

Dark Souls: Remastest Edition Gauntlet Version 0.9-5



Forward

Upon the ending of your previous Jump, or perhaps at the beginning of your chain, you find yourself waking up in a decrepit cell, and in quite the state. You are very clearly dead, or more accurately, undead, and you may in fact know where you are. For in this land, the Undead are corralled and led north, where they are locked away to await the end of the world.

SMASH!

You react in shock as a body falls from the ceiling. Yes, indeed, you have taken on the role of the Chosen Undead for the man who dropped the key to your freedom is none other than... Master Chief!? This... this may not be the Lordran you remember. In fact, there are some small and noticeable changes that have manifested in this land. Some of which being new weapons and armor, a troupe of suspicious individuals holding meetings, and other oddities.

Unfortunately for you, due to these changes, the nature of this world has changed significantly, and as such, it can no longer be considered a Jump. Rather, it is now a Gauntlet. I'd offer you points for your next Ten years or until you defeat Gwyn, Lord of Cinder, but the best I can offer you is +0 Cursed Points.

Starting Classes

The following section allows you to choose not only your Age and Gender for this Jump (1d20+18), but also which starting class you will begin your time in Lordran with. These starting classes will not affect your overall capabilities here, just what you start out with and how easy your initial journey is.

- **Deprived (+200 CP)** – A nameless enigma with an even spread of abilities. They start with a Club, Plank Shield, and no armor or clothes save for a loincloth and/or chest wrap.
- **Warrior (0 CP)** – A fearless warrior and a weapon expert who bore great strength and dexterity in life. This class begins with a Longsword, Heater Shield, a Standard Helm, and Hard Leather Armor.
- **Knight (-100 CP)** – A low-ranking knight from one of the many kingdoms that surround Lordran. This class begins with a Broadsword, Tower Kite Shield, and Low-Class Knight Armor.
- **Wanderer (-100 CP)** – An aimless wanderer that found themselves within the Northern Undead Asylum. They start with a Scimitar, Leather Shield, and Wanderer Set.
- **Hunter (-100 CP)** – A bow-wielding hunter who had once excelled in taking down foes from range. They start with a Short Sword, Leather Shield, Short Bow, 15 Standard Arrows, and the Leather Set.
- **Cleric (-100 CP)** – A cleric of the Way of White who was on pilgrimage. They start with a Mace, East-West Shield, Canvas Talisman, Holy Robe Set, and the Heal Miracle.
- **Sorcerer (-200 CP)** – A sorcerer of the Vinheim Dragon school. Wielding magic, their physical strength is weaker than others. They start with a Dagger, Small Leather Shield, Sorcerer Catalyst, and Sorcerer Set.
- **Bandit (-200 CP)** – A Savage bandit who was well known for their great strength. They start with a Bandit Axe, Spider Shield, and the Brigand Set.
- **Thief (-200 CP)** – A guilt-ridden thief who was known for their quiet footsteps. They start with a Bandit Knife, Target Shield, Black Leather Set, and the Master Key.
- **Pyromancer (-200 CP)** – A Pyromancer from the Great Swamp. They start with a Hand Axe, Cracked Round Shield, Rapid Pyromancy Flame, Fireball Spell, and the Tattered Set.

Starting Gifts

- **Elizabeth Mushrooms (-100 CP)** – Three large mushrooms found in your cell. Despite their possible dangers, they greatly restore your health when eaten.
- **Throwing Knives (-100 CP)** – Seventy-five throwing knives that have been coated in a deadly poison. They are as deceptive as they are dangerous.
- **Humanities (-100 CP)** – Three conjoined Humanity sprites. Invaluable for maintaining one's humanity and preserving luck.
- **Heal Miracle (-100 CP)** – A basic healing miracle that is simple enough for anyone to learn. Though a talisman is required for proper use.
- **Pendant (-100 CP)** – A trinket of unknown origin. It seemingly has no effect, but bears with it fond memories of late nights with friends of old.
- **Red Sign Soapstone (-100 CP)** – A Red-Sign Soapstone that allows one to be summoned into another world as an invader.
- **Tiny Being Ring (-100 CP)** – A special tribal ring that slowly restores health over time, as well as increasing one's vitality by a small amount.
- **Old Witch's Ring (-100 CP)** – A gift from a witch. This ancient ring seems to have no obvious effects, but the chaotic patterns on the band say otherwise.

Special

- **Darksign (Mandatory)** – This small ring of flames brands you as an Undead. This allows you to continually return from death until you eventually and inevitably go Hollow. As such, death does not mean you fail this Gauntlet. Rather, you simply lose all the accumulated souls and humanity you may have acquired up until that point. You will only fail this Gauntlet should you go Hollow or die when you have no souls or humanity left.

General Perks

- **Soul Consumption (FREE and Mandatory)** – As an Undead, you may automatically consume the souls of your slain foes and use them to strengthen yourself or as currency. You also have the chance to passively absorb Liquid Humanity, though that is more determined by luck than anything else.
- **Eyes of the Hawk (-100 CP)** – One of the many changes implemented in this alternate version of Dark Souls was an overhaul of the ranged combat. When aiming a ranged weapon, you will see a crosshair. This is an extremely accurate sight, because wherever it is pointed, that is where your next shot will go. In addition, your movements are not hampered when aiming this way.
- **Hidden Arts (-200 CP)** – You've been using the weapons in this world for a while, and like a man from the far future would say, you've teased out their true power. You now have the ability to utilize unique weapon arts with various weapon types you wield, ranging from melee weapons, bows/crossbows, and catalysts. Most of these arts will be further enhancements of a weapon's standard capabilities. However, there are several weapons that display more unique capabilities. In these cases, you may unleash powerful attacks at the cost of the weapon's durability.
- **Blood of Izalith (-400 CP)** – It seems that you are a descendant of the Witch of Izalith. While this doesn't grant you the power of her Lord Soul, it does grant two significant boons. The first is that you are now extremely resistant to flame and heat, being able to now walk through lava as though you were wearing the Orange Charred Ring. More importantly, you have the ability to convert pyromancies to flame sorceries. As sorceries, their power will increase based on your intelligence. Post-Gauntlet, this applies to other forms of flame magic as well.
- **Titanite Pebble (-600 CP)** – You have learned and mastered a unique fighting style used by the blacksmiths of Lordran. Known as Titanite Pebble, this style combines elements of wrestling, boxing, and broad-stanced punching and kicking to create a powerful style that can easily stagger your opponents. Not only has mastering this style greatly strengthened your hands and feet to the same hardness as raw titanite, but it also allows you to parry attacks with said hands, as well as generate a powerful, non-miracle lightning attack at the cost of your stamina.

General Items

- **Blue Soap Stone (FREE)** – An alteration of the standard White Sign Soapstone. It bears no special effects beyond the original variant, save for the different coloration of its summon sign.
- **Squirrel Ring (-200 CP)** – A unique ring, once owned by a long-forgotten knight. When worn, the user may leap great distances and heights, roughly 2-3x, relative to their own capabilities.
- **White Eye Orb (-400 CP)** – This orb allows one to invade another world as a White phantom. Through this invasion, they may offer assistance to other Undead, even if it is not wanted. Post-Gauntlet, this may allow you to invade others in your world and render assistance when needed.
- **Rat Ring (-600 CP)** – A unique ring, once owned by a long-forgotten knight. When worn, it greatly alters the wearer's balance while providing increased vitality, stamina, strength, and defense... when wearing light armor. See, the ring exacts a cost as it cuts the maximum amount of weight you can carry and move in half. Should you wear heavy armor with this ring on, expect to fall flat on your face.



Weapons

- **Stick (-100 CP)** – A stick, bruh... that is swung like a straight sword! On command, it can launch an “I’m Sorry” stone at a target, doing only slightly more damage than a standard attack. It can be upgraded through Twinkling Titanite and seems to greatly scale in power relative to the wielder’s strength.
- **Darkest Hand (-200 CP)** – A unique dark hand found on the outskirts of the ruins of the New Londo ruins. While its true origin is unknown, its dark power allows the user to cast unique variants of Black Flame and Force. It greatly grows in power in relation to one strength, dexterity, intelligence, and faith. So much so that its aura spreads to your opposite hand.
- **Four Kings Sword (-400 CP)** – A sword wielded by the Four Kings of New Londo and corrupted by the Abyss. As a result, it bears unique Abyssal magic attacks. There’s also something else. On the flat of the blade is an inscription that has been heavily worn. Something about “Inner Darkness” and “Not a phase.” Not sure what that’s about.
- **Wooden Spoon (-600 CP)** – A completely ordinary wooden spoon... or at least it seems that way. In truth, this surprisingly durable eating utensil can be used as a weapon, and more importantly, each time you slay an enemy, it not only transfers some of their life over to you, but it also becomes ever so slightly stronger without any form of upper limit. Please be aware, you only need to have it equipped for this effect to work, allowing you to use stronger weapons or other forces to power the Spoon up.



Armor Sets

Time in Lordran is convoluted, and Mods certainly don't help. The following armor sets seem to come from lands of both the past, present, future, and even beyond.

- **Bear Set (-100 CP)** – A set of armor that once belonged to those who became Infested Undead. Despite its connection to Blight Town, the armor does not provide much in the way of resisting poisons. Even with its relatively light weight, this armor provides an impressive degree of stability, making it very difficult for your enemies to interrupt your attacks.
- **Fluted Set (-200 CP)** – A set of armor hailing from a forgotten kingdom in the far north. While made of seemingly ordinary steel, its construction makes it, and by extension the wearer, much more resistant to magic spells than before.
- **Tseldora Set (-400 CP)** – A set of, well, not really armor, from a land yet to be. Providing little in the way of defense, it instead provides the wearer with a quarter more of the souls that would have been received from slain enemies.
- **Sussy Set (-600 CP)** – Coming in either Red, Blue, Green, Yellow, or Purple, this strange suit was found in the Painted World of Ariamis. While not offering the best protection on a physical or magical level, this suit provides phenomenal protection from environmental hazards such as poisons, toxins, aerosol threats, fire, and lightning. It is odd, though, that a heavy stench of blood seems to cling to this set.



Sorceries and Miracles

The following section offers some of the new sorceries, pyromancies, and miracles that this Cursed Mod introduced to the world of Lordran. Purchasing an item from the sub-sections below will allow you to utilize the sorcery, pyromancy, or miracle without needing to meet their requirements and to carry their effects to other worlds.

Pyromancies

- **Smokescreen (-100 CP)** – A pyromancy of unknown origin, but believed to have been made by deceitful hands. Upon use, it creates a massive poison smoke bomb that not only afflicts with poison, but also heavily obscures the sight of those within it.
- **Warmth (-200 CP)** – One of the primal pyromancies that allows the user to generate a healing flame around them. Fire need not be a source of destruction. On occasion, it can bring warmth and respite.
- **Eruption (-400 CP)** – A pyromancy of unknown origin that allows a user to expel magma from their mouth. Likely created as a show of courage or strength, only a madman would consider using such a barbaric pyromancy.
- **Flame Swathe (-600 CP)** – A unique and elegant pyromancy of unknown origin. Upon use, it creates a wide arc of horizontal flame in front of the user, striking anything with highly destructive flames. It is difficult to control, but even harder to avoid.



Soul Sorceries

- **Conversion (-100 CP)** – A sorcery developed by a surreptitious sorcerer who studied at the Vinheim Dragon School. It converts half of your health into stamina, allowing the user to fight for long periods of time.
- **Soul Roots (-200 CP)** – A sorcery of unknown origin. It sacrifices one's personal movement to draw power from the surrounding area to empower one's magical attacks by twice their strength.
- **Soul Vault (-400 CP)** – A modification of the standard Soul Arrow sorcery. It allows the users to launch themselves skyward, and, while many mages may scoff at its use, the vertical egress it creates cannot be argued against.
- **Soul Sap (-600 CP)** – A spell developed by impoverished mages. It allows the users to cast a debilitating field around themselves, weakening enemies' physical and magical defenses, and preventing them from carrying as much as they used to.



Oolacile Sorceries

- **Light (-100 CP)** – A sorcery that casts light upon one’s surroundings for several minutes. Spells like these display the mysticism that the sorcerers of Vinheim could never quite grasp.
- **Butterfingers (-200 CP)** – A spell of ancient Oolacile that seemed to have been made as a dark joke. When used, a targeted individual begins to flail and attack all those around them wildly, sowing chaos and mistrust among your foes.
- **Vanish (-400 CP)** – An ancient spell of lost Oolacile. It allows the users to almost completely dissipate their own form, making them undetectable by sight or sound for six seconds. However, when in this state, the user takes considerably more damage from all sources.
- **Trick Of The Light (-600 CP)** – An ancient spell that was not well understood by its creator, it allows the user to reverse their actions by several seconds. As such, it effectively reverses one’s personal time for a brief moment, which may help undo harm towards oneself or towards others.



Way of White Miracles

- **Projected Heal (-100 CP)** – An outward miracle, foreign to The Way of White. It allows the user to toss a light that heals those near the point of impact. It heals for the same amount as the basic Heal miracle.
- **Sacred Oath (-200 CP)** – A miracle said to be devised by warriors in the service of Gwyn, and later refined by a knight in service to a king yet to be. It allows the user to temporarily boost the attack and defense of themselves and all nearby allies for a limited time.
- **Revival (-400 CP)** – A lost miracle said to have been developed by those who faced great betrayal. Appearing as a small mote of light that can be tossed, it can be used to resurrect slain allies. Though be aware, they will be weakened upon resurrection.
- **Escape Death (-600 CP)** – A lost miracle of The Way of White that prevents an undead from losing souls or humanity when they die. If The Way of White recognizes death and admonishes the Undead, then maybe there's a reason why this miracle was "lost."



Karmic Miracles

- **Karmic Justice (-100 CP)** – A miracle crafted by the Black-Haired witch, Velka. When active, your body will automatically act in a way that physically counters any attack that would deal great damage without your opponent being able to raise their defenses.
- **Intervention (-200 CP)** – A miracle crafted by the Black-Haired witch, Velka. It casts a circular, explosive trap on the ground that activates when a foe steps upon it. Meant for those who dare trespass against you, they should be prepared for the punishment that awaits.
- **Martyrdom (-400 CP)** – A secret rite crafted by the Black-Haired witch, Velka. When used, you turn yourself into a magical bomb whose strength is augmented by the power of your faith and your life.
- **Karmic Reflection (-600 CP)** – A miracle crafted by the Black-Haired witch, Velka, that reverses the effects of any form of healing your enemies may use. Velka does not suffer those who seek to evade their punishment. No blessing or boon is without its fault.



Ammunition

- **Triple Volleys (-100 CP)** – Red feathered arrows of the Lord’s hunters. On command, they can be changed to fire in volleys of three, either as a tight vertical grouping or as a horizontal fan.
- **Feathered Arrows (-200 CP)** – Red feathered arrows of a Lord’s hunter. When fired, these arrows will increase their force on impact relative to the distance between the user and their foe.
- **Blunt Bolts (-400 CP)** – Heavy bolts with a flat head. They cannot do much in the way of damage, but if a shot lands while an enemy is in the middle of an attack, they will be greatly stunned as a result. Only effective against humanoid enemies, however.
- **Splintering Bolts (-600 CP)** – Special bolts designed to shatter when fired. The shrapnel from these bolts was designed to be far from lethal; however, due to the nature of titanite, this is far from the case. Unfortunately, these bolts have a very limited range as a result.



Companions

All Companions purchased in this document will get half of the Cursed Points that a Jumper acquires through Drawbacks.

- **Summoned Cooperator (-200 CP)** – Interested in taking this Gauntlet with a trusted ally? With this option, you may import one companion to join you throughout your quest as the Chosen Undead.

- **Boney Wheel (-200 CP)** – A Phantom Bone Wheel Skeleton that just seemed to have popped up all of a sudden. While not much of a conversationalist, they are incredibly skilled at laying ambushes for your enemies. Just be aware, though, as once they start rolling, it's difficult for them to stop. They come with the following Perks and Items;
 - Perks
 - Soul Consumption
 - Items
 - Bruh... Their Wheel

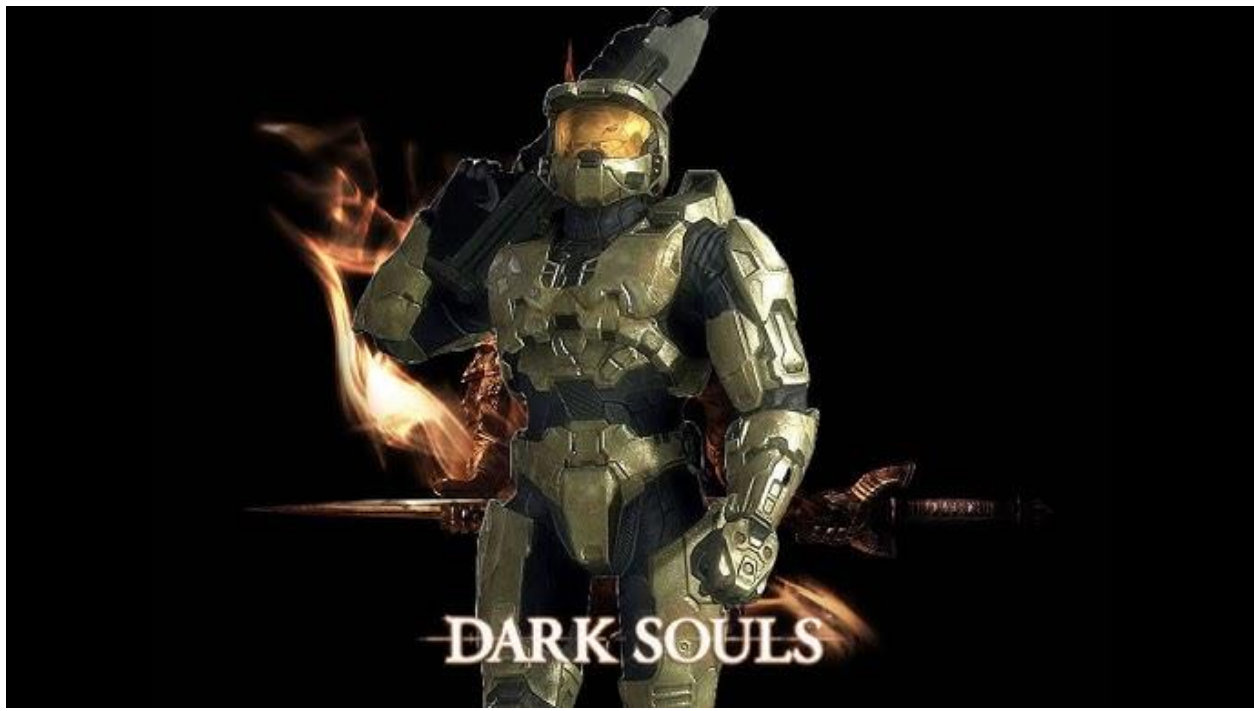
- **Silver Archer (-200 CP)** – A Silver Knight of Anor Londo who carries a Great-Bow. While their reasoning for being away from Anor Londo is a mystery, their skills are not. They are incredibly accurate with their bow and can easily pick off the random enemy or invader that stands in your shared way. They especially enjoy waiting for a target to stand on precarious edges before firing. They come with the following Perks and Items;
 - Perks
 - Soul Consumption
 - Eyes of the Hawk
 - Items
 - Silver Knight Set
 - Silver Knight Straight Sword
 - Silver Knight Shield
 - Dragon Slayer Great Bow
 - Dragon Slayer Arrows x30

- **Brother Inferno (-400 CP)** – A warrior clad in a Cleric’s Robe and Boots, Sunlight Helm, Giant Gauntlets, and wielding... a Battle Rifle!? While his origins are mysterious, he knows quite a great deal of information when it comes to the inner workings of this new version of Lordran. He comes with the following Perks and Items;
 - Perks
 - Soul Consumption
 - Blood of Izalith
 - Titanite Pebble
 - Items
 - Sunlight Helm
 - Holy Robe and Boots
 - Giant Gauntlets
 - BR 55 HBSR

- **Old Bones (-400 CP)** – Deep in the Tomb of the Giants is a skeleton warrior of great skill and strength. Wielding a Murakumo and Large Leather Shield, this skeleton has chosen to join you in your travels. Curiously, not only is this new ally extremely adept at utilizing parries, but they also seem to carry the effects of the Hornet Ring with them, despite not wearing it. They come with the following Perks and Items;
 - Perks
 - Soul Consumption
 - Items
 - Murakumo
 - Large Leather Shield

- **Master Chief (-600 CP)** – It seems that the convolutions of time within Lordran have deposited this legendary soldier within a later period of Lordran’s history. Your period, to be exact. Sporting strength that could rival the Four Knights of Gwyn, as well as highly advanced armor and weapons never seen in Lordran before, it won’t be long before you and your enemies realize why The Covenant called him a Demon. He comes with the following Perks and Items;
 - Perks
 - Spartan II Enhancements (Exclusive)
 - Items
 - Mjolnir Mk VI Armor
 - All Halo weapons found in this mod.
 - Wood Grain Ring

- **The Legend (-600 CP) – INVADDED BY WHITE PHANTOM, GIANT DAD.** *“Well, what is it? Time to get good, scrub.”* From the bonds of traitorous hands, the Giant Dad has been released, and for whatever reason, he has decided to assist you during this Gauntlet. Perhaps he thinks you need to be taught how to get good, or maybe he wants you to be the best opponent possible for a duel in the future. Regardless, he comes with the following Perks and Items;
 - Perks
 - Soul Consumption
 - Items
 - Chaos Zweihander +10,
 - Giant’s Armor (Chest, Legs, Arms)
 - Father’s Mask,
 - Havel’s Ring,
 - Ring of Favor and Protection
 - Strong Flame
 - Black Flame x2



Scenarios

- **The Secret of the Pendant (Requires Purchasing or Finding the “The Pendant”)** – One of the many changes that happened to Lordran before your arrival was the presence of half of a crashed vessel of unknown origin. Known as the UNSC Forward Unto Dawn, this strange vessel carried thirteen weapons that had never been seen in Lordran. Many years ago, during the Oolacile Crisis, a green knight used these weapons before he and they were scattered across the land. Upon either finding or purchasing The Pendant, you feel an irresistible urge to find these weapons. The search for these items will take you all across Lordran, from the highest reaches to the lowest depths.
 - **Item Reward – Demon Arms and Armor** – For recovering all fourteen weapons and defeating the Corrupted Master Chief, you will receive altered copies of the weapons you collected that are all fiat-backed, as well as a weekly replenishing supply of universal ammunition in stacks of 999. In addition, you will receive a set of Mjolnir Mk VI armor whose colors can be changed from the original green to others, such as purple or red.
- **Trustee Turncoats** – Shortly after you begin this Gauntlet, you find a curious item, a Purple Eye Stone. This stone allows you to join a world with three other random cooperators to defeat the area boss. Each area has been altered, with bosses having more health and greater damage, Red Phantom variants of enemies, and more limited supplies. While you may think this is a challenging opportunity for Jolly Cooperation, know this: one of the people you will fight alongside is a traitor. This traitor will wait for the opportune time to try to kill all three of you, whether through their own hands or enemies they can call forth. You can approach this scenario in one of two ways. Either determine who the traitor is and eliminate them before defeating the area boss, *or* be the traitor and eliminate your fellow cooperators before they defeat the area boss. Choose wisely, as you can only take one path for this scenario and only one reward.
 - **Perk Reward – Your Kinda Sus** – Throughout your many encounters with traitorous phantoms, you have begun to develop an understanding of what makes someone a traitor. As a result, you have the exceptional ability to determine whether someone is loyal to your shared cause or a traitor through their body language, armor and equipment, spoken words, and actions.
 - OR
 - **Perk Reward – I’m Never Sus** – Throughout your many instances of being a traitor to a party of phantoms, you developed a few tricks to help sell your supposed innocence. It is incredibly difficult for others to assume that you are anything but a loyal member of their group, with the only way of determining this being through an overt act of betrayal that is either survived by the target or witnessed by another individual.

Drawbacks

- **Cursed Dance (+100 CP)** – There was once a culture of taunting foes after any sort of victory. You have carried that culture with you in the most bizarre of ways. Upon defeating a great opponent, whether that be a Boss or Invader, you will be compelled to perform a cursed dance with even a bit of music playing in the background. When doing so, a small degree of Curse Build-Up will occur each time.
- **Watch Your Step (+100 CP)** – Something has changed within you. A subtle alteration to your ability to balance properly. That doesn't seem like overly much, but you will now find that when running for extended periods of time, you will slip and fall backwards in a rather exaggerated fashion. This, naturally, will lead to you being either an easier target for your enemies or remaining in a hazardous location for longer than you would have liked.
- **Reduced Charge (+100 CP)** – Something of note with this modded world is the reduced efficacy of Estus flasks. Despite their use in the origin, they now only heal a fraction of the health that they normally would. While still usable, it may be best to seek other forms of healing, Jumper.
- **Lost Pendant (+200 CP)** – One of the most important items in this version of the Dark Souls universe is the simple Pendant. Its effect, as you might imagine, has something to do with all the new weapons found here. Normally, you could start with or, in this case, buy it. While you still can purchase it, you will find that the pendant has been taken from you. It is somewhere here in Lordran, and you will feel a deep-seated longing for it until you manage to find it.
- **Broken Chain (+200 CP)** – One of the more subtle changes that this mod made to the world was altering how backstabs could be initiated. No longer can you initiate instant back-stabs. Now, to initiate a backstab, you must strike an enemy from behind with a dagger or kick them before initiating a backstab.
- **Type Challenge (+200 CP)** – Clearing Dark Souls with a specific weapon type is a time-honored tradition, and one that you've embraced. At the beginning of the Gauntlet, select a weapon type from what is available in Dark Souls 1: Remastered Edition. When you first pick up a weapon corresponding to that type, you will only be able to use that weapon type for the rest of your time here.

- **EMERGENCY TARGET (+400 CP)** – In the Painted World of Ariamis, there exists a ruined building where bizarrely dressed individuals hold meetings to determine who is a traitor to their cause. Normally, they choose among themselves and cast a member of their ranks to their deaths. However, in their recent meeting, they’ve deemed you to be the traitor, and since you are not there to be cast down, they started to personally hunt you. These invaders are incredibly hardy and utilize bandit daggers while focusing on backstabs. So, watch your back, Jumper.
- **Weight of Steel (+400 CP)** – The Remastest mod introduced over 100 pieces of armor from Demon’s Souls and Dark Souls 2. Many of them have penalties for the power of offensive magic. It seems these penalties have spread to all other armor sets. From now on, heavy armor will reduce offensive spells, miracles, and pyromancies by 20%, medium armor will reduce this by 15%, and light armor will reduce this by 10%.
- **999 Shots In Slot (+400 CP)** – Whether you seek to collect all the guns in this Gauntlet or not, upon acquiring your first one, you will receive the standard 999 rounds of ammunition that comes with the first pick up. And that’s all you’re getting. Unlike before, where you would receive new stacks of ammunition after defeating an invader or working with a summon, you only have the initial cache of ammo to work with. Make your shots count.
- **Finishing The Fight (+600 CP)** – You think you could speed-run this Gauntlet and get to the end while playing it safe? No, Jumper. Like the Chief, you are compelled to finish this fight. That means you must fight and defeat nearly every major boss in Lordran before your time here is concluded. This is excluding, of course, Crossbreed Priscilla.
- **Legendary (+600 CP)** – *“You face opponents who have never known defeat, who laugh in ancient tongues at your efforts to survive. This is suicide.”* I want to make one thing very clear here. Upon taking this drawback, you will find that every enemy has grown considerably stronger, with double their strength and defensive capabilities. In addition, they have also become more aggressive and agile, now being able to dodge your attacks more often than before. Are you Prepared To Die?
- **The Roaming Three (+600 CP)** – There’s a quirk to the mod this world is based on. On every map, there’s an invisible area with three invisible, cut enemies loaded in to ensure all the sounds work properly. Normally, this wouldn’t be an issue for you. Unfortunately, these enemies now roam each area independently. These include The Claw Hollow, Proto-Chester, and the Undead King Jar Eel.

- **New Recruit (+1,000 CP)** – Ah, so you're not up to this challenge. Well, I can maybe understand. Not everyone is ready to take on such a challenge. By taking this Drawback, you will convert this Gauntlet into a Standard Jump and subject yourself to the full Ten-year duration. In doing so, you will forfeit the opportunity to partake in any of the scenarios and receive their awards.

Afterwards

- **Stay** – You like it here? You're either a strange fellow or just as cursed as the mod this world originates from. I'll be seeing you around, Jumper.
- **Continue** – Still up for future challenges? Well, grab your next document, and I'll see you in the next Jump.
- **Go Home** – Was the challenge too much? I'm not judging you. In fact, I understand where you are coming from. Go home, Jumper. You've earned your rest.

Notes

- Starting Classes
 - The Starting classes are priced based on their starting items. For example, the Thief Class is the only class that starts with the Master Key (Which is no longer a Starting Gift), The Bandit has the highest starting strength stat and the Spider Shield, the Sorcerer/Sorceress has magic, and the Pyromancer... well, is the Pyromancer.
- Starting Gifts
 - The starting gifts have been changed greatly from the original game. Many of them are self-explanatory, but a few I had to check to see what they did.
- General Perks
 - Eye of the Hawk is based on the new changes to the ranged weapons found in this mod.
 - Hidden Power and Blood of Izalith are both taken from the changes made to weapons to allow weapon arts.
 - Yes, Super Parries with Great/Ultra-Great swords are possible with Hidden Power.
 - Titanite Pebble is based on the weapons of the same name. I almost considered making it a unique paired weapon, but because they cannot be upgraded, I decided to turn it into a perk. It combines the unique moveset of Andre, throw moves, and the Bone Claw moveset (with lightning flavor) from Dark Souls 2.
- Weapons
 - The Stick can be purchased from the Undead Merchant
 - The Dark Hand can be found in the pot with the first available transient curses just outside of the New Londo ruins
 - The Wooden Spoon theoretically has no upper limit on damage. However, before the save profile I was using began to repeatedly crash, I found that it stopped gaining damage after an additional 2,500 points had been added.
- Armor
 - I was going to initially put in the UNSC BDU, but changed that to the Sussy Set because it actually appears in the mod. Speaking of which, you can choose to have the Sussy Set appear as its One-To-One model as the mod does, or a more realistic version.
- Companions
 - The Bone Wheel, Silver Knight, and Giant Dad are taken from the summonable enemies in the Trustee Turncoats mode.
 - Old Bones is a summonable invader found in the Tomb of the Giants
- Scenarios
 - The Secret of The Pendant

- I added another weapon to this scenario that was not in the original mod. That being the Gravity hammer. It can be found in the Great Hollow, though please fan wank responsibly when placing it.
- Corrupted Master Chief will cycle through weapon sets during his fight while using grenades and summoning Red Phantom Bone Wheels, Kalameet Dogs, and Humanity Sprites. The weapon sets are Battle Rifle and SMG, Needler and Beam Rifle, Plasma Rifle and Assault Rifle, and Brute Shot and Shotgun.
- Drawbacks
 - Watch Your Step – The fall will occur when running for more than five minutes, and was based on several instances during my play time when I noticed this event occurring
 - Weight of Steel – Many of the Demon's and Dark Souls 2 armor pieces have this penalty to them. So, I applied unilaterally to all types in this Gauntlet.
 - Emergency Target – This is based on the Among Us event that can be triggered in the Painted World of Ariamis.
 - New Recruit – You can still find the Halo guns with this Drawback in effect, but you will not be able to fight Corrupted Master Chief or partake in Trustee Turncoats.

Changelog

- April 1, 2026 – Version 0.9 Has been released.
- May 3, 2026
 - Thank you BlackScorp98 for your grammatical corrections.