless you are knocked off by an outside force. That your center of gravity should make you fall off the edge is of no importance.

Mirth Makes Worth (-50 KP):

You would make for an excellent comedian; you have a creative mind, particularly when it comes to wordplay and jokes, and have a sense of comedic timing that knocks the clocks off of the competition. You know how to pun-ish others with humor no matter the circumstance, can rhyme on a dime, and are an ace at alliteration.

Dance Like Nobody's Watching (-100 KP):

You've got an excellent sense of timing and rhythm, as well as the control over your body required to be an excellent dancer—and you *are* an excellent dancer, because you also know all the most popular dances of every setting you arrive in. What's more, you can perfectly adapt any given dance to its best equivalent in whatever form you wear, letting you perform a waltz or tango even while being a whale-like fish-fruit.

You are also an excellent teacher, and know exactly how to demonstrate to appeal best to the specific learning methods of your students. You could teach someone with a completely different body type than you how to dance.

What Falling Damage? (-100 KP):

You are completely unharmed by falls of less than 100 meters in length. If you do fall a length longer than that, you can choose to sacrifice some of your health to “respawn” at the ledge, with your momentum from falling painlessly halted. You do have to decide to do this before you hit the ground, though.

Wielding Weird Weapons (-100 KP):

Select an object that you are capable of lifting. You are now capable of using this type of object as a weapon—and not clumsily or in an improvised manner, either. No, you can wield this thing with skill, dexterity, and finesse, as though it were intentionally balanced to serve as a weapon. You could pick a wrench, a bottle, a scarf, a chair, a carrot... anything. You could even select your own fists.

In addition to your proficiency in using this now-a-weapon, you will find that using this object as a weapon will never damage it. Furthermore, so long as you will it, your attacks with this weapon will hit with a minimum amount of force—even if you smacked someone with a rope, it would hurt just as much as getting hit with a shovel. This doesn't prevent a weapon from being more powerful than this (such

as if you fought by throwing anvils at people), it just means that even an object never intended to be a weapon could be just as dangerous as a proper one.

You may purchase this multiple times.

Talents of the Bard (-100 KP):

You are a talented and inspired composer of music, in a variety of genres. But what's more, is that you have the capacity to compose theme songs, and assign them to places or people. This will make this music play nonstop at that location or when that person enters battle. This follows similar rules to **Music Lover** in regards to how it won't interfere with life, and listeners have an instinctive understanding that they can "turn off" their ability to hear the music.

If someone with a theme song engages in combat in a location with a theme song, the combat theme will override the music of the location. If people with theme songs fight each other, the person who has the advantage in combat will have their song come through over the other person's.

You may also make songs for events, such as a song that plays only once the person it's attached to achieves victory, or that plays when someone in a given location experiences something sad. You may "recall" songs that you have assigned at any time and from any distance.

"Press 'up' to talk to everyone!" (-100 KP):

Nobody cares if you engage random people in conversation. People going about their own business are perfectly willing to stop and chat with you even if you interrupt whatever they're doing. What's more, these people have a strange tendency to tell you information that will turn out to be relevant in whatever your current goals are. It isn't every time you talk to someone, or even most of the time, but it happens frequently enough to be notable.

Craftsmanship (-100 KP):

You have expert training in a single craft or trade suitable to a roughly Medieval fantasy world. What's more, when performing this craft or trade, you complete the job in roughly half the time it would ordinarily take. You may purchase this multiple times, selecting a different craft or trade each time. If you select mechanical engineering and alchemy, this only halves the speed at which you craft

or brew, rather than giving you skill in those subjects; that is instead covered by other perks.

-CATCH HER- (-200 KP):

You are gifted—or perhaps cursed—with prophetic dreams. These dreams are never clear in meaning, but often contain instructions that you should keep in mind for a later date, disguised as urges in the dream. These dreams can often take the form of nightmares that utilize actions you took in the past, or that you wished you had taken.

You may toggle these precognitive dreams off if you would prefer to leave the future a mystery, or would just like to have a peaceful sleep.

A Wealth of Dreams (-200 KP):

You can take the ethereal dream-stuff of objects in your dreams, and transform it into material objects upon your awakening. For instance, if someone in your dream dropped gold coins and you collected them, you would possess those coins upon waking up. These are real, physical objects, but they do not possess any special qualities, being completely mundane apart from how they came to be.

Treasure Drops (-200 KP):

When you defeat an enemy, they will drop money, gems, or some other form of wealth. This is not money that belongs to them—indeed, even if they were paupers with nary a coin to their name, they would still drop the local currency. Ordinary enemies won't drop much, but powerful foes—particularly those who might be considered “bosses”—will drop a great deal more.

If you possess **A Wealth of Dreams**, then enemies you defeat in your dreams will also drop money.

Adventurer's Insight (-200 KP):

You are able to sense hidden rooms, false walls, and secret doors with your proximity. Furthermore, you are also able to sense if there is treasure behind a destroyable barrier that it would be impossible to reach without destroying it; for instance, if there was a doorway into a room with gems in it, this perk wouldn't sense it, but if it was a hidden doorway, or if the room was surrounded completely by impassable walls, then you would realize that. Let no treasure escape you.

Finally, you have a sixth sense for detecting the location of buried treasure—be it intentionally concealed, accidentally buried, or one of those treasures that form naturally.

Improvised Boomerang (-200 KP):

Who needs a boomerang when you have a scythe? Or a shovel? Or... whatever that is that you're using? You can throw any weapon in such a way that it will fly back to your hand; this will happen even if you hit the opponent, which would normally be the end of a thrown object's flight, boomerang-like or not.

Mobility Upgrade (-400 KP):

There are quite a few knights who would envy you this, you know. You may choose 3 of the following improvements to your mobility; if you want more, you can purchase this a second time to receive an addition 3 choices for upgrades. Each purchase can be individually discounted.

Double Jump:

For starters you can leap a second time while already airborne in order to get greater height or distance, although you only get half the height of your first jump. If you happen to have some alternate form of aerial mobility—such as the Dash Slash below, or if you're able propel yourself with explosions—then using such a method will “reset” your ability to Double Jump. If you're fast and clever, you could stay in the air for long periods of time.

Rail Riding:

You are able to grind on rails, whether balancing atop an object or on your own feet, allowing you to rapidly slide along rail-like surfaces; your momentum does not reduce while so grinding, letting you continue to grind infinitely... well, until you run out of surface to ride on, at least.

Drop Attack:

In short, while midair you deliver an attack to an enemy, object, or destructible surface below you. In addition to inflicting damage, the force of your blow launches you upwards as though you had leapt with all your might, while also preserving any forwards momentum you may have had.

Glide:

You may optionally glide instead of outright falling, and can move while gliding at a greater speed than you can run. If you glide through the entire fall, then this also protects you from damage from falling great heights.

Dash Slash:

You can perform a “Dash Slash”; by targeting an enemy (or even an object), you can rapidly lunge towards it, attacking it in such a way that you are launched past it; you can even perform a Dash Slash midair, completely changing your trajectory. If multiple enemies or objects happen be close enough to each other, you can even chain Dash Slashes together, granting you a rapid form of mobile offense.

Wall Running:

You can run a short distance along, or even up, walls—about as far as you can jump. However, if you switch to a different wall, this distance resets, letting you travel further. For the cost of an addition choice from **Mobility Upgrade**, however, you can truly cling to any surface, even upside down on the ceiling, and freely move across them without fear of falling.

Forward Dash:

You can dash forward, even while midair; this dash doesn’t just help your mobility, but is also a potent attack, harming anyone it hits. Maybe you slide forward on your belly, plow ahead with your shovel blade, or even just do a shoulder bash. The details are up to you.

For the cost of an additional choice of **Mobility Upgrade**, you can upgrade this to make the force of your impact powerful enough that, whenever you hit an enemy or surface, the backlash of the force of your impact will launch you upwards and set you spinning. This spin is in and of itself a potent attack, and if your feet hit an enemy or object while twirling, it will send you off into the air again as though you had performed a Drop Attack. Normally, you can only do one Forward Dash while airborne; however, if you twirl off of an enemy or object, then you can perform another midair Forward Dash. Unlike the Drop Attack, you can only get this powerful of a spin if you first impact something with your Forward Dash.

Teleport: [Costs 2 choices of **Mobility Upgrade**]

You gain a short-range teleportation ability, reaching roughly half again as far as you are able to jump. For an additional 2 choices of **Mobility Upgrade**, you can teleport from one side of the Valley to the other. For 2 more choices of **Mobility Upgrade**, you are capable of teleporting distances measured in light years, such as those traveled by Cardia. You can apply your other purchases you may make in this jump to Teleport. Doing so can either add an effect to your teleportation, such as teleporting in a burst of electricity, or it can increase the range of your teleportation by 50%, such as burrowing into the ground to reappear somewhere else.

Smith's Touch (-400 KP):

It's not enough to make something new—a true smith doesn't only create, but refine. You know the secrets of crafting required to take something that already exists, and bring forth its true potential—at least, as long as you know how to create it in the first place. This primarily has the effect of making any given object perform its job better, but secondarily it allows you to treat the object as if it was originally crafted by you, in terms of whatever perks and abilities you might have that specifically affect items created by you.

Finally, whenever you craft an item, you are able to add a single supernatural effect to whatever you make. You might make cloaks that allow people to resist the knockback of attacks, armor that increases the user's magical power while decreasing their health, shovels that can store potential energy from an unreleased attack to make the eventual strike twice as strong, or horns that produce destructive blasts of air when blown into.

Rise From Your Grave (-400 KP):

You possess necromantic powers, allowing you instill a semblance of life into the deceased. You can bring back corpses as undead, still possessed of the memory of the life they lived, although they don't have whatever powers they may once have had. Such undead are loyal to you by default, regardless of their opinion of you in life.

You can also bring someone back as a more powerful undead, allowing them to keep their powers and also letting you imbue them with deathly powers, letting

them draw upon a well of darkness to produce magical effects. However, such empowered undead have no inherent loyalty to you.

Instead of completely reanimating a corpse, you can also summon an undead minion, who will only exist temporarily before exploding. This minion can harness its internal darkness to fire bolts of energy at your opponents.

Ever-Hungry Darkness (-400 KP):

The magic that fuels undead is known as darkness, and besides the elixirs that can replenish any form of magic, what replenishes darkness is acts of violence. Now, this principle is applied to all forms of esoteric energy you possess; committing violent acts and harming others will refuel these energy sources. The more damage you cause, the more your energies refuel. This includes if you use magic to cause this damage, but it doesn't replenish your magic quite as quickly as you're expending it.

King of Cards (-400 KP):

In the game of Joustus, the champion of the local House of Joustus is given special permission to utilize the unique abilities they may possess in the game itself, altering the board or the cards used in ways that, were it not part of the rules, would normally be considered "cheating". You can bring this with you into other games in the future; for each game you play, you may designate one of your special abilities. Once every few turns, you may use this special ability in (or on) the game, without it being considered to be breaking the rules. You can't target players with your ability, but you could target their cards, pieces, or the board itself, and alter it in some fashion.

If you don't have any abilities that could be applied to the game in some manner, one of your existing powers will be altered to be applicable. For instance, an instant death ability could be used in chess to make a piece capture an adjacent piece without moving into its square, the ability to cause earthquakes could turn one square into a hole that no one can land on, or a teleportation ability could switch the position of two of your pieces.

Rapid Building (-400 KP):

It's amazing what it's possible to get done in a small period of time if you only have the motivation. When it comes to work projects such as building, crafting, or

art, you (and teams that you lead) are able to get enormous amounts of work done in a much smaller amount of time than it rationally should take. You could gild an entire multi-story airship in minutes, concoct a bomb in less than a second, or forge an entire set of armor in only a few moments.

Digging Technique (-400 KP):

Maybe you're a master of Shovelry, or perhaps you utilize drills, or mole claws; it doesn't really matter what technique you use, as all your digging techniques have been raised beyond perfection. You can burrow into the ground at the same speed that you can run, and with a single swipe could shovel out a mound of dirt larger than your entire body. What's more, if you so desire, the dirt that you shovel or drill aside just "disappears", the matter evaporating into nothing so that you aren't left with piles of dirt forming behind you and blocking off the tunnel you're making. You can even dig through solid stone with barely a loss in speed.

Elemental Action (-600 KP):

You have some limited power to summon or manipulate one of the elements. Perhaps you can engulf your body in flames, and hurl fireballs. Maybe you can send out orbiting spheres of ball lightning. It could be that you call down pillars of ice, and can produce great balls of snow to bury your enemy. Or perhaps you simply summon a whole lot of dirt. You can even pick more bizarre elements, such as slime or darkness. Regardless, you have a relatively-limited capacity to utilize an element, but with time and training, those limits can be worn away.

Not Witchcraft (-600 KP):

You have learned a special form of divinatory magic, which does not mean that you are a witch (because you aren't). With but a short incantation, you can learn almost anything about anyone, as long as that information can be found in their past. You can cast your gaze backwards along someone's timeline, allowing you to peer into the events in their lives. You can watch someone's entire life in an instant, or you can focus on specific details you want to know. For instance, if you wanted to know how much money someone had, you can perceive ever instance of them ever obtaining or spending money, letting you know exactly how much wealth they currently possess. In addition to viewing the past, you can also view the present across vast distances.

Furthermore, your mind expands to be able to hold and process the immense amounts of information you are now capable of obtaining in but a few moments. You will never experience troubles with having too much knowledge for your mind to hold, and are capable of instantly processing whatever information enters your head.

Do note that having this power, which the ignorant might consider to be witchcraft, does not, in fact, make you into a witch. Because you aren't a witch. Even if this perk also allows you to fly on a broom. People who aren't witches can totally do that.

Specter of Torment (-600 KP):

You are an undead being of like kin to Specter Knight. You are kept alive and animated by your own will; so long as you have the desire to continue existing, you cannot die. But this will is not limitless—indeed, if you have perks that grant you limitless willpower, you'll find that they do not apply to this perk. Your will is your own, and it is the fuel that gives you unlife... and as such, attacks you face, and "deaths" you experience, can all deplete your will until you find a way to replenish it. But so long as your will remains unbroken, you'll still cling to your half-life, and the call of death will never claim you.

Furthermore, distanced as you are from the mortal coil, you have also found yourself distanced from the demands of gravity. You are capable of continuous and effortless flight, with no need to touch the earth unless you will it.

After this jump, your undead body becomes an alt-form you can switch to and from at will, although you retain the ability to fly in any form.

Enchantress's End Game (-600 KP):

Your magic is mighty indeed. To begin with, you are capable of hurling bolts of mage-fire to harass your enemies from a distance. You can shape this fire to many purposes, including using it to destroy things (even that which is nonflammable)—and perhaps most impressively, to create new materials from nothing. By merely expending magic energy and shaping the mage-fire to your will, you can create entirely new objects that will continue to exist of their own accord even once the magic fades away.

Secondly, you are capable of flight, requiring only a minor application of magic to lift yourself into the air, where you can move freely.

Finally, you can summon and control energy by projecting it in the form of attacks, such as producing orbs that spiral towards your opponents or firing a beam that bounces off of surfaces until it either hits an enemy or runs out of power. You can also imbue your own body with this energy to make touching you a dangerous proposition; combined with your flight, that can allow you to rocket across the battlefield, bringing destruction to whoever you touch.

Enchanting Evildoer (-600 KP):

Perhaps you have beauty or perhaps you have charisma—but why bother with any of that, when you can just *make* them be loyal with your magic? You gain potent spells to influence the minds of others. You could subtly stroke the anger and emotions of someone so that they don't notice even when it makes them lash out at their own allies. You could uplift a primitive animal consciousness into something that approximates human intellect, and even grant them the gift of speech, even if they possessed no vocal cords. If someone had an unguarded mind, you could do even darker deeds—for instance, if someone was young and thought you were an ally, you could create a new, loyal, *better* personality for them and layer it over their own, putting their mind to sleep while a new “Dark” version of them took over.

If combined with **Imbuement of Power**, you can directly take control of those you empower or transform. Or you might speak through them at a distance, or merely overwrite their normal mindset with one of violence and rage, if direct control isn't to your fancy.

Imbuement of Power (-600 KP):

Minions are useful tools, but tools can always be improved. Fortunately, you have this perk, allowing you to imbue energy into others to grant them new powers, or transfigure them into new forms (which can be many times their original size). You could even fuse multiple people or beasts together into single, mighty body.

Into those you empower or transform, you can insert one or more of your own abilities, customized to suit the individual. If you can fly, you might provide the target wings or levitation. If you can control an element, you could give them a

specialized usage of that element. If you had powers over life and death, you could provide someone with the ability to raise the undead.

You may additionally infuse your powers into an item, allowing those who use this item to access the abilities you have stored within it. Should you fuse multiple people into a single body, you may separate them, as well; if this body is killed, the components will automatically part, alive but injured.

Engineering Expertise (-600 KP):

Tinker Knight could rightly claim to be the greatest inventor in the Valley; now, however, he may have found an equal in you. You have prodigious skill in engineering, even when making use of medieval-quality equipment and materials. You could produce a functional mech more than five times your own height, capable of firing explosive rockets, bombs, and missiles. You could create machines to automate nearly anything, and could even convert living animals into cyborgs, armoring them with metal casing, replacing their legs with wheels, and allowing them to produce electrical attacks. You could even create functioning artificial intelligences—and *unlike* Tinker Knight, yours wouldn't go rogue and try killing their creator.

The Bigger the Explosion... (-600 KP):

... the better the alchemist. And boy, can you create explosions. Alchemy is a scientific pursuit, but "science" covers a lot more things in this world than it does in most Earths. To start with, you can create explosives provided you have the right materials. These could be simple explosions, or you can produce bombs that release gouts of flame, that release a cascading series of explosions, that release bolts of energy to travel along nearby surfaces, or that produce an enduring explosion you can feed other bombs to in order to increase its size. You could make bombs that lie in wait before exploding once an enemy draws near, or you could make bombs that float around you protectively, or that will home in on enemies on their own... and much more, besides. These bombs take only moments to create, so long as you have the right materials.

Your long experience with explosives has changed you, as well; you are now capable of emitting a localized explosion centered on you after a moment to charge it up, which will propel you through the air, with no ingredients required. You may apply additional effects to this explosion; perhaps the burst condenses

into a bullet that is launched forwards, perhaps the explosion makes you float slowly to the ground, maybe you drop freezing ice shards below you as you soar through the air, or it could launch you spinning forwards to turn your body into a machine of destruction until you hit the ground again.

Furthermore, you become completely immune to damage from explosions that you cause—or at least, damage from the explosion itself, as well as the shrapnel. A building falling down on your head because of your bombs, however, is something you have no protection against.

Essence Alchemy (-600 KP):

You are able to extract the “essence” of a person. If they cooperate, this isn’t a harmful process, but you can also just beat the essence out of them. Essence loss is easily restored after a bit of rest, so don’t worry about causing long-term harm to your test subjects. To have a sample of essence is to have a piece of the very makeup of a person. Not physically, nor does essence have anything to do with biology; instead, it encapsulates their drive, their hopes, their dreams, their powers and abilities, the strengths and weaknesses they possess.

Through alchemical processes, you can harvest and utilize this. By partaking in someone’s processed essence, you can gain abilities that they possessed, without being bothered by the other parts of the essence affecting your consciousness. But you could also preserve it; if you have at least 9 essences belonging to people of great power and importance to the setting, you can fuse them together to create the Ultimate Potion. Although the process will create a “final boss” type enemy created from their fused powers that you will have to defeat before the potion is stable enough to be used. Do note that you can only create an Ultimate Potion from a given person’s essence but one single time.

The Ultimate Potion is a potion of tremendous power. It can accomplish anything that any potion or alchemical brew you have ever encountered in any jump is capable of, and in this jump alone has prodigious powers to accomplish nearly anything; it’s said to be strong enough to allow a single person to rule the entire Valley. The potion contains a vast store of energy, as if the powers of all the component individuals were multiplied by one another, with the explosion of a detonated potion using only the essences of people in this low-powered setting

being strong enough to destroy the Tower of Fate—a monstrous piece of magical architecture that towers over mountains.

But you can do more than play around with essences; you are also skilled at creating all forms of potion, from Leech Liquid that allows you to drain health from your enemies by harming them, to Fleet Flasks, which provide you an unstoppable burst of speed.

Magnificent Hats (-600 KP):

Every type of hat is unique, and is possessed of unique qualities. You, a true connoisseur of hats, understand this on a deep level, and with your understanding you can bring forth the true power of hats. Every type of hat that you wear will give you a special power while you wear it. These powers will not all be made equal; one might allow you to summon an unlimited amount of teacups and plates, while another might provide you with a sword and the animated armor of a horse to ride, and yet another could give you the strength to lift an entire building with one hand.

Do note that this technically isn't restricted to hats; you can choose any category of clothing to receive powers from (you may purchase this perk multiple times to be empowered by different types of clothing). And also remember that this isn't terribly strict; helmets and crowns both count as hats, although hoods do not, as they are part of another article of clothing.

The Knight Protector (-600 KP):

Your defensive prowess is beyond compare. Any protective, physical barrier that you use in combat, such as a shield (but not armor), becomes completely impenetrable to your opponents. Neither darkest magic nor the sharpest sword could pierce it, regardless of what powers your enemy calls to bear. Even ghosts would find it an impassable wall, and when faced with your defense, unblockable or unavoidable attacks become something that you can stop.

Furthermore, when you defend against an attack that covers an area, you create a large safe zone behind you; even attacks that don't come from the direction you're defending against will be unable to affect those whom you decide to defend.

And unlike Shield Knight, your protection doesn't only apply to physical attacks. Mental, spiritual, karmic, conceptual—any form of offensive action against you or those you are trying to protect becomes something that you can perceive and defend against. Your mental barriers are as strong as your physical ones, too; unless you willingly let down the shields in your mind, you are completely immune to any form of mind control, possession, memory rewriting, or anything similar.

Equipment

As there are no origins, you receive 2 discounts for each price tier, with discounted 50 and 100 KP items being free. If an item is lost, destroyed, or stolen, it is restored after one week. If you possess a similar item already, you can import it into an appropriate item to add all of its qualities to your already existing item. You receive an extra **+200 KP** to spend on equipment.

Joustus Deck (Free):

Joustus is the biggest card game around, a new fad that is sweeping the nations with a heretofore unheard-of fervor. Why not try playing a few rounds? This is just a basic deck; if you want any special cards, you'll have to find them yourself. Joustus games are played for keeps; the winner gets to pick a card from the loser, and take it for themselves. You won't have to worry about that, as each week you will get a copy of every card that you lost in a Joustus match.

By paying **-50 KP**, you will get a deck that includes cards based on you and your companions, and the guarantee that every future world will have Houses of Joustus, gathering places where people can play Joustus matches against each other. Notable individuals in future worlds will also have Joustus cards designed after them.

If you'd rather a world not be exposed to Joustus, you can toggle this effect off before the jump begins.

Shovel Blade (-50 KP):

This is a weapon built specially for you. It doesn't actually need to be a shovel blade; instead, it can be any (mundane) item, rebalanced and rebuilt in order to be best suited to working as a weapon. Although shovels are obviously the superior choice. You may take this multiple times.

For an additional **-50 KP**, your weapon becomes tied to and a part of you, and you can materialize it in your hand as an act of will.

Music Sheets (-50 KP):

This is a book of sheet music. Every piece of music you encounter will have a new entry appear in this book, showing how to play that song. This book will never seem to grow larger no matter how many pages are in it, and when you open it, it will always be on the precise page you were looking for.

Treasure (-50 KP):

You have money—a lot of money. You actually have 999,999 gold, which should be enough for you to buy just about anything. This updates to be an equivalently vast amount of wealth in future jumps. It only replenishes on a yearly basis.

Knightly Armor (-50 KP):

A full suit of armor, including a covering for the face, suitable for a knight of a fantasy world... which, considering Tinker and Plague Knight, actually covers a whole lot of ground. While adorned in your armor, people will always recognize you for being a knight—even if you aren't one—and will generally treat you with due respect, so long as your behavior hasn't poisoned them against you. No one will ever consider it strange if you don't remove your headgear.

Cipher Coins (-100 KP):

Throughout the world, you will periodically find these special green coins, remnants of an ancient civilization that was more advanced in alchemy than those that exist today. Individually, they are nearly useless; however, the more you obtain, the clearer the picture of alchemy they portray, and the greater your own knowledge of the craft will become. If you discover enough of them, you may recreate ancient and forgotten alchemical recipes, although this purchase doesn't give you the alchemical skill to actually create them.

In future worlds, you will continue to find Cipher Coins, which will hold different secrets of ancient civilizations. In worlds with less advanced precursors, this may be nearly useless, but in worlds with truly superior forerunners, this would be a priceless treasure.

Ammunition (-100 KP):

Some weapons fire off projectiles, while others ARE projectiles themselves. Select one form of ranged ammunition or thrown weapon; you gain an endless supply of them, being able to summon another forth as soon as you release the first one. Don't worry, it doesn't need to be a "conventional" weapon; wrenches and bottles are just as valid as knives and arrows. These items fade away shortly after impacting something. You may purchase this multiple times to have access to different types of weapons.

For another **-100 KP**, you can now summon these items a distance away from you, such as summoning bottles in the air to fall on your enemies. The benefits of **Wielding Weird Weapons** still applies even if you aren't directly holding these weapons.

Merit Medals (-100 KP):

As you travel the world, you will periodically find these floating medals, often in hard-to-reach or dangerous places. By obtaining these medals—which somehow, nobody can detect until you've claimed them—your reputation will increase. Find enough Merit Medals, and you and your deeds will be renowned throughout the land. Merit Medals only apply to the setting in which you obtained them, although you do get a display case in your Warehouse to show off every medal you've claimed, as well as the wheres and hows of obtaining it.

Equipment For Science (-100 KP):

Everything you need to practice Science! This Warehouse attachment contains a plethora of tools, from what you'd need for engineering to the required equipment for alchemy (including a Dynamo Decanter to hold essences). If there's any ingredient that a machine or alchemical product would require that cannot be found in other worlds, then all the samples you need will be contained here in this attachment.

Egg (-100 KP):

You receive an egg that, upon hatching, will release a creature to serve as a pet for you. Should this pet die, you will receive another egg after a week, from which the exact same pet will hatch, as healthy as if it had never been harmed at all. You may choose from one of three different eggs, and may purchase this multiple times for more eggs. Regardless of what creature you hatch, it will always be loyal, obedient, and affectionate towards you.

Griffoth:

You get a baby Griffoth, a gryphon-like creature that when fully grown, will be several times the size of a man, with fiery breath and wings strong enough to produce gusts of wind that can blow away even armored opponents. But for now, it is but a baby, and instead of breathing fire, it hurls up a spiked metal ball at your enemies, although it can already fly.

Monstrous Fairy:

A disarmingly cute, fluffy creature that is about the size of a human torso, a fairy is actually a vicious carnivore with an insatiable appetite, and is fully capable of biting straight through plate armor. When you die, it will probably try to eat your corpse. It looks like a round fluffball with a pair of bunny ears and a gem on its forehead, with crystalline projections emerging from its back that somehow allow it to fly.

Birder:

A torso-sized creature that looks like a glowing disembodied bird head, it is somehow capable of flying through the air, and even supporting the weight of an armored human upon its back without appreciable effort. A Birder can only fly in straight lines, but can change their direction by moving at an angle; this is a complete and instantaneous change in momentum, rather than the gradual change of turning that you may be used to.

Foodstuffs and Jars (-200 KP):

While in this world, eating food will heal you of your wounds, and special jars can be found that contain a drink that will refuel your magical energy. By purchasing this item, you get examples of these; a carrot, and apple, and an entire roasted chicken, alongside a big and little jar, and a big, medium, and small trout. A small trout barely heals you at all, the carrot is barely better. The apple and medium trout both heal a respectable amount, and a big trout will heal you nearly to full health from borderline death—and a roasted chicken will do you one better, fully healing you regardless of how damaged you are. The little jar moderately replenishes your magic, while the larger jar refills a huge chunk of it, enough to fully charge someone who doesn't have a particularly large store of magic energy in the first place. These items are replenished every day.

Fairy Wand (-200 KP):

By using this wand, you can turn a target into a diminutive Meeber Fairy version of itself; capable of flight, but extremely weak. The effects of the wand do not last long, but individuals will not change back to their full size unless they are someplace that it is safe to do so.

Battle Bubbles (-200 KP):

By selecting this item, you will periodically find bubbles containing special powerups appearing in the middle of your fights. No one else can perceive these bubbles, nor interact with them, but by popping one of these bubbles you can generate an effect dependent upon what powerup was in the bubble. What powerup you receive is random; besides those listed below, it can also produce healing items. You may optionally turn off these bubbles to prevent them from spawning, if you want to have a “purer” combat experience.

Witherbolt:

This powerup causes a lightning bolt to strike all your enemies; it does not damage them, but rather interferes with whatever they were doing, forcing them to flinch and breaking their concentration.

Warping Glass:

Force all of your enemies to randomly swap positions with each other.

Cube of Zorix:

A creation of some foul demonic power, when activated this cube will hover in front of you and periodically release energy beams for some time. These beams do not harm you, but do come with some kickback.

The Repeller:

It's basically a magnet, but picking it up makes you repel all enemies who would get near you for a short time.

Propeller Pack:

This creates a propeller that sticks out of a pack on your back. This propeller can be activated with a thought, and is strong enough to lift you into the air and allow you to fly.

Berserker Bee:

Popping a bubble causes this bee to sting you, then disappear. For a while after being stung, your attacks will land more powerfully, and send even the toughest enemies flying through the air.

Bomb Basket:

This causes you to be followed around by a basket with 5 bombs in it. You can throw these bombs at enemies.

Joustus Card:

Effectively a OHKO item, this rare occurrence will cause an empty Joustus card to fly in a straight line towards one of your enemies; if it hits them, they will be captured in the card, and will be unable to escape until you rip the card in half, freeing them. However, creatures with multiple lives or “respawns” will automatically activate as though they had died, which releases them. Creatures with strange dimensional powers, or the ability to travel in and out of art, may also be able to escape.

Slamvil:

Causes a special anvil to slam into the ground. Besides being harmful, it also stuns anyone who is standing on a surface at the time of impact—although it’s limited in area to the location that you’re fighting in.

Remnant Spiral:

This causes a mirror to rise into the air, and periodically release spiraling energy blasts towards your opponents.

Troupple Chalice (-200 KP):

This is a holy artifact of the faith of the Troupple King, one his Acolytes seek to spread across the land so that all may know his generosity. Yours, however, is especially blessed. Rather than needing the Troupple King to fill it with an Ichor (or a regular Troupple, but normal Troupples can only create a single type of Ichor, as opposed to the greater power of the King), by his divine blessing yours will fill with Ichor anew each dawn. You may freely choose which ichor it is, which will be what fills it until you change your mind and the next dawn comes.

It can be the Ichor of Renewal, which completely heals and refreshes you in mind, body and spirit; the Ichor of Boldness, which makes you invulnerable to harm for 10 seconds; or the Ichor of Fortune, which grants you luck in economic and monetary matters for the next 24 hours, and in this world, will absorb nearby, unclaimed treasure to you even through barriers for 1 minute. Ichors must be drunk to receive the benefits, and although in future worlds you will only obtain Ichors from the Chalice itself, in this world you may also approach Troupples with an empty Chalice, and they will happily fill it for you. You may purchase up to 2 Troupple Chalices.

Fishing Rod (-200 KP):

Why's a fishing rod so expensive? Well, for one thing, the weighted bait can be used as a weapon, hitting as hard as a heavy blow from a shovel. For another, while you have ownership of this rod you will periodically see sparkling from pools of water or bottomless pits. By casting your line into these sparkles, you are guaranteed to obtain something valuable; perhaps a particularly rare fish, perhaps your line will hook onto a treasure chest, or maybe you'll accidentally save someone drowning and they'll gratefully repay you. The hook somehow grabs things without harming them, and the line is always strong enough to not break. No matter how hard your catch pulls, while using this rod you will never have it pulled out of your hands, nor will you be dragged into the water. Even if you hooked an entire whale, you would be able to bring it up out of the water, no matter how weak you are.

Alternatively, you can have the Bait Bomb, a small fish-shaped explosive. It also allows you to see that sparkling, and if you hurl this bomb down there, you're guaranteed to get something valuable out of it.

Super Catapult (-200 KP):

This is a catapult that can launch you to any location in your present jump that you have been to before, no matter how far away it is. It takes only a few moments to set up the correct trajectory. No matter how far it flings you, travel will take no more than thirty seconds, and you will land unharmed... although there's no guarantee that you'll land on your feet.

A Kin to Terrorpin (-400 KP):

You have a rhinoceros-tortoise creature similar to Terrorpin. Exceedingly resilient in the face of damage, it is capable of launching bursts of energy, recoiling into its shell to serve as a projectile, and can even fly through the air while hiding in its shell. Although not especially aggressive, it is more than willing to fight by your side, and is intelligent enough to understand what you want it to do. It seems immune to dizziness.

Shovel of Hope (-400 KP):

You have a mighty shovel blade, equal to those wielded by Shovel Knight and Black Knight, although of your own design. While wielding this shovel blade, your digging speed is greatly enhanced, to the point that you could dig great furrows into the ground with a single swipe of your shovel. But you can produce mightier swings; by starting an attack, but restraining yourself, you can build up the power of your attack, until its eventual impact is twice as strong as it reasonably ought to have been. Furthermore, you can focus your magic into the point of this shovel and swing it, producing a blast of energy. If you are presently fully healed, then this doesn't expend any of your magic at all, allowing you a potent ranged attack.

But more than its physical capabilities, is what it represents. In this shovel are imbued the very ideals of the Code of Shovelry, of knightly kindness and gentle manners, of courage in the face of adversity and an endless well of resolve. You can draw upon this, and so long as you wield this shovel, fear will never claim you, no matter how outmatched you are. Oh, you will feel it, and acknowledge it, but you will never be lost to terror, nor will it ever impede your judgment.

Royal Decrees (-400 KP):

You have a stack of ten Decrees which replenish on a weekly basis. By presenting one of these Decrees, you may demand aid from the world, and the world is forced to oblige in a way suited to your current setting. You possess the Decree of Destruction, which summons an aggressive entity to protect you (a baby Griffoth, in this world, capable of flight and spitting spiked spheres); the Decree of Rejuvenation, which summons a healing entity to refresh you in both magic and health (a flying Troupple, in this world); and the Decree of Soaring, which summons a flying entity to transport you, regardless of its actual size (a Birder, in this world)

Bomb Bag (-400 KP):

A bag containing an endless supply of fuses, casings, and powders for the creation of explosives. There is a separate part of the bag that can store a single completed bomb; when you look away from the bag, it will instantly refill with whatever bomb was most recently placed there, giving you a limitless supply of that particular explosive.

Keepsake Locket (-400 KP):

This blue locket can be used to phase slightly out of reality, causing harmful effects to pass right through you without causing damage. But this is only incidental to its true power; the ability to bring the dead back to life. By performing great services in duty to another, the locket slowly starts to change color to red.

Once it has fully turned red—the equivalent of 8 great deeds, which again must be done to benefit someone else—it will be completely charged, and the next time you use it, it will return a single deceased individual to life. They will be returned to perfect health, with any corruptive or mind-controlling influences on them removed. It can also be used to return an undead to a living state.

Mobile Gear (-400 KP):

A potent tool devised by Tinker Knight, you can stand upon the platform attached to this gear and rapidly move across the ground, held above dangers such as spikes, which the Gear will easily pass over as though it were solid ground. It also does damage to whatever it touches. Because you know how to use the Gear, you can change direction on it, cause its platform to elevate to reveal a tower of spikes, or even detach the platform to activate the rocket, allowing you to fly through the air.

Relic Collection (-400 KP):

Not just Relics, but Arcana, Curios, and Heirlooms, too. You have a number of the different tools that have appeared in the Treasure Trove, and can choose 5 from the following list. If you purchase this twice, you can take a total of 20. If you purchase this three times, you can take all of them with you. All of these tools make use of your magic in order to function.

Even if it seems like they should, they are incapable of inflicting damage to you. If a relic seems to be “single use”, then after application it will return to you or reappear in your inventory, ready to be used with another application of magic.

Flare Wand:

Launches a fireball that flies straight until it hits something.

Flareo Rod:

Similar to the **Flare Rod**, but it causes an explosion directly out of the end of the wand, and has virtually no range. However, it is more damaging.

Dust Knuckles:

A pair of gauntlets; when striking dirt, it demolishes it in a single blow, and propels you through the space where the dirt was; with rapid punching (and rapid magic expenditure), you can all but fly through the earth. If you strike an enemy, it will not only damage them, but propel you harmlessly through them to the other side.

Throwing/Tow Anchor:

It is a heavy anchor, designed to be thrown; despite its weight, it is easy to hurl this in an arc easily twice as high as you, if not higher. While moving, it will phase straight through solid objects, and will only be solid to enemies—and they won't stop it, as the anchor will pass through them to keep going. It returns to you after only a couple seconds, however.

If you grab onto the anchor as you throw it, however, you will be dragged along with, and your presence keeps it from going through objects. It will still send you arcing through the air alongside it, however.

Alchemy Coin:

Not only does someone hit with this coin take damage, but they will also drop more money upon defeat than they otherwise would have—even dropping money that they never possessed in the first place.

War Horn:

The horn of a beast, made into an instrument. When blown into, it produces a powerful blast of air all around you, dealing devastating damage to anyone nearby.

Propeller/Rising Dagger:

A dagger with a propeller for a cross guard. You can activate it to soar through the air and drag you in the direction you point, but only for a limited distance.

Infinidagger:

An upgraded Propeller/Rising Dagger, it can fly endlessly in the direction you point, or at least until you turn it off. You can't change directions once you've started moving, however.

Chaos Sphere:

A bouncing ball. It doesn't seem to lose momentum, and even touching it while it's moving can cause terrible wounds. You receive two, and they disappear after bouncing around for a few moments, before reappearing in your pocket.

Ghost Glove:

Wearing this pair of gloves allows you to project spectral hands in front of you, allowing you to fight at a distance. They deal more damage than ordinary fists ought to.

Buzzsaw Boomerang:

It's actually just a buzzsaw that you throw; it spins in a loop in the air, before returning to you.

Big Boom:

Its just a bomb that causes a large, cross-shaped explosion.

Leech Liquid:

Drinking this fluid will cause your attacks to drain an enemy's health upon contact.

Smoke Bomb:

The smoke released from this bomb will make you and your allies invulnerable to harm, but it only lasts for a short while. It does resist the wind dispersing it, however, so don't worry about it being blown away.

Vat:

A large purple vat with a lid that will remain wherever it is placed, even without support. You can summon it under you at any time, including while airborne, making it a helpful save if you happen to be falling. If hit with an explosion, it also explodes, but bigger than that which caused it to burst in the first place.

Staff of Surging:

Activating this staff sends you soaring through the air.

Berserker's Brew:

Simply by consuming this draught, enemies will be harmed by coming in contact with you.

Staff of Striking:

A simple tool; a staff designed to smack people. However, each strike you land increases the speed of your next blow.

Throwing Sickle:

A small scythe that, when thrown, will reverse its trajectory to come back towards you. It can pass straight through obstacles, and you can make it hook onto things and drag them back to you.

Dread Talon:

A claw that you can make a powerful slash with; not only does it do damage itself, but you can't be "interrupted" while using it, and its attack will produce a wave of energy to extend its reach.

Will Skull:

Expending your magic and drawing upon the power in this skull will replenish your willpower.

Skeletal Sentry:

By throwing this skull to the ground, it will produce an entire animated skeleton, called a Boneclang. This Boneclang will fire off bolts of energy at your enemies, and you can manually make it explode if an enemy gets close to it. However, it only lasts for a short time before fading away.

Barrier Lantern:

Activating this lantern surrounds you with flame; projectiles that hit this flame are prevented from harming you, and every projectile it blocks or enemy that it burns increases its power, making the flames brighter and hotter.

Shadow Mirror:

Looking into this mirror will create a shadowy image of yourself, appearing a couple meters in front of you. Your every action will be mimicked by this shadow, which is incorporeal... except for enemies. This allows you to fight at a distance without risking yourself.

Spider Scythe:

By throwing this scythe at a surface, it will bite into it, and produce arcs of energy. The scythe will then travel along its surface, the spinning energy producing a dangerous wave of power.

Bounding Soul:

Releases a mindless soul that flies through the air, bouncing off of surfaces and damaging those it comes into contact with—it will not, however, bounce off of enemies, instead passing through them. It can only travel so far from you before it bounces as though it had hit a surface.

Chronos Coin:

By flipping this coin, you can slow down time for up to 10 seconds.

Hover Plume:

A feather that turns you invincible and allows you to float, but both effects last only a short time.

Judgment Rush:

Grasping this jewel allows you to pick a nearby target; you will fly through the air and pass through any obstacle to reach them, allowing you to go through walls and ceilings in pursuit of your prey; while making this attack, you cannot be touched by anything harmful. If you complete your attack while mostly in a solid object, you will be painlessly ejected into the nearest available empty space.

Caltrops:

A weapon composed of bent needles fused together in such a way that a point is always facing upwards, it has supernatural powers to inflict harm; it can pierce through footwear of any sort to stab into the feet. You receive a handful of these relics.

Dueling Glove:

This is a mere glove, but it is imbued with the power to wound more than pride. By slapping someone with it, you can leave dreadful injuries.

Rat Bombardier:

Throw a rat with a bomb strapped to it. The bomb is specially designed so that it doesn't hurt the rat, which is trained to run forwards and jump towards enemies.

Scepter of Swiftiness:

Charge up an attack with this scepter, and it will launch you forwards at high speeds towards your target.

Scorching Saber:

It's a sword that's on fire. Striking the earth with it will release gouts of flame.

Horns of Heralding:

Activate this to cause horns to appear from nowhere and blow a fanfare, which releases hazardous, razor-sharp confetti into the air.

Gyro Boots:

Activating these boots sets you spinning; if you run into a wall, you will spin up its surface.

Turn Coat:

A coat that, when activated, will absorb all damage; when you release its magic, it will convert that damage into vicious projectiles to attack at range.

Propeller Blitzsteed:

Produces a tiny Blitzsteed, a small horselike creature, with a propeller attached to it; it holds forth its lance and flies forward.

Bubble Frog:

Envelop yourself in a bubble, letting you float in the direction you were facing. It does retain your momentum, so you can keep floating a goodly distance in this manner.

Healing Hammer:

Smash someone with this hammer to make them release health for you.

Light Orb (-400 KP):

By striking this orb, it will release pulses of light. This light is anathema to incorporeal entities; if they are not undead, it will force them into solidity. If they are undead, however, it's enough to make the weak-willed immediately pass on to the afterlife. Stronger undead can resist, but even they can be put to rest after a few blasts of light.

Magic Mirror (-600 KP):

A mirror that allows you to scry distant locations, and allows you to teleport directly to them. Guaranteed not to fracture into something like the Mirror of Fate, no matter what you do to it.

Tinker Tank (-600 KP):

A mighty mecha standing five times as tall as a man, with a mighty drill arm, an arm that shoots bombs and rockets, missile launchers in the shoulders, and heavy treads for mobility, it is the pinnacle of technological warfare. Not only is it a mech that can be piloted, but it can be set to remotely operate, assigning priority targets of its own volition and moving to engage them. It does not have a full-fledged artificial intelligence, however.

Glidewing (-600 KP):

Okay, okay, so it isn't actually the *Glidewing*. But it's an airship of nearly identical design... although in markedly better condition than the original it is based upon. It has multiple floors, a cargo bay, and a deck large enough for a small clothing shop, and comes attached with a small plane.

Elemental Crystals (-600 KP):

Crystals from the world of Cardia, you can summon up to eight of them to circle around you at any time. They come in the colors blue, green, yellow, and red. Each one can convert into a type of attack. The blue crystals dissolve into a burst of 4 orbs of energy. The green crystals also launch four orbs at you, but they are smaller; however, they can also redirect their trajectory mid-flight a single time, making them more accurate. The yellow crystals emit five spheres of ball lightning, which revolve around each other before spinning outwards across the combat arena. The red crystals turn into a ball of flame, which periodically release a blast of fire towards the floor that causes a wave of fire to radiate outwards, at least until the ball runs out of energy. These crystals are incapable of harming you or those you designate as allies.

In addition to the effects that you can get from converting the crystal into an attack, you can also control them via a specialized form of telekinesis that only lets you manipulate the crystals. They are each as large as a person, more than big enough to cause significant damage on impact.

Armor of Chaos (-600 KP):

A token forged in remembrance of Shovel Knight's bout with Kratos, the Ghost of Sparta. While wearing this armor, any melee weapons you wield will be able to split and elongate, connected by an internal chain; this allows you to make long-reaching lashing attacks. Furthermore, any attacks you make will engulf your weapons in a blazing inferno, which will cause you and your weapon no harm, but which is devastating to enemies.

Furthermore, when you defeat enemies, they will occasionally release green or blue orbs, which refill your health and mana, respectively; these orbs will emerge from their bodies and home in on you to provide you their benefit. Sometimes, when you kill an enemy or land a hit on a "boss", a red orb be emitted. When it comes in contact with you, you will gain the power to emit a long-reaching burst of flame.

Toad Gear (-600 KP):

A gift following Shovel Knight's training with Zitz, Rash, and Pimple—also known as the Battletoads. Wearing this set of armor provides you curious abilities related to shapeshifting; your attacks can swell up to twice their normal size and inflict

twice their normal damage, and when you rush at an enemy, you can produce large horns from your head and crush them. You run twice as fast, and your attacks can either use the aforementioned size increase, or they can be short and fast, causing a brief stunning effect. You also gain the ability to summon one of the Battletoad's speeder bikes.

Companions

The Order of Jumper (-100 KP):

Rare is the person who truly embraces solitude. Shovel Knight traveled with Shield Knight, Plague Knight had his own support in his quest, Specter Knight grew close to many inhabitants of the Tower of Fate, and even King Knight had allies, before he betrayed them. You may create or import up to 8 companions. Each companion receives 600 KP and all relevant discounts.

Canon Recruitment (Free):

If you can convince someone to come with you on your chain, you may take them as a companion at the end of the jump. If they are a parasitic spirit entity such as the Enchantress, they will receive a body of their own once the jump is complete.

Madame Meeber (Free):

Normally, you could just pick Madame Meeber with **Canon Recruitment**, but this option has a little extra feature. Besides making her your companion at the start of the jump, it also allows her to summon any of her fairy friends. Meeber Fairies aren't like Monstrous Fairies at all, and are quite friendly little things that look like the depiction of fairies in media marketed towards children. Each Meeber Fairy is based off of an existing person, in this jump, past jumps, and all future settings that you visit, as well. They don't have any special abilities the person they're based on has, but they do have some behavioral similarities, and a lesser copy of their memories, and generally act like a small, cute-ified version of whoever they're based on. Madame Meeber has a connection to an extradimensional space called the Fairy Glade, where all the Meeber Fairies reside. However, she can only summon a single fairy at a time, which will follow you around unless you assign it a specific task. They aren't terribly smart, although they are observant enough to notice hidden secrets and have the power of flight.

Kettle Knight (Free):

A stalwart knight in pursuit of justice, they currently live a peaceful life, but as soon as the Enchantress reveals herself, they will take up a one-knight crusade against the Order of No Quarter. Sadly, they are but newly knighted, and are hardly a match for the experienced and capable knights who make up the Order. They are clad in cookware of many sorts, donning a cauldron as a helm, a frying pan as their weapon of choice, and bear a lid as their shield. They have a host of cutlery that they can wield as ranged weapons with laser-like precision.

Broom Knight (Free):

The grandchild of the respectable Grandma Swamp, Broom Knight is out to prove that being a knight and being a spellcaster don't need to be incompatible.

Although they lack the near-omniscience of their grandmother, and are nowhere near the unholy power of the Enchantress, they are still a potent spellcaster in their own right. They prefer to dual-wield brooms, which they wield with expert skill and magical potency to project fireballs at a range. They aren't restricted to just one element, either, and with sweeps of their broom are able to conjure up a whole host of effects. They can outcast any Wizzem, Gulper Mage, or any other spellslinger in the Valley... well, other than Grandma Swamp and the Enchantress, that is.

Hunga Munga Knight (Free):

A warrior from a far-off land, they wield a bizarre weapon that they can use in both melee and ranged combat with ease, seeming to always have another on hand whenever they need one. Although their homeland didn't have "knights", per se, they developed an affection for the armor and customs of the Valley after moving here for unmentioned reasons, and have taken up the calling of knighthood.

Drawbacks

If the provided Knight Points were not enough for you, you may take drawbacks to get more. Just remember that drawbacks always win out over perks.

Let Us Dance Together (+100 KP):

You have a partner. Unlike the partnership of Shield and Shovel Knight, however, yours is closer to being dead weight than an equal partner. They aren't particularly strong, but don't seem to understand that. They'll run off on their own to fight

enemies, and get engaged in battles that are simply beyond them. You aren't required to keep them alive—but if they do die, you'll be emotionally devastated to the point you can barely function well enough to keep yourself alive. Adventuring just won't be in the cards anymore. If they make it through the jump in one piece, you can bring them with you as a companion, and their annoying tendencies will be curtailed.

Silence is Golden (+100 KP):

You don't talk much. When you do, you are curt.

Ill-Gotten Gains Reclaimed (+100 KP):

Any money that you steal will inevitably be taken from you and returned to the people who originally owned it. This includes money you just find in the wilds—you can only get wealth that is willingly given to you by other people. If you spend the money before it can be reclaimed, then you will go into debt; if you are still in debt by the end of the jump, your stay will be extended until you've paid it off.

Ancient Skeleton Secret (+100 KP):

You have been subject to a curse from an aged skeleton, and are unable to use weapons. This includes tools that are being used as weapons. However, this does not prevent you from using magic, nor from using non-weapon magical items that have a damaging effect. But be careful—magic isn't a limitless resource. Any perks you may have that provide limitless magical power are negated for the duration of the jump.

Cheater Cheater Pumpkin Eater (+100 KP):

Any time you play a game with somebody else, they are guaranteed to cheat. This will never be a cheat that makes them instantly win the game, but it will provide them a notable advantage. It won't necessarily make victory impossible, but it could.

Little Fellow (+100 KP):

Like Plague Knight and Tinker Knight, you are significantly smaller than other people. This can be especially troublesome for combat, so you might want to think of ways to work around that.

The Faceless (+100 KP):

For the duration of the jump, you must wear a helmet or mask, which must cover your face. This helmet or mask can only be taken off to exchange it for another one. You begin with a generic helmet for free.

Bottomless Pits (+100 KP):

You are plagued by bottomless pits. No matter where you go, as long as you are outside of civilization, there are always bottomless pits posing a problem to your navigation. There will always be a way to bypass these pits, but making a mistake in your platforming could send you plummeting down the hole. The rest of the world manages just fine despite these pits.

Into the Abyss (+200 KP):

Your stuff keeps falling into bottomless pits. Not all of it, but enough for it to be extraordinarily frustrating. Gear lost to a bottomless pit is returned once the jump is over, but will otherwise not respawn or come back to you, even if it would do so normally.

Jumper Pretended to Pay Attention (+200 KP):

When people explain things to you, it goes in one ear and out the other. You just can't pay attention to other people, even when they're trying to give you important, or even critical, information.

Those Are the Rules (+200 KP):

If you cross paths on the road, you must battle. Of course, this doesn't apply to everyone—you don't need to challenge a peasant to a fight—but if you should encounter another warrior while traveling, you will be obliged to request a duel of them. The conditions will be chosen by your opponent, but you will still be forced to take part in the duel (although this drawback doesn't demand that you obey the conditions of the fight, nor require you to fight with honor).

Plague of Shadows (+200 KP):

Specifically, you are plagued by the shadow of doubt. Primarily, doubt in yourself. You just can't accept that you have value the way you are; you will always try to change yourself to fit what you think other people want from you, and will be opposed to any suggestions that you could earn people's affections by being yourself. You *can* overcome this, but it will take a great deal of work from both you

and the people you care about, and until then you're going to make a fool of yourself... and quite possibly drive away those who care about you.

“Would you *please* stop speaking to my mother?!” (+200 KP):

For whatever reason, people you hold emotionally close keep becoming uncomfortable accepting, and sometimes even romantically interested, in your opposition. Those you view as enemies or rivals become uncommonly charming around the people you care about, to boot. No matter how accepting you are of other people having relationships, this will always make you feel horrid to watch.

Jumper Knight (+300 KP):

Just like King Knight is a king-themed knight, you are a Jumper-themed knight. Well, presumably you're a knight. You might just be a Jumper-themed person.. You lose access to all of your out-of-jump perks and powers.

The Missing Locket (+300 KP):

All of your goodies have been stolen away, and you won't get them back until the end of the jump. The thief who took them doesn't actually care about them, though, so don't worry about your powerful items being used against you or the rest of the world.

“Torment me no longer, vile shade!” (+300 KP):

Your guilt and memories have blended together with your fantasies and dreams. Both your dreams and waking moments will be haunted by phantasms of your failures and sorrows, and you will be unable to tell the difference between when you are awake and when you are asleep. You will undoubtedly hurt people—emotionally, at least—as you mistake them for yet further nightmares come to torture you. No matter what you do, these figments will always be able to evoke painful memories and emotions in you.

Temptations of the Enchantress (+300 KP):

Not the Enchantress, not necessarily, but those who consider themselves your enemy are preternaturally capable at finding out your deepest desires, and will more often than not have a way to fulfill them. And they are quite smooth when it comes to offering those desires to you in exchange for your assistance. No matter how morally opposed to them you might be, you will *always* be tempted by this, and heavily at that.

Bound to Service (+300 KP):

You have been magically bound to obey the Enchantress, and must serve her whims and help her conquer the Valley—and then, even the lands beyond. You are incapable of going against the letter of her demands, but if you go against the spirit of them, she is likely to punish you. You cannot willingly harm the Enchantress, nor knowingly let her come to harm.

Pandemonium Cloak (+300 KP):

You have lost control over your supernatural abilities. Oh, they don't activate on their own, and when you activate them, they do *vaguely* do what you want them to. But WHICH power you use when you try to do something is almost completely random, with you merely being able to control whether an effect is helpful or harmful to those you are targeting.

Ghost of Shovels (+300 KP):

This connects the settings of the God of War series and that of Shovel Knight. The power level of all knights and the Wandering Travelers are elevated to the point they could be credible opponents when fighting Kratos. You and your companions are not similarly improved, however. If the events of God of War pan out as they usually do, the magic of the Valley will protect it from the apocalyptic disasters that occurred following the deaths of the Olympian gods, but going outside the Valley will probably end in your death, unless you change things.

Honorary Toad (+300 KP):

This connects the settings of Battletoads and that of Shovel Knight. This does not change the power level of any characters, but instead ensures that the attention of the Dark Queen will fall upon this world, and that of her interstellar empire. This world does not have the technology to resist her invasion. It's up to you whether this is the setting of the 1991 Battletoads or the 2020 remake.

If taken with **Ghost of Shovels**, the power of notable warriors from space, such as the Battletoads themselves, is likewise increased.

Epilogue

Your time in this world is complete. Drawbacks disappear, and it is time to make a choice.

Stay Here:

You elect to stay in this world, and forfeit your chain. However, you do receive +1500 KP as recompense.

Go Home:

You decide to go back to your original reality, forfeiting the chain. You receive +1500 KP as thanks.

Continue On:

You move on to the next jump in your chain.

Notes

Although I drew a couple lore pieces from them (if only to have a name for the Valley), this jump largely ignores the existence of Shovel Knight Dig and Shovel Knight Pocket Dungeon, which aren't a part of the Treasure Trove. I also felt that the roguelite experience was different enough from normal Shovel Knight to not include them. It's up to you whether or not they happened in your jump.

Do take note that I don't actually have Showdown, so most of my information about the powerup items comes from the wiki. Some of the powerups I instead listed as normal items, because I felt like it worked better that way... or because they were already relics originally.

Changelog:

- Version 1.0
 - Grammar and spelling corrections
 - Included a 200 KP stipend for items
 - Renamed Decrees to Royal Decrees
 - You can now get all Relics for only 3 purchases
 - Toad Gear now allows you to summon a speeder bike
 - Added the Bottomless Pits drawback

- You can pay extra to materialize the Shovel Blade item from nothingness
- Version 0.5
 - Created jump