Dark Souls 1 Jumpchain CYOA

(Version: 2.0)

"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.

"With the Strength of Lords, they challenged the Dragons.
Gwyn's mighty bolts peeled apart their stone scales.
The Witches weaved great firestorms.
Nito unleashed a miasma of death and disease.
And Seath the Scaleless betrayed his own, and the Dragons were no more.

"Thus began the Age of Fire. But soon, the flames will fade, and only Dark will remain.
Even now, there are only embers, and man sees not light, but only endless nights.
And amongst the living are seen, carriers of the accursed Darksign."

"Yes, indeed. The Darksign brands the Undead.
And in this land, the Undead are corralled and led to the north,
where they are locked away, to await the end of the world.
... This is your fate."

You receive 1000CP to prepare yourself.
Prepare to die.

Starting Location

To begin your journey, start by rolling a d20 so you may determine the location at which you start it. Find the location with the number corresponding to the result of your roll down below. If you wish to begin elsewhere, simply spend 50CP to pick from any of the locations listed below.

-(1) "Undead Asylum": The Northern Undead Asylum used to detain those afflicted with the undead curse. It sits upon a spire of rock high above the ground, and is patrolled by giant demon jailers.

Hollows caught up in their despair can also be found within the stone walls, and may prove mildly threatening. Those who can defeat one of the jailers and escape to the cliff's edge outside will find themselves spirited away to the Lordran, land of myth and legend, by a giant crow.

-(2) "Firelink Shrine": The first destination many hollows who arrive in Lordran find themselves in. Site of a bonfire being attended too by a quiet keeper; a crestfallen warrior can also be found here.

Firelink Shrine is notable in being a crossroads with paths to many places within these lands. That, and generally being a safe place within these dangerous lands, causes traffic between those still sane to be quite high. It is said when the Bells of Awakening ring, something will awaken from its slumber here. . .

-(3) "Undead Burg": A human town that was built by those who came to worship at the Undead Parish. While once prosperous, it fell to ruin with the onset of the Undead Curse and fights between the undead and the living.

Now, it is home only to hollows and great monsters. Up above, the Taurus Demon stomps on the high walls while a drake patrols the skies. Below in the Burg's tight corridors lurks thieves, along with the Capra Demon and its undead hounds.

-(4) "Undead Parish": A great church, center of worship and original settlement that the Undead Burg was built around. One of the two Bells of Awakening can be found here up in the steeple of the central church, defended by Bell Gargoyles that test those who wish to ring it.

Other threats exist near the church however, in the form of undead worshipers who have long since lost their sanity. Fanged, armored boars, several of Gwyn's charred black knights and normal hollowed knights all threaten to gore and rend invaders of the parish.

-(5) "The Depths": The Depths are a damp, dark maze of twisting corridors full of giant rants, writhing slime and curse inflicting basilisks among other disgusting and vile monsters. In reality, the Depths once served as the sewers of the Undead Burg, where undead and criminals were exiled to preserve the peace up above.

Cannibalistic Butchers can still be found here, feeding on anyone who attempts to brave the flooded halls. Even they are nothing compared to the Gaping Dragon, a monstrous, corrupted dragon with a fang filled maw for a body.

-(6) “Blighttown”: A shanty town built deep down, below even the depths. Blighttown is covered in numerous rickety wooden structures patrolled by infested hollows wielding putrid weapon that can transmit deadly diseases and poisons.

Navigating one’s way down to the bottom puts explorers in a toxic swamp with gigantic mosquitoes and festering giants, with an entrance to the layer of the partial chaos demon Quelaag found nearby. It’s this hunter of men that guards the second Bell of Awakening.

-(7) “Darkroot Garden”: An untamed wilderness outside the Undead Parish host to animated golems, giant mushroom people, animated flora and strange fauna like frog rays and giant cats. The final resting place of Lord Gwyn’s Wolf Knight, Artorias, can be found within the wood, protected by the Great Grey Wolf Sif, and the Forest Hunters lead by the giant cat Alvina.

