



Dark Souls: War of the Ancients

By Pokebrat_J

In the Age of Ancients the world was unformed, shrouded by fog. A land of gray crags, Archtrees and Everlasting Dragons.

But then there was Fire and with fire came disparity. Heat and cold, life and death, and of course, light and dark. Then from the dark, they came, and found the Souls of Lords within the flame. Nito, the First of the Dead. The Witch of Izalith and her Daughters of Chaos. Gwyn, the Lord of Sunlight, and his faithful knights. And the Furtive Pygmy, so easily forgotten.

They would wage war against the Ancient Dragons, challenging them with the strength of Lords, and usher in a new age. An Age of Fire.

You have been given the chance to take part in this ancient conflict, and perhaps change the fate of this world before it could even begin.

You will start your time here just after the First Flame came into existence, and receive **1000 cp** to help you in the coming conflicts.

Origins:

Age and gender can be chosen freely.

Mystery: The nature of your soul is a true mystery, one that is not easily defined. The world around you is filled with many wonders, as well as many questions that a mind like yours requires answers for, only now illuminated by the power of Fire. Whichever side you claim to be a part of in the coming conflicts, it would be foolhardy to dismiss one such as you.

Light: The nature of your soul is that of Light, brilliant and captivating, the purest expression of what Fire can offer. It reveals truths just as easily as it can obscure them, the warmth it offers just as capable of restoring as it is at destruction. You will follow the path of the Great Lord Gwyn, supposedly the most powerful of all the Lords, but perhaps even that is a trick of the light.

Death: The nature of your soul is that of Death, inevitable and inescapable, for what is given can so easily be taken away. Existence and non-existence has always been the way of things in this fog-covered world, but Fire has shown that varying degrees of existence do exist, with the Gravelord Nito having claimed the title of the First of the Dead, and exploring what it truly means to die.

Life: The nature of your soul is that of Life, vibrant and bountiful, it is a wild thing that can so easily get out of control. For just as easily as Fire can burn, it has given those hollow beings you once were a new life - a chance to truly experience. The Witch of Izalith and her many daughters burn brightly, the very fires of life under their jurisdiction.

Dark: The nature of your soul is that of Dark, quiet and unassuming yet no less potent than others. The Furtive Pygmy was not as open with his Lordship as the others were, instead slinking into the background to lay the foundation of what would come after the war with the dragons, to leave behind a legacy of humanity.

Dragon: You were not one of those hollow beings gifted power by the First Flame, but a kin to the Everlasting Dragons. You are a drake, a lesser version of dragon yet no less deadly to those beneath you. But even for all your power, there are those your superior, and even the weakest of beings have been emboldened by the flame of ambition. Change is coming, whether your kind are ready for it or not.

General Perks:

Souls of the Slain [Free]: The soul is the power of disparity itself, permeating all living things after the advent of Fire, giving beings such as yourself clarity in order to think and also life. From now on, you shall absorb the souls of those whom you slay as well as those who fall around you, to be used at your discretion. Whether you turn them into strength or useful items, know that the stronger the target, the more souls it will possess.

Ancient Beauty [50]: In this ancient time of great deeds and mythological feats, one could be forgiven for thinking it all as a storybook where valiant heroes smite the wicked dragons. You yourself do lend some credence to that image, appearing as though ripped right out of a mural, each aspect of your appearance lovingly crafted to be as aesthetically pleasing as possible.

Sounds of the Dark [50]: Even in these early days, when the world was young, the rhythms of music could be heard, as full of potential as fire itself. No longer will you have to go without, as you may at any time pull up a mental playlist of songs from the Dark Souls series, and will find new songs or remixes added in over time.

Split Power [100]: In the centuries to come, it would be quite common for Lords to grant others shards of their own Lord Souls, elevating them above their kin in power. You have learned how to do this as well, breaking off parts of your soul and binding them to another, giving them a portion of your power equal to the size of the shard, as well as optionally changing their appearance to match your nature. These broken shards will replenish over time, so you won't have to worry about becoming powerless due to your generosity.

Titanite Smith [100]: A rare metal known as Titanite is soon to be the main resource that the Lords and their closest subjects will use for their weapons and armor, for very good reason. Such a divine material requires only the best smiths to work with, master blacksmiths such as yourself. Not only can you easily repair and maintain your weapons and armor, but you can enhance them even further, even adding new properties to them if given the right tools.

Dodge Roll [200]: Combat can be tricky, especially when facing those more powerful than yourself. In such circumstances your only hope will be to run and dodge, and this aims to make that just a bit easier. Whenever you roll, there will be an instant where you are impervious to harm, allowing attacks to go right through you. It lasts for only a moment, so you must time your rolls correctly in order to make the most out of it.

Giant Stature [200]: Many can be seen standing heads and shoulders above the average members of their races, towering over them like an Archtree. You are one such example, being nearly twice as tall as before. This will also see an increase in both your strength and durability, being able to lift a steel ball the size of your body above your head all day with little strain. Additionally, your stature will in no way hinder your speed or agility, being just as swift as you were before.

Soul of a Lord [400]: There were not just four Lord Souls to be found in the First Flame, but a fifth one. A Lord Soul found and consumed by you, more malleable than the others in its nature, but offering just as much power. Not only is your physicality and magical power matched by the other Lords, only surpassed by the ancient Everlasting Dragons, and your very nature tied to a concept within the world, but you will find that certain perks have become empowered due to the mighty soul within you. Additionally, you will no longer require a catalyst or talisman to utilize sorcery or miracles, though they will still help.



Mystery Perks:

Discounts for Mystery are 50% off, with the [100] perk being free.

Outsider, or Outcast? [Exclusive]: You are quite different from others found here, your origins and even nature more shrouded than others, even in this age of fog. As such, due to your unique existence, you will be given your choice of one other perk typically exclusive to a different origin. Will you be counted amongst one of Gwyn's people, or is there yet another outcast amongst the dragons?

Sorcery [100]: Magic is very much possible for those willing to plunge into the mysteries of the natural laws of the world, to understand what they are and how they function. You are one of the pioneers of this art, harnessing your power to cast spells. Using a catalyst, you can cast spells to attack your enemies from across far distances, coat your weapons and shield in arcane energies, purge your body of toxins and poisons, any many more, should you find someone willing to teach you.

Arcane Teachings [200]: One person is not enough to unravel the mysteries of this world and its mechanics, no matter how well learned they are. Just as a Lord requires subjects, so too can you take on students to help push your agenda of acquiring knowledge. You are capable of teaching anyone magic, even if they are as mundane as dirt itself. So long as you teach it like anyone is capable, they will learn and eventually pass along your knowledge long after you have left the world.

Crystal Sorceries [200]: Stone and crystals are important to the Ancient Dragons, their scales made from that everlasting stone. There is power in them, in the very materials that make up the earth below us all. You have studied this extensively, and have learned how to harness its power to empower your magic. You can create crystal variations of all of your spells and abilities, making them more potent than before, but at the cost of being slower to activate.

Crystalline Mind [400]: It takes a keen mind of great intellect to master the arcane, even as primitive as it is in these days. A mind such as yours, honed and polished like a prized gemstone. Your intelligence has been greatly increased, memory perfect in its ability to retain and recall whatever you have experiences, as well as your problem solving skills being similarly boosted. With enough time, any mystery can be unraveled by you, but the question is if you could handle such answers?

Mystic Innovations [400]: The act of learning is never complete, with new avenues of research opening up wherever you look, especially in such an age where the fog of ages is being pushed back, the world around you being illuminated by Flame. When it comes to magic, you are one of those few souls uniquely suited to finding new uses for magic, creating new spells with new effects in very little time with just a bit of creativity and experimentation.

First Scholar [600]: Magic is an energy, one bound to the soul as the soul is bound to the body and mind. As such, one must ask, if it can be bound to a being, could magic not be bound to an object? Your studies in the avenue of enchantment are especially noteworthy, binding magical effects to everything from rings to armor to entire structures, granting them supernatural abilities when used or activated. Any would be lucky to possess one of your creations, as useful as they are powerful.

Soul of a Lord: Rings? Single buildings? Such thinking is too small for a Lord such as yourself, one who can change the very nature of the world itself. You are capable of placing enchantments upon cities and even entire kingdoms, their effects being felt by all within. Imbuing those living there with greater strength, or manifesting a powerful shield to protect them from harm, the only limiting factor is how much time you're willing to put into it.

Mysteries of the Soul [600]: Those who would eventually come to dominate the world started off as mindless, hollow beings, fit only for consumption by the Everlasting Dragons. Yet when given souls of their own by Fire, they gained the strength to tear down the eternal. The nature of these souls is fascinating, one that you have researched in depth, being a master when it comes to manipulating them for all manner of purposes. Most prominently is the ability to bind them to stone automatons, creating golems capable of independent movement and reacting to outside stimuli. These families of life are certainly impressive, but is that all?

Soul of a Lord: No longer are souls an unknown to you, some nebulous thing wasted to simply make one stronger. You have learned all you can from them, a Lord unmatched in this realm of knowledge, and now have the ability to create your very own, as well as lifeforms to house them, as complex as most sapient beings or as simple as an insect. You can even imbue them with certain concepts, such as fire or ice, light or dark in order to grant them new abilities and natures.

Light Perks:

Discounts for Light are 50% off, with the [100] perk being free.

Divinity [Exclusive]: It was the light of Flame that drew those hollow beings in, giving them the opportunity to become something great enough to challenge the everlasting. Your soul was bound to light, marking you as one of the gods who follow the Great Lord Gwyn. Not only is your form as captivating as light itself is, rarely muddled or marred, but your mind has been illuminated, allowing you to learn and master whatever skill you desire faster than most.

Divine Miracles [100]: In the ages to come, miracles would be performed by reading tales that bring about a revelation, yet is your very existence in these times not one in and of itself? You are capable of casting these miracles through the use of a talisman, all connected to the concept of light and what it represents. Healing yourself, reducing the effects of incoming magic, slowing nearby enemies, and many more.

Gross Incandescence [200]: Your presence is like that of Fire itself, filling those around you with a comfortable warmth that soothes the soul, making you popular to keep around indeed. You give off a holy aura that not only illuminates you like golden fire in a cave, but will fill any nearby allies with extra vigor and stamina, allowing them to last much longer than they could have before.

Lightning Spear [200]: It was discovered that the secret to the Everlasting Dragons' immortality was their stone scales, and few things are better at peeling them back than Lord Gwyn's Sunlight Spears. Though you are not privy to those potent divine bolts of lightning, you can manifest a weaker version, striking at enemies from great distances and potent when used against draconic enemies.

Dragonslayer [400]: It was the Lord of Sunlight that led the Lords and their subjects to overthrowing the Dragons, but it was his son who became so skilled at slaying them that he was named a god of war for his proficiency on those ancient battlefields. Like him, you are a dragon slayer with few to call you an equal, dealing more damage to draconic enemies than should otherwise be possible, all the while reducing their attacks against you to half effectiveness. No matter how many of your kin they may slay, they shall learn to fear the bite of your blades.

False Sun [400]: Lord Gwyn's last-born son, Gwyndolin, was born with a strong connection to the moon, leading him to be raised like a daughter. What he may lack in physical power, though, he more than made up for in his ability to bend light however he pleased, crafting illusions that few could match, yourself being one of them. Whether it's appearing as someone else entirely, hiding secret passages or making a target experience something that doesn't exist, it is well within your capabilities to deceive others like the sun dominates the daytime sky.

Ancient Tradition [600]: It is in the soul that the Lords and their subjects gained power, and it is not something that should be so carelessly abandoned, even in death. As such, you have learned a rite to directly absorb the souls of the fallen, whether allies or enemies, granting you a boost in power proportional to how powerful they were in life. This power can be directed towards certain aspects of yourself, like physical strength or speed, granting you a higher boost at the cost of everything else.

Soul of a Lord: To consume something is to know something, to have it become an undeniable part of your very being. Such was the thought behind this tradition, one in which you exemplify. When you absorb the soul or life essence of the fallen, you take everything within you. Their strength, their knowledge, their skills added to your own. Even their memories will be granted to you, muted and disconnected to the rest of you. After all, why should a Lord be influenced by others, and not the other way around?

Bountiful Sunlight [600]: The second-born child and first daughter of Lord Gwyn, Gwynevere, will become a symbol to reflect the Lord of Sunlight's age, one of bounty and fertility. The promise of better days, where all can bask in the nourishing rays of the sun is one that you embody well, your very presence like that of the princess herself. You possess a potent aura that will heal those allies around you, mending wounds and purging illnesses, as well as making them stronger than before.

Soul of a Lord: Your presence is not merely the promise of a dream, but a fantasy made manifest, one that all would be considered lucky to fight for. Not only are those allied with you and your cause greatly empowered, but will grant them potent regeneration, capable of regenerating lost limbs in time, and limitless stamina. Your presence could even resurrect the recently deceased, should their bodies be in good enough condition.

Death Perks:

Discounts for Death are 50% off, with the [100] perk being free.

Skeletal Being [Exclusive]: The dead who do not rest, those who follow the Gravelord Nito into this new age of disparity are different from the rest of those touched by Flame in many ways, most prominently in their lacking need. Like them, you require only your bones to be intact in order for your continued survival, needing no sustenance or sleep to stay in peak condition. This can manifest as you appearing particularly gaunt, or fully removing your flesh in order to assume a skeletal appearance.

Gravelord Miracles [100]: Much like the tales that will be told of Lord Gwyn and his pantheon, there will one day be stories based around the concept of Death, the faith in their truth manifesting as tangible miracles. You are capable of casting these miracles, as well as creating new ones based upon Death and all that stems from it. For now, you can merely summon crimson blades from the earth to impale your enemies, but more is sure to follow, as surely as all that lives shall one day perish.

Softly Tread [200]: Death does not always come for people in grand displays, wearing the face of a numberless army, but sometimes as a whisper, the faint breeze stealing away that which animates you without warning. You are much like that unnoticed breeze, your movements muffled to such a degree that only the most perceptive would be able to hear the clanking of your armor or the sound of your footsteps.

Quiet Rest [200]: To spend the rest of your existence within a tomb would be harrowing for many, a new world of sensations illuminated by Fire you are barred from for an indeterminate amount of time. But you are not most, for you are just as patient as death itself. Not only are you completely immune to boredom, but you suffer no ill effects from long periods of isolation, no matter how many countless centuries pass you by since last you spoke with one of the living.

Grafted Structure [400]: The dead are often hauled away to specified areas, the living uncomfortable with the idea that their time of ending is slowly growing ever closer, with perhaps the most disrespectful being those mass graves, where corpses are thrown haphazardly. You may have originated from one such grave, for how else could you explain your newfound power? You can now modify yourself by adding more skeletons to yourself, applying their natural abilities to yourself. Adding a dragon head to your arm would grant you the ability to spew fire from its maw, for example.

Spirit Caller [400]: Not all of the dead rest peacefully, some souls lasting long after the body has faded away due to the resentment felt within. You are more than familiar with such entities, dangerous as they are, due to your newfound ability to summon them to your side in order to aid you in whatever matters you see fit. They are especially useful in battle, as their incorporeal forms render them immune to mundane weapons.

For Whom The Bell Tolls [600]: Death comes for all eventually, no matter who you are nor what measures you take to avoid it. But if they shall not go gently into that good night, then you shall make them, kicking and screaming into its quiet embrace. If it can be killed, then you will rapidly find out how to do so. No matter what it may attempt in order to hide its weaknesses or vulnerabilities, you shall deliver unto them their destined death.

Soul of a Lord: As Lord of the Dead, you do not merely know how to kill an enemy, but also how to ensure that they *stay* dead. What you kill will remain dead, unable to be saved by resurrections, reincarnations, nothing. Death favors no one over another, a fact many seem to have forgotten, but you are ready to remind them of. You could be merciful and allow them another chance at life, but such opportunities are often wasted on those undeserving.

Master of the Entropy [600]: When the Lord of Sunlight peeled back the stone scales of the Everlasting Dragons, the Gravelord unleashed a miasma of death and disease, causing their vulnerable flesh to wither and decay. You are now surrounded by such a miasma, a dark and coiling thing that will steal away the life of any caught within, and cause their weapons and armor to rust away into nothingness. Only the truly timeless are unaffected by your power over entropy. You can of course toggle this aura on and off, should you wish to enjoy their company a little while longer.

Soul of a Lord: Your mere presence is no longer a gentle breeze that steals away the breath of the living, but a deadly hurricane devastating all in your wake. The winds themselves eb and flow under your guiding hand, tearing away at the very landscape at your leisure, as is only right for a Lord such as yourself. For just as improbable as it is for someone to fight off a storm, how could they hope to fend off the inevitable endpoint of all life.

Life Perks:

Discounts for Life are 50% off, with the [100] perk being free.

Witch of Fire [Exclusive]: It was in Fire that you were all given souls, that which granted you clarity of mind and life, so it should come as no surprise that those connected to the Lord Soul of Life are deeply connected to fire itself. As one of the children of the Witch of Izalith you are naturally immune to the effects of heat, as well as possessing a resistance towards fire of all kinds.

Pyromancy [100]: In the times yet to be, long after the Golden Age of Fire, an art would be derived from the teachings of the Witch and her daughters. It would be called the art of pyromancy. You have learned this more primitive art of magic, capable of bringing out your inner flame in order to set your foes aflame with spells such as Fireball, Combustion, Fire Whip, even those that may not make much sense upon first glance, like Poison Mist or Flash Sweat.

Fire Sorceries [200]: Just as normal sorcery seeks to understand and manipulate the natural laws of this world, so too do those who practice fire sorceries attempt to understand and manipulate Fire. You are one of the original practitioners of this magic, utilizing a catalyst to fire off chaotic orbs of lava, or summon up torrents of the planet's lifeblood to scorch away your foes, reducing them to little more than ash. These are more powerful than the pyromancies of the future, but require stronger wills to control.

Raging Inferno [200]: Fire is a dangerous thing, as deadly as it is helpful. Just as easily as it can warm a home within a hearth, so too could it burn that very same home to the ground. It can be a hungry thing, consuming all in its path, something you have more than readily harnessed. All of your pyromantic abilities, regardless of their origin or fuel, are capable of ignoring whatever resistances your target may possess. Even those that claim immunity will still fear your flames, though nowhere near as strongly as others. So long as you desire for them to burn, so they shall.

Fires of Vitality [400]: The heat of Fire fills others with its warmth, resonating with the warmth found within life itself. The fire within you has stirred, leading to a great benefit regarding your vitality, or rather how quickly it replenishes. You can quickly heal from any non-fatal wound at an astonishing pace, something that is only further enhanced the more you surround yourself with fire and heat. In the right circumstances, it wouldn't be completely inaccurate to refer to yourself as unkillable.

Power Within [400]: It is said that fire exists within all forms of life, be it physical or metaphorical. When the body is ill, it heats up, attempting to burn out the illness. When one has lost their legs on the battlefield, it is the fire of determination that allows them to crawl back to safety. There is fire within you, one that will offer you great power, greatly increasing your strength, speed, and magical potency for a time, but at a cost. So long as this ability is activated, your health will suffer, leaving you much more fragile. This could be mitigated with time and training, but in a war such as this, every advantage helps.

Bed of Life [600]: Life is as abundant as it is chaotic, there being as many variations of a single type of creature as there are stars in the night sky. Some do, however, end up getting the short end of the stick, feeling more cursed by the life they were given rather than blessed. As one so connected to Life, it is within your power to change it, being capable of manipulating the physical forms of others to an extent. You could make them hardier, more resistant to harsh environments, extend their lifespan, and with experience, you could even combine the characteristics of many types of creatures into one chimeric existence.

Soul of a Lord: Yours is not just the power to lord over Life and its functions, but the chaotic energies of fire itself. You can imbue others with this Chaos, transforming them into what would eventually be called demons. They shall be more powerful than they were before, and find themselves possessing their own, natural pyromantic abilities, as well as a high resistance towards fire and heat.

Storm of Fire [600]: Life is just as capable with destruction as it is with creation, for just as easily can fire bake bread as it can burn it. You embody that destructive capability well, surrounding yourself in a deadly aura of flame and pure heat, reaching temperatures capable of melting stone and steel with contemptuous ease. You can toggle this aura on and off at will, should you so desire.

Soul of a Lord: Your mere presence is not a bonfire, but a hurricane of flame capable of burning down all in your path. Fire raining from the sky capable of melting even the scales of the Everlasting Dragons, turning their greatest defense into a cage, leaving them unable to move as they cook within their own stone bodies. When you walk, all shall know that a Lord of flame has arrived, capable of burning away cities and kingdoms until naught but ash is left.

Dark Perks:

Discounts for Dark are 50% off, with the [100] perk being free.

Humanity [Exclusive]: The Furtive Pygmy split his dark soul amongst those who would become known as humans and pygmies, of which you now count yourself amongst. In these ancient times, humanity was more intune with his dark nature, granting them the ability to see in the dark like they were under the midday sun, as well as having your power slowly grow in time.

Dark Sorceries [100]: There is undeniable power held in Dark, for it is the contrast to the light of Fire that will define this upcoming age. You can manifest this power through sorcery, channeling the energies of Dark through a catalyst in order to cause all manner of effects. From striking your foes at a range, removing the effects of curse build-up, and shrouding the area in a dark fog, you'll have a number of options at your beck and call.

Calming Darkness [200]: Before the Dark Soul itself was bound to the First Flame through divine means, Darkness was a quiet, subtle thing that was content to wait for its time. This calmness is especially pronounced within you, as not only will the Dark within you never go wild, but any other powers and abilities you possess will never harm you, regardless of what the typical cost for their use would be.

Dark Imbuement [200]: Whereas Fire will eventually fade, Dark is only stronger in the absence of Light, consuming all in its abyssal tendrils. You have learned this well, and have learned how to harness its power to empower your magic. You can create dark variations of all of your spells and abilities, making them more potent than before, but at the cost of being harder to control or less stable.

Abyssal Haze [400]: Just as Fog gave way to Fire, eventually it must fade into Dark; such is the logic of the world. It was inevitable, really, that the world would one day feel the absence of fire's illumination, something they shall be reminded about when you take to the field. You can surround yourself in a cloud of pure Dark, rendering any within blind and deaf, all the while numbing the other senses.

Life Hunt [400]: A deadly ability, one taught to four kings and their subjects far into the future, meant to be used in order to assist them in bringing about an Age of Dark. The power of Life Hunt is one that the gods feared, as it was capable of rendering them weak and impotent. In your hands, you can use it to drain the vitality and stamina of a target with each strike you make, ensuring that you will always emerge the victor in a battle of attrition.

Chosen Undead [600]: In a time yet to come, a certain undead would fulfill an ancient prophecy, but it would raise a certain question; did they succeed because they were always meant to be the Chosen Undead, or did they become chosen because they managed to succeed? Regardless as to the specifics, you share a few similarities with that future figure, namely in your incredible luck, as well as the ability to quickly learn and master any skills you try your hand at. You could go from a novice to a master swordsman in a fraction of the time typically needed.

Soul of a Lord: Though the world may appear harsh and uncaring towards one lone soul in the dark, you are undeniably the lord of both yourself, and of your own fate. Events seem to line up perfectly for you, always giving you a way to succeed or bypass some challenge, all the while granting you mighty rewards for your efforts. The potential of the Dark is also manifested perfectly within you, as you are capable of improving both yourself and all of your skills and abilities without limit.

Fragmented Shadows [600]: The Furtive Pygmy never made a name for themselves, never drawing attention to themselves like the other Lords, content to simply share their power amongst their kin, cultivating the power of the Dark within all of their descendants. Like that mysterious figure, you can grant others a seed of darkness, one that will benefit them just as much as you. For you see, not only will it empower them, but it will allow you to access all of their memories and learned skills. The true strength of humanity is not in individual power, but the innumerable specks of Dark all working together, as difficult as it may be to accomplish.

Soul of a Lord: A Lord must have subjects, and you are no different, but in a world that attempts to keep humanity beaten down, perhaps the only one you can trust to do things properly is yourself. You are capable of splitting off parts of yourself, creating completely new and separate entities that are nonetheless tied to you. Their memories are your memories, their growth is your growth, their goals are your goals. Should you so desire, you can merge together once more, not only restoring your spent strength but also adding whatever they gained while separated to your own.

Dragon Perks:

Discounts for Dragon are 50% off, with the [100] perk being free.

Archtree Inhabitant [Exclusive]: Though you possess stone scales, you are not considered one of the true Everlasting Dragons. You are, in reality, a drake, akin to a dog when compared to your eternal kin, but your size and strength, teeth and claws, as well as your elemental breath still allow you great power compared to those hollow beings seen roaming around, at least until they discovered Fire.

Swift Wings [100]: All dragons and drakes are gifted wings capable of flight, traveling through the Archtrees faster than the wind itself. You now possess this very same power, manifesting as two great wings near your shoulders. Should you have not taken the dragon origin, then you can either fly unaided, or have the wings disappear when not in use. They can also change in aesthetics, depending on what origin you possess.

Draconic Weaponry [200]: Some of the most powerful weapons to be found are those ripped straight from the flesh of dragons, turning their scales and flesh into deadly instruments of war. This process is a painful one, but it does have its uses, especially for you. You can break off parts of your body, automatically transforming them into potent weapons imbued with a sliver of your power, especially if it was originally your tail. All your broken parts will regrow back slowly, but only if they were lost in an effort to create these weapons.

Elemental Devourer [200]: Far into the distant future, within the ringed city meant to trap the Dark, there was a dragon raised by the gods to act as the warden. He consumed so much of the Dark that it became a part of him, even his breath becoming a dark laser. Like him, but with less downsides, should you eat enough of an element, especially if they are magical in origin, then you can use elemental breath attacks of that nature, capable of swapping between them with just a moment's pause.

Calamity [400]: The gods feared the Black Dragon Kalameet, as any caught in the gaze of its orange eye would surely be met with calamity and ruin. Like this deadly dragon, you have the ability that made it so feared, that of telekinesis. More than enough to easily toss around a man in full plate armor, and hold them down in one place, making them easy targets for any of your other attacks. With time and training, this could become so much more. You may optionally have an orange eye appear in the middle of your forehead.

Path of the Dragon [400]: Though they were defeated in that most ancient of battles, people of all stripes have dreamed of transforming into a dragon themselves, to wield the power of those stone scaled entities that predated even the gods. But these would typically be just that, dreams. Under you, though, such dreams can be made a reality. You know how to initiate a process in others that will transform them into true dragons, though their strength, as well as the speed of the transformation itself depends entirely on how much power you use to kick start this process.

Everlasting [600]: As surely as the earth below will last well beyond the kingdoms built upon it, so too do you understand what it means to be just as timeless. You are capable of imbuing an everlasting quality into places and structures, making them immune to the passage of time. They shall never rot or fade, regardless of what they were made of and what environment they are housed in. Only violence and events like earthquakes or fires will harm them, for all the good that will do, sing as their durability has exponentially increased.

Soul of a Lord: A Lord does not rule over just the land, but all within their borders. Not only can you apply this timelessness and improved durability to structures and an environment more easily, but also to individual items and even other living beings, turning them into ageless immortals. By concentrating, though, you can reverse the effects of time and damage on non-sapient objects as well, restoring what was broken to its prime.

Indomitable [600]: No longer a mere drake, you have become a true Everlasting Dragon, scales like stone and just as unyielding. Not only are you larger, stronger, but your durability has been greatly increased, such that you could fall from the very heights of the Archtrees and land on your head without feeling anything more than a tingle, with most weapons being similarly effective against you. Your scales, however, do nothing to protect you from lightning, as it can peel away your scales, revealing the vulnerable flesh underneath.

Soul of a Lord: You are not a common dragon, but a Lord amongst dragons. You are more akin to a walking mountain than a living creature, with every step shaking the ground beneath you. Harming you would be like attacking one as well, outright ignoring most conventional weaponry. Your scales have also changed, now more resilient against lightning than before.

General Items:

You will receive an additional [300] to spend in this section only. You may freely import any related items you own at your discretion.

Starting Equipment [Free]: Before you and yours were enraptured by the brilliance of flame, you were simple, hollow beings hardly worth the notice of the Everlasting Dragons. You are bound in rough rags to protect your newfound modesty, a simple weapon of wood and stone, as well as a strange pendant that doesn't seem like it should belong in this time, yet is filled with pleasant memories.

Dark Games [50]: All stories must have a medium to be told, no matter how well put together or how informative it actually is. The stories of this world, at least those set far into the future, you may be familiar with. You now have three games, the systems needed to play them, as well as a large amount of official merchandise of the series found from your original homeland.

Firebombs [50]: A bisque urn that can fit in the palm of the hand, filled with a black fire, one that explodes upon contact when thrown. They are useful for many travelers, dealing decent fire damage from a range. You will receive a bag filled with twenty of these urns, which will replenish weekly if used or destroyed.

Moss Clumps [50]: You may find it strange, but there are a number of reasons why one would throw a clump of moss into their mouth. Specific types found in these lands hold a number of medicinal properties, such as the purple moss clumps being able to reduce and cure poison within someone's system. You will receive ten clumps of each moss type found here, which will replenish weekly if used or destroyed.

Repair Powder [50]: An essential tool for those who aren't trained in equipment maintenance or don't want to travel to a smith in order to repair them. This pouch of golden power needs only to be sprinkled upon whatever you need repaired, and it shall be restored to prime condition at the cost of the powder. This pouch will replenish its stores of powder weekly when used or destroyed.

Bottomless Box [100]: An invaluable item for any traveler, especially those who prefer to plan ahead and bring along many supplies. This wooden box can hold an infinite amount of items within, so long as they can fit into the box in the first place. When you wish to retrieve an item from within, simply stick your hand in and think of which item you desire. Should you wish for it, this could take the form of a satchel instead.

Collection of Embers [100]: Embers are required for ascending weapons into greater forms, granting them new properties, though it can only be applied by skilled smiths. You now have in your possession a collection of ten different embers, capable of making your weapons deal such damage like fire, magic, divine, occult, and chaotic. They are essential if you desire to rise against the challenges you'll come to face.

Master Smithbox [100]: A setup perfect for the traveling smith, holding all the tools they'd need to set up a forge in an easy to carry wooden box. Not only does it have things like a hammer and calipers, but its tools can be used for both forging as well as the improvement and maintenance of one's gear. Should you need to, though, you can channel souls into it in order to get the same results much faster.

Titanite Collection [100]: A rare type of material, found in the lands near where the First Flame came into existence, and where the Lords would found their kingdoms, and can be used to craft and improve the greatest of armaments. But there are many different kinds of titanite, from the standard grey to twinkling to even demonic titanite. Thankfully, you will receive a shipment of ten of each slab of this material each week.

Fashion Souls [200]: In the ages to come, many types of armor and numerous differing styles will emerge, each as unique as the kingdoms they hail from. But then, one must decide what they want to wear themselves, what style they're going for and if they can handle the weight. Should none of the armors or clothing options found here be to your liking, then you can use this to acquire any four sets of apparel found in the Dark Souls series, mixing and matching them as you wish. This can be taken multiple times.

Master Key [200]: This iron key may seem lackluster and unassuming, it hides its highly useful ability from casual glance. When inserted into a lock, the blade of the key will shift in order to match, allowing it to unlock any mundane lock you come across. A simple, but very useful tool to have in your possession.

Kingdom [400]: In the times to come, there will be numerous kingdoms that sprout up all over the world, from Astora to Oolacile to Londor. Just as a Lord will have their subjects, so too should they possess a kingdom to lord over. You now own your very own kingdom, one entirely of your own design. From the landscape and environment, to the layout of cities and how they are managed, even the demographics and races within, all of it is under your control, the inhabitants viewing you as their one true monarch. Though it won't start off as powerful as the other options found here, there is something to be said about the creative freedom being offered.

Ring Collection [400]: There are many different rings to be found in these lands, long into the future, after the Age of Fire has waned and has started fading. Each of them have their own effects, some more situational or potent than others, but all are useful in their own ways. Should you desire the extra benefits they give to the wearer, then this should satisfy, as you now have in your possession one of each kind of ring found within the Dark Souls series. Alternatively, you could combine them all into a singular gold band, possessing all of their benefits, yet none of the downsides.

The First Flame [600]: The source of the souls which gave the Lords and their subjects life and clarity, a fire eternal. Set within a massive stone kiln, lies the First Flame, or at the very least an everlasting copy of it. It will act as an infinite reservoir of souls, constantly producing around five thousand souls an hour, though some will be more powerful than others. Once a month, there will be a soul of exceptional strength, fit for many of the stronger beings found here. Once a century or so, though, you will find something truly exceptional, a soul fit for a Lord. These souls are blank slates, and can be molded for any purpose you desire, whether that be enhancing yourself, creating items of great power, or using them in arcane rituals.



Mystery Items:

Discounts for Mystery are 50% off, with the [100] items being free.

Crystal Catalyst [100]: A sorcery catalyst fashioned from pure crystal and reinforced with tin, it is a useful tool for any who desire to practice sorcery. Not only can it be used to channel magic and sorcery, but spells connected to crystals will find them twice as effective as before for no additional cost to the caster.

Lingering Dragoncrest Ring [100]: A ring given to those who would, in the future, deemed fit to undergo the journey of discovery in Vinheim, a kingdom known for its prodigious sorcerers. The seal depicts an Everlasting Dragon, a symbol of those who walk the path of sorcery. While wearing this ring, you will find that all of your spells will last longer, nearly double what they were before.

Bellowing Dragoncrest Ring [200]: A blue ring that depicts an Everlasting Dragon, the typical symbol of the Vinheim school of magic. This is typically gifted to those who are deemed fit to undertake the journey of discovery, and will greatly improve the potency of all spells the wearer would cast, practically doubling in power. It is an essential tool in any sorcerers kit, one that supplements their hard earned talents.

Crystal Ring Shield [200]: A shield crafted with the soul of an artificial being, one imbued with a pure magic power. It is quite effective at protecting the user from threats both physical and magical, but the magic imbued within allows it to fire off a disc of magical energy, striking at foes from a distance.

Moonlight Butterfly Horn [400]: The horns of a moonlight butterfly, a being created by Seath, are imbued with a pure magic power, and are useful for a number of reasons. Not only can it act as a very effective spear, keeping your enemies at a distance while in melee, but it can fire off multiple magical projectiles that home in on a target of your choice.

Moonlight Greatsword [400]: This sword, one of the rare dragon weapons, came from the tail of Seath the Scaleless, the pale white dragon who betrayed his own. It shines with an arcane light, dazzling many who gaze upon it. As it is imbued with Seath's own magic, it is capable of unleashing a devastating beam of arcane moonlight when swung, allowing you to hit far off enemies with ease.

Grand Archives [600]: After the war with the Ancient Dragons, the Lord of Sunlight would give the pale drake many gifts for his service, most prominently being dukedom and the ownership of the Grand Archives, a structure that you now claim as your own. This massive library is a repository of a large array of knowledge, from natural sciences to the arcane. It currently houses all the knowledge that Seath would have accumulated right before the Chosen Undead made their way to him, but that is not the end. For each world you visit, and have already visited, the library will gain new sections and new books containing all known magical lore from the world in question.

Primordial Crystal [600]: A treasure of the Everlasting Dragons, taken by Seath the Scaleless after he had betrayed them. When you bind yourself to it, an arcane link will form between you and the crystal, granting you the next best thing to true immortality. Not only will you cease aging, but you will be given a powerful form of regeneration, allowing you to heal wounds before the offending weapon has even left your flesh. This will also greatly increase your resistance to all non-magical damage. These effects will last so long as you are bound to the crystal, at least until it's broken.



Light Items:

Discounts for Light are 50% off, with the [100] items being free.

Ring of the Sun Princess [100]: This elegantly engraved ring is granted to those who enter a Covenant with Gwynevere, daughter of Lord Gwyn and the Princess of Sunlight. This slightly warm ring boosts the power of any defensive and supportive miracles you wish to cast, as well as any other similarly holy abilities.

Sunlight Talisman [100]: The talisman of a Knight of Sunlight from the kingdom of Astora, is decorated with a holy symbol, illustrated by the knight himself and is a projection of his upstanding, unwavering faith. When it is on your person, you will find that all of your miracles and similarly holy abilities, regardless of their origins, will be enhanced.

Ring of the Sun's Firstborn [200]: Lord Gwyn's firstborn, who inherited the sunlight, once wore this ancient ring. Lord Gwyn's firstborn was a god of war, but his foolishness would lead to a loss of the annals, and rescinding of his deific status. Today, even his name is not known, but wearing this will see all of your offense focused miracles and holy abilities doubled in potency.

Silver Knight Set [200]: The eponymous armor of the Silver Knights, those warriors dedicated to Lord Gwyn and his Age of Fire. Though the knights would be reduced to guarding an abandoned city and the goddess housed within, these were made for those participating in war and function like it, being made from titanite. The armor offers great protection to all who wear it, offering resistance to fire.

Darkmoon Bow [400]: A golden shortbow used by the Dark Sun Gwyndolin, Darkmoon deity who would watch over the city of Anor Londo, which the gods would abandon after fire began to fade once more. With the replenishing quiver of Moonlight Arrows that comes with this weapon, it will hit much harder and shoot even farther than it has any right to, all thanks to the magic imbued within.

Dragonslayer Swordspear [400]: A dragon hunting weapon that was owned by the firstborn son of Lord Gwyn, the god of war. It was the earliest form of cross spear, serving as both a sword and a spear, and imbued with divine lightning. It is the perfect weapon for penetrating the rocky hides of dragons, and can even summon golden lightning from the skies to attack an enemy.

Anor Londo [600]: The soon to be legendary city of the gods, and the seat of the Great Lord Gwyn's power. Made of beautiful marble and intricately designed by the finest minds of the ancient deities, not only do the thick walls of this metropolis offer a great amount of protection, but you and any of your allies will find that, when within the city, all of your divine and lightning related abilities will be vastly empowered. It will be guarded by a number of those aligned with light, but whether it is populated or not beyond just them is up to you, though their loyalty will always lie with you.

Great Lord Set [600]: The armor and chosen weapon Gwyn, Lord of Sunlight, and what he took with him to battle the Everlasting Dragons. Wearing these will certainly make you feel like a Lord, as the armor will increase your physicality, the crown giving you an unmistakable air of authority, while the greatsword is imbued with holy flames, capable of unleashing a wave of divine flames when swung. With such armaments, is it any wonder why he was considered the mightiest Lord of them all?



Death Items:

Discounts for Death are 50% off, with the [100] items being free.

Rusted Iron Ring [100]: An iron band that has been terribly rusted, stained faintly of blood. Those who wear this ring will find their footing more assured, allowing them easier movement through difficult terrain, such as in a murky swamp or walking along a sheet of ice.

Skull Lantern [100]: A type of lantern used by necromancers found within the Catacombs, crafted with a skull and bound to their beards. It can illuminate a large radius around itself in all but the blackest of abysses, and can be used to set enemies aflame. Additionally, it can be attached to the hip should you not wish to carry it around.

Gravelord Sword [200]: This sword is wielded only by servants of Gravelord Nito, the First of the Dead, and was crafted from the bones of the fallen. It is imbued with a fraction of the Lord's power, coating it in a toxic miasma of decay and death that lingers and harms all living things that are struck by it.

Covetous Serpent Ring [200]: The serpent is an imperfect dragon and symbol of the Undead. Its habit of devouring prey even larger than itself has led to an association of gluttony. This silver ring, engraved with the serpent, rewards its wearer with additional souls for each kill, making it a highly valuable item for all.

Armor of the Deceased [400]: A set of armor, crafted from the ribs of giants and fused into one piece, imbuing the wearer with their might. While adorned in this armor, not only will you find all incoming physical damage reduced, but your physical strength will nearly triple, allowing you to strike with much more force than before. Undead and spirits of all kinds will also be more passive and agreeable towards you.

Cloak of Skulls [400]: The cloak worn by the Gravelord Nito, First of the Dead and imbued with a portion of his power. While wearing this Cloak, made from the brisket dark fur of a deceased Ancient Dragon, it will improve both the range and power of all your necrotic abilities, be they raising the dead or sending forth waves of pure entropy. It also acts to obscure your figure, making it more difficult for your enemies to figure out where exactly to strike at you.

Arm of the Grave [600]: The bladed arm of the Lord of Death, crafted from the bones of an Everlasting Dragon. It is imbued with a large portion of the Gravelord's power, not only enhancing any necromantic or entropy-based abilities channeled through it, but each wound it delivers unto an enemy will resist all attempts to heal it. Not even the most potent of miracles can restore the wounds caused by this, forcing it to heal at a natural, glacial pace. This can optionally be directly attached to your arm.

Tomb of the Giants [600]: A dark, underground mausoleum the size of a metropolis filled with the venerable dead that fought in the war against the Everlasting Dragons. Not only is it a confusing labyrinth filled with numerous traps and deadly falls for even the most seasoned of explorers, but it is protected by hordes of mindless skeletons that you can command and direct with ease. Any powers and abilities related to death and decay will be vastly improved when used within these hallowed grounds.



Life Items:

Discounts for Life are 50% off, with the [100] items being free.

Ascended Flame [100]: A flame summoned to your hand with but a thought, a manifestation of the fire within. To those who wield it, a flame is considered a precious thing, something to be nurtured for a lifetime. By drawing upon the latent power of yourself, you can use this to cast pyromancies, as well as improving any pyromantic abilities you have, however slight it may seem.

Old Witch's Ring [100]: Old ring from an old witch. Engraved minutely with indecipherable script, but seemingly useless, at least until you speak to others. While wearing this ring, not only will you be able to understand any spoken language you hear as though you were a native speaker, but you will be understood by them in turn.

Gold-Hemmed Black Set [200]: The clothing of the Daughters of Izalith, the direct offspring of the Lord of Life. This gold-hemmed black set was designed to better withstand the heat of their home. While wearing these clothes, you will find all of your fire-based abilities improved in potency, as well as offering you a resistance to both fire and poison.

Orange Charred Ring [200]: A ring that was enchanted by a witch, meant for the only son of the Witch of Izalith. Since his birth, he was afflicted with sores that were inflamed by lava, leading to his sisters giving him this ring. While wearing it, you will find yourself more resistant to fire and lava, handling their heat as well as any stone in a campfire naturally would.

Demon's Great Hammer [400]: A massive weapon built from the stone Archtrees, wielded by those who would be changed by the Chaos Flame. It is quite good for beating your opponents to a pulp, and will set them aflame due to the chaotic fires burning within. Only those of great strength can wield it effectively, but those that can are often devastating.

Quelaag's Furysword [400]: A curved sword born from the soul of Quelaag, daughter of the Witch of Izalith, who would be transformed into a chaos demon in a tragedy meant to stave off the Dark. Like her demonic form, the sword features shells, spikes, humanity and a coating of chaos fire. It deals a large amount of fire damage, as well as sending out a wave of demonic flames when swung.

City of Izalith [600]: A beautiful city of stone, carved deep in the earth in order to be closer to the lifeblood of the land itself, and the home of the Witch of Izalith and her children. It can be perilous for those not careful, due to the flowing rivers of lava, but it does add a level of protection seldom unappreciated and difficult to maneuver around. While within the bounds of this stone metropolis, you will find all of your and your allies' abilities related to fire and lava have been vastly improved. It will be guarded by a number of those aligned with fire, but whether it is populated or not beyond just them is up to you, though their loyalty will always lie with you.

Izalith Catalyst [600]: The chosen tool of the Witch of Izalith, wrought from the wood of an Archtree and imbued with the warmth of the First Flame. Though it can be used to strike enemies with great effect, often setting them alight, the staff's real use comes through channeling fire-based abilities through it, such as pyromancy or flame sorceries. This will see a vast increase in their potency and longevity, while lowering the price it would have taken to perform such feats to a fraction. With such a weapon in your hand, you could burn the world to ash, or imbue it with the warmth of life.



Dark Items:

Discounts for Dark are 50% off, with the [100] items being free.

Darksword [100]: A blade gifted to the knights of a kingdom of man, one that would inevitably succumb to the Abyss. The blade is thick and wide, requiring the wielder to hold it in an unusual manner. Though it is, for all purposes, just a mundane sword, it holds onto the power of the occult and Dark surprisingly well.

Tiny Being's Ring [100]: A ring made from black iron and embedded with an ancient tiny red jewel. Though it may appear unassuming, it is highly useful for any combatant, granting them a bit of extra vitality. Even in the most heated of conflicts, all one needs is a small chance to grasp victory.

Ring of the Evil Eye [200]: A ring inlaid with a black gem that has a white stripe going through it, causing it to resemble the eye of a terrible beast, its gaze as unwavering as its effect. Wearing this ring will make you as vicious as one, allowing you to restore some of your wounds with each enemy that is slain by you, or those that happen to perish nearby.

Ringed Knight Set [200]: A set of armor forged in the Abyss, imbued with the nature of Dark, betraying a smidgen of life. It offers decent protection, but the nature of its creation allows it to more easily fade into the shadows, making the wearer that much more difficult to perceive. Though it could be seen as dishonorable, who could deny the effectiveness of striking at an unaware foe?

Dark Hand [400]: An ebony gauntlet crafted under the watchful eye of a Primordial Serpent, one allied with the Dark. While wearing this, you will be able to drain both the vitality and humanity of an enemy through just a strike or touch, restoring your own. It also acts as a decent shield, absorbing more incoming damage than one might think. With mastery, one could sap the humanity of even a replete saint in the blink of an eye.

Repeating Crossbow [400]: This crossbow, customized for repeat-firing to face mobs alone, was used by a certain Slave Knight, warriors used as fodder for the bleakest of battles. Pulling on the trigger will see this weapon fire a number of dark-imbued bolts at the enemy, giving you a good option for constant, long-ranged damage. Curiously, the bolts it fires off never seems to run out, but that only means that you'll spend less time vulnerable.

Manus Catalyst [600]: The chosen weapon of a pygmy lord, one whose humanity would go wild, necessitating him to be sealed away. This sorcery catalyst is quite sturdy, and its design means that it is quite effective if wielded in a similar way to an axe, but that is not its intended purpose. This staff's real value comes through channeling dark-based abilities through it, seeing a vast increase in their potency and longevity, while lowering their cost to a fraction of what it once was.

Ringed City [600]: A walled city built for the pygmy lords who would aid the Lords in their war against the Ancient Dragons, a prison disguised as a gift. But it does not have to be such, as despite its disingenuous beginnings, it is a well defended metropolis that could reasonably last until the end of the world, no matter what may attempt to siege it. You and any allies will find that your abilities related to dark and shadow will have been vastly improved. It will be guarded by a number of those aligned with dark, but whether it is populated or not beyond just them is up to you, though their loyalty will always lie with you.



Dragon Items:

Discounts for Dragon are 50% off, with the [100] items being free.

Dragon Scales [100]: The stone scales of an ancient dragon, used primarily for reinforcing dragon weapons and the creation of draconic armor. A dragon is inseparable from its scales, and the transcendent apostles, who seek the perpetuity of the ancient dragons, have crossed the very ends of the earth to seek these twenty-five invaluable treasures, which will replenish weekly if used or destroyed.

Havel's Ring [100]: A ring hewn from stone, named after Lord Gwyn's old battle compatriot, Havel the Rock. He was well known for his hatred of dragons, going so far as to wear armor crafted from rock to better endure their flames. While wearing this ring, you will see an increase to your physical strength, allowing you to carry more than you could before.

Black Dragon Set [200]: An eerily shaped set of armor, crafted from the scales of the Black Dragon, said to have been a true calamity that even the gods feared. Fitted to your form, the legend of the dragon has imbued this armor, making all enemies who gaze upon your form feel immense dread and terror, liable to make those weak-willed run away at the very sight of you. This can optionally be fused to you, turning your skin or scales a dark obsidian color.

Ring of Steel Protection [200]: A steel ring that would belong to a knight king, who would go down in legends as standing down a giant drake and slashing it to pieces. Those who wear this will be better protected than most, as it will reduce all incoming physical damage, an invaluable ability on the field of battle.

Ashen Mist Heart [400]: A manifestation of the Age of Fog, that which predated the advent of Fire and all the disparity that came with it. In that ancient age, there was simply existence and non-existence, where dragons reigned supreme. Utilizing this creation of draconic magic, you can delve into the dreams and memories of others, even those long since deceased.

Dragon King Greataxe [400]: This axe, one of the rare dragon weapons, is formed from the tail of a distant, deformed descendant of the Everlasting Dragons. Capable of cleaving through steel and stone with ease, when striking the ground with effort, it unleashes a wave of force, driving back all nearby enemies and staggering them, leaving them open to attack. This can optionally be fused to you, granting you the same ability in all of your limbs.

Ash Lake [600]: This hidden lake lies at the bottom of The Great Hollow and is a seemingly endless expanse of black water and towering Archtrees, and is thought to be where all life originated. This ancient, timeless place houses a few hydras underneath the waters, as well as various other creatures that bow before your draconic might. While under the protection of the branches of these stone trees, you and your allies will find that all of your draconic abilities will be vastly improved.

Obsidian Greatsword [600]: This greatsword, one of the rare dragon weapons, is formed by the tail of the one-eyed black dragon Kalameet, the last of the ancient dragons. The mystical power of its obsidian blade will be released when held with both hands, unleashing a corona of cursed energy that strikes at any nearby enemies, paralyzing them, making them vulnerable and open to any attacks for a time. This can optionally be fused with you, becoming a tail.



Companions:

Friendly Phantoms [50/100/200]: In such treacherous times, where a war to dwarf all that will come afterwards, would it not be ideal to stand beside those you consider allies, perhaps even friends? You may now import or create 1, 4, or 8 companions respectively. Each companion will receive 800 cp to spend on perks, and an additional 200 cp to items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Knights of Jumper [300]: And yet, why would you be limited to just a mere eight compatriots? You are no longer limited by such constraints, as you may now import as many companions as you so desire. Each companion will receive 800 cp to spend on perks, and an additional 200 cp to items.

Jumper's Covenant [Free]: Just as a Lord leads and is elevated by those under them so too do you have those who have offered you their undying loyalty and obedience. Now, they may be needed once more, especially with the conflicts to come. You may now import as many of your followers as you desire, each of them aligning to one of the six natures presented to you, gaining new forms and abilities based on which they have chosen.

Grey Wolf [Optionally Free]: A loyal and mighty creature, with teeth like swords and hide like steel, easily the size of a house, perhaps larger. You have earned the loyalty of such a noble wolf, well trained and even smart enough to utilize a sword and other implements of war to tear apart your foes.

Crossbreed [50, Free Mystery]: A stark white, draconic crossbreed trapped inside the painted world of Ariamis, due to the gods' fear of her lifehunt ability. Naive in many things but very powerful, perhaps with you to guide and protect her, she can finally see the world that would have shunned her for the supposed crime of just existing.

Princess of Sunlight [50, Free Light]: The second child and first-born daughter of the Lord of Sunlight, Gwynevere is a goddess who embodies the very best qualities of fire, charming all with her beauty and brilliance. With a mind for social maneuvering and the talent to pull it off, what she lacks in power she makes up for in ensuring stability.

Skeletal Blacksmith [50, Free Death]: A reclusive, surly old skeleton that wears a golden helmet, once belonging to an ancient royal line. Vamos is a talented blacksmith, especially when it comes to handling weapons imbued with the power of fire and chaos. Though he would rather work on his various crafts, he doesn't find your presence too intolerable.

Chaos Witch [50, Free Life]: One of the daughters of the Witch of Izalith, Quelaag is talented in all forms of fire sorceries, second only to her mother and elder sister. Hot-headed and protective of those she considers hers, it would be best to avoid angering her. She can optionally take on her demonic appearance.

Slumbering Princess [50, Free Dark]: The youngest daughter of the Lord of Sunlight, Fillianore was gifted to the pygmies, and therefore you, in thanks to their efforts during the war with the Ancient Dragons. With her ivory egg by her side, she is capable of manipulating time itself, as light and time are connected.

Unhatched Egg [50, Free Dragon]: One could be forgiven, thinking that this unremarkable stone was not, in fact, the egg of an Everlasting Dragon. It will soon hatch, and see you as its caretaker. No matter how you raise it, it will be a mighty ally that will always hold its loyalty to you above all else.

Golden Champion [100]: A red haired man that served Lord Gwyn with distinction, and was made a champion of the Lord of Sunlight. His usage of miracles is only matched by the skill he displays while utilizing his stone hammer, imbued with a golden light. He holds faith in you above all else, trusting whatever age you deem worth ushering in is the right one.

Knights of Gwyn [100]: The four legendary knights of the Great Lord Gwyn, each one a true threat in their own right, but together are a force that few could surpass. Artorias the Abysswalker fights like a wild animal, whilst the Dragonslayer Ornstein rapidly strikes at foes with his spear. The giant Hawkeye Gough is a peerless archer who can shoot dragons out of the skies with but a single arrow, while the Lord's Blade Ciaran dazzles her opponents with fast strikes with her twin blades.

God of War [100]: The firstborn son of Lord Gwyn, his prowess in battle would become so legendary that he would be named *the* god of war, a being who could know no defeat. He would eventually be stripped of his deific status, his name removed due to his consorting with the very dragons he was born to combat. He, along with the mighty storm drake, upon whom he would lead a lifetime of battle, has decided to follow you, perhaps seeing you as a Lord worth actually following.

Primordial Serpent [100]: A world serpent, beings who share a similar nature to the Everlasting Dragons, and one has sworn its allegiance to you. Whatever you did to earn this toothy serpent's trust, it will work towards your best interests, even if it has to manipulate all of mankind over centuries if that is what needs to be done.

Ancient Army [200]: All Lords have their subjects, and among the most valuable are those willing to fight for you, regardless of their individual reasons. You now command a respectable army numbering ten thousand strong, all of them aligned with one of the six natures offered to you, with the appropriate forms and abilities. Their most treasured qualities, though, is their unwavering loyalty to you.

Scaleless Sorcerer [200]: The pale drake and progenitor of sorcery, there are none as well versed in the arcane as Seath the Scaleless. He delved deep into the mysteries of the arcane, to such an extent that he rivaled that of the Lords in his mastery. He was born without the stone scales of his draconic kin, and grew resentful of them. He would have originally sided with Gwyn and the other Lords, but perhaps with his talents turned towards assisting you, he can gain all he ever desired and more.

Lord of Fire [400, Discount Soul of a Lord]: It is impossible to speak of the dawn of the Age of Fire without speaking of the four Lords that made it all possible. The Lord of Sunlight, Gwyn, possesses the Lord Soul of Light. The Witch of Izalith, who possessed the Lord Soul of Life. Gravelord Nito, who possesses the Lord Soul of Death. And the Furtive Pygmy, so easily forgotten, who found a fourth, unique dark soul within the First Flame. With each purchase, you may take one of these mighty figures with you as a companion, offering their power and wisdom whenever you desire it.



Scenarios:

War of the Ancients

This time was dominated by one event, one that changed the very logic of the world. The advent of Fire and the disparity that it brought with it, casting away the ancient fog and giving the land a clarity previously unheard of. In time, hollow beings would find this flame, and from it claim the power of Lords, power enough to stand against the unchanging Everlasting Dragons, the ones who held dominion over the land since time immemorial.

They would strip the dragons of their stone immortality, render them vulnerable to death and disease, burn their ancient homes to naught but ash, and usher in an Age of Fire. Such would be the natural progression of the world, would it not be for one factor that changes all. You.

You must choose a side in this conflict, and be a major contributor for their victory. Whether you choose to side with the Lords and the First Flame they carry, or stand with the Everlasting Dragons, those ancient stone beasts, this is a conflict that will shape the world, changing it forevermore.

Regardless of which side you chose, you will receive the following reward:

The land upon which this war took place is one soaked in power and drenched in blood, but it is most certainly a prize that few others could equate to. You may now take the **Land of Ancient Lords** with you on your journeys, sure to be the seat of your power and the very heart of whatever Age you desire to usher in. Due to its nature, any properties you place here will find their effects much more potent, as well as being highly resistant to damage and the passage of time. You may even find the locations purchased here will possess new properties if placed within.



Should you have sided with the Lords, you will receive the following reward:

You have fought hard in the name of Fire, for the disparity it brings to the world, both graceful and malign. To have brought about an age in its image, you must truly possess a **Soul of Fire**. Your soul burns like a star in the night sky, empowering you to new heights while also infusing you with its warmth. You can call upon any of the four aspects of Flame given to the Lords, granting you new abilities that, while not capable of matching them directly, will give you a good deal of variety.

With the last of your foes cast aside, your age now manifest, the First Flame will reach out to you one last time, imbuing your chosen weapon. This **Firelink Artifact** takes the form of a coiled greatsword, dealing a massive amount of fire damage to your foes, but that's not all. It acts as the perfect catalyst to channel all of your abilities through, as though it were a mere extension of yourself all the while amplifying their effects drastically. What better symbol for the strength of Fire, and the change it brings with it.

Should you have sided with the Dragons, you will receive the following reward:

So it has always been, so it shall always be. The strength of the Lords was much like fire itself, sputtering and fading the moment it came into existence, nothing compared to the **Soul of Eternity** housed within you. You are eternal, immortal, unchanging and unyielding. You are functionally impervious to harm from all magical harm, regardless of its source, and have been rendered immune to all curses and similar debilitating effects. The only magic that will ever affect you are those you specifically allow, even then their harmful effects will be mitigated to the point of non-existence.

Of course, for bringing victory where defeat was so close to manifesting, the Everlasting Dragons will grant you one of their most sacred treasures, the **Heart of the Earth**. A beating stone heart, it is warm to the touch, the magic bound to it always active. Using this artifact, you are capable of manipulating the terrain around you like a sculptor would clay, the only limitations being your creativity and the available materials. Its current range is only around the size of a large kingdom, but the longer it rests in an area, the quicker your manipulations become and the wider its range.

Drawbacks:

Lord of Flame [+0, Requires Soul of a Lord]: Lordship is not something so easily shared, especially when it comes to something as precious as Fire. Should you possess both a Lord Soul of your own as well as the correct origin, you may take on the role of one of the Four Lords; Lord Gwyn, Gravelord Nito, the Witch of Izalith, or the Furtive Pygmy. You can even have your companions take on similar roles should they be qualified, but only four can take the places of these powerful Lords.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on, but that is not nearly enough time to shape this new world you've fought so hard for. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it up to nine times.

Grounded [+100]: Is there any enemy as hated and dangerous as that most dreadful of forces, gravity? After all, how would you protect yourself as you fall from great heights? You are very familiar with this question, as well as the most painful outcomes, as you have been stripped of the ability to fly or even levitate, your feet firmly on the ground. Even if you were to possess the wings of a drake, the most you could do is glide or slow down your descent.

Fashionsins [+100]: With Fire came life and clarity of mind, enough for the Lords and those that followed them to craft clothing and armor, to better cover themselves and their modesty. While many of these chose to settle with timeless styles, well suited to last millennia, you will not. Your fashion sense is utter rubbish, more likely to make an outfit that will make your opponents be embarrassed for you than offer you their respect.

Hollow Being [+100]: Many who found souls within the First Flame were changed in a number of ways, most prominently being their physicality. From the towering stature of Lord Gwyn to the morbid looking Gravelord Nito, many were changed from the emaciated, hollow figures they once had. All except you. Of course, this could also be some other form of disfigurement, such as possessing snakes for legs. No matter what, though, it will not be something you can easily hide or cover up, at least not for long.

Taste for Men [+100]: When Fire became a part of your lives, it brought with it life and the ability to perceive the world around you, with few senses as satisfying as taste. Unfortunately for all, the taste you hold above all others is the taste of flesh, specifically the flesh of your fellows. You are a gluttonous cannibal, one that will constantly feel the urge to consume those around you, no matter how well controlled it may appear to be.

Born of the Moon [+200]: You were born under the signs of the moon, much like a certain child of Sunlight. The nature of your birth has turned you frail and sickly looking, as well as rendering you more physically weak than you would have. You may be able to partake in war, but it will surely be more of a trial for you than any of your peers, as well as more perilous.

Consumed by Obsession [+200]: It was Seath the Scaleless' spite and obsession with the immortality denied to him that led the pale drake to betray his kin, and would eventually put him on the path to madness. Like that drake, you have an obsession, one that, if not carefully managed and indulged in, will surely push you towards a similar ending.

Deprived [+200]: It was only just moments ago when Fire was lit, when those who would go on to be the Lords and their subjects were elevated. Why would they start off with the trappings of civilization, and why would you be any different. You will no longer be starting off with any purchased items, be they weapons, armor, or even a kingdom. You can certainly work towards their creation, earning them that way, but will most likely only receive them at the end of your time here.

Rotting Eternity [+200]: Among the dragons, there has appeared another outcast, one whose form more closely resembles that of a serpent. Sequestering itself in a hidden area, its blood was stolen and used in a profane ritual, one meant to offer true immortality. This had unintended consequences, as now a plague has spread to all seemingly at random, regardless of origin or power, even the Everlasting Dragons, one that drains life from their bodies. The only way to end the spread of this illness would be to sever immortality from the one who performed the ritual, or to slay the serpentine dragon itself.

Weak Points [+200]: The entire point behind wearing armor is that it is to protect your person, allowing you to take hits you couldn't before. How unfortunate, then, that you have a few holes in your defenses, ones that will plague you your entire time here. No matter what, armor and supernatural durability will do nothing to protect your stomach and back, making them enticing targets for your enemies once they figure that out.

Born of Blood [+300]: There is a presence felt during the night, of an alien presence that hangs especially heavy as the blood red moon hangs low in the sky. This is not just a land of Lords and dragons, but one where creatures of an eldritch nature descend, bringing with them their maddening insights and cursed blood. The entities known as the Great Ones have come to these lands, each for their strange and unknowable goals. Perhaps you will be key to them, caught up in that eldritch nightmare?

Consumed by the Flame [+300]: Whereas before you may have had the power to shake up the entire world, ushering in a new age with an afterthought, not so much anymore. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in the Dark Souls universe.

Fog of Clarity [+300]: The fog that covered the land, the gray cloud that existed long before Fire, was a passive thing, holding all within it in a sort of stasis. That is not this fog, a hungering thing that consumes all in its wake, and pouring forth from under its cover is a legion of soul devouring demons. This all originates from a massive beast simply known as the Old One, more akin to a force of nature than any living being. Beat back the fog and the demons within, lest the world be consumed by a fog without end.

Order of Gold [+300]: Just as Fire was sparked, the stars above sent an emissary to these lands, hoping to bring about their own Age within these lands. A golden tree has emerged, one that hopes to stand eternal, its golden light shining upon all who accept the laws it brings with it, while crushing any who deviate from its ideals of perfection. With such a powerful symbol, as well as one of the hollow beings having been elevated to godhood, this Greater Will will fight for its dominance above all others.



Ending:

Stay: You have cemented your legend within these lands, and will stand by them forevermore.

Go Home: Fire's warmth has reminded you of a place you once abandoned, now a place you yearn for.

Continue: Just as a new age was ushered in by Flame, so too must you march ever onward.

Notes:

-When you use **[Split Power]** on a target, you can either give them minor changes, such as elf ears, or completely change their race, like turning them into orcs or tieflings, so long as either you were a member of that race (even from other jumps, like a Zora), or your nature is connected to them (like how Life/Chaos turned others into demons).

-The exact nature of the Lord Soul you receive from **[Soul of a Lord]** is typically aligned with what your Origin is. For those who have chosen **[Mystery]** though, what concept you are connected to is up for you to decide, though it is by default something like Magic or Intelligence.

-All **[Exclusive]** perks will give you ageless immortality.

-**[Raging Inferno]** will ignore fire resistances, and treat targets immune to fire as though they were only 85% resistant to it.

-The **[Soul of a Lord]** version of **[Indomitable]** would make you the same size as Godzilla, with the same strength and durability.

-The **[Kingdom]** you purchase can be, at most, the size of England.

-The rings from the **[Ring Collection]** are all as seen in game, while the various independant ring options you can purchase are more potent in their effects.

-**[Lord of Fire]**, no matter which one you choose, will come with all of their respective origin's perks, items, as well as the **[Soul of a Lord]** perk.

-The **[Land of Ancient Lords]** is the size of the British Isles.

-When in doubt, fanwank.

-Have the day that you deserve~