The Forest Hunters are bandits, wanderers and such dedicated to collapsing on invaders in the forest to protect the hallowed grave of Artorias. Down at the bottom of the garden is Darkroot Basin, home to streams leading to a large lake with a massive hydra, among other ancient threats and secrets.

-(8) “The Catacombs”: Deep within caves found beyond a haphazard graveyard are the catacombs. Deep, dark, confusing, booby trapped and filled with a different kind of undead.

Necromancers bound in the service of the occult scholar Pinwheel raise skeletons that assail those who enter with blades, bows and broken bones, putting themselves back together when downed eternally until the ones who raise them have been slain.

-(9) “New Londo Ruins”: A great undead city, New Londo once held a prosperous society and thriving culture loyal to Lord Gwyn. This changed when a primordial serpent tempted the four wise kings who ruled it with a dark power, and the city was flooded to seal them and their followers.

Now all that remains are deep waters that blanket most of the city aside from the highest levels and the ghosts of the fallen, immune to the touch of mortals but not subjected to such penalties themselves. The Four Kings and their Darkwraiths still slumber deep down below though, in the abyss sealed by the stagnant waters, accessible if only you drain the city. . . .

-(10) “Sen’s Fortress”: Constructed as the final test for any who wish to visit Anor Londo, the City of the Gods, Sen’s Fortress is a trap filled death construct built at the base of Anor Londo’s walls.

Ordinarily the entrance is only opened after both Bells of Awakening have rang, but rolling this location will put you inside, only allowed to escape by defeating its challenges.

Aside from the numerous deadly traps such as swinging guillotines, pressure plates rigged to arrow or spike traps, falling boulders, meteoric explosive projectiles and such, Serpent Men and Titanite Demons are ready and waiting to slay invaders.

For those who survive and fight their way to the top, the Iron Golem, final Gatekeeper of Anor Londo, will appear to crush them. Those who can defeat it, will be transported to the city protected so dearly on the wings of bat demons.

-(11) “Anor Londo”: Anor Londo, legendary city of the gods where the likes of Lord Gwyn and his knights once called home. It has long since been abandoned after Gwyn threw himself into the first flame to prolong the Age of Fire, but is still a magnificent site to behold, and not truly dead.

Giant armored sentinels, godly knights, painting guardians, bat demons and mimics still lurk these hallowed grounds, terrifying threats each in their own right. Gwynevere, daughter of Lord Gwyn, possesses the Lord Vessel that those who wish to prolong the Age of Fire require. To get to her however, Dragonslayer Ornstein and Executioner Smough must be defeated first.

One may wonder how it is that even in the fading of the flame that this great city can still hold such marvelous splendor and incandescence. One may also wonder if not all is as it seems. . .

-(12) “Painted World of Ariamis”: Within a structure adjacent to the grand cathedral in Anor Londo where Gwynevere awaits a Chosen Undead, hangs a massive painting protected by white clothed guardians holding short, squared swords.

With the proper key, one may enter this painting, transporting them to a cold painted world where the gods once upon a time discarded or threw away all that offended or frightened them.

The entrance casts visitors at the beginning of a long rickety bridge that hangs over an endless abyss. At the end, a large ruined fortress with abominable mutant hollows, crow hybrid worshipers of Velka, living slime and other horrific creatures and undead lurking behind every corner.

There is but one way out, opposite the entrance in this world is Crossbreed Priscilla, a giant hybrid between a dragon and a god that once terrified the gods with her cursed Lifehunt power. The drop behind her will eject those who have come here.

-(13) “The Duke’s Archives”: A massive archive bestowed to Seath the Scaleless by Lord Gwyn after the war, it contains numerous tomes and letters of lost knowledge and wisdom.

After the onset of Seath’s madness however, the archives became a much darker place. Serpent Men created by Seath roam the halls defending Seath’s property. Channelers, Seath’s subservient sorcerers, lead them or kidnap people from foreign lands to serve as human experiments.

Prison cells are located throughout the grand structure to hold those who will become experiments, and down, down below are creatures that can only be described as Seath’s mistakes.

-(14) “Crystal Cave”: Located behind the Duke’s Archives is garden that contains the Crystal Cave. It is a structure made entirely out of monolithic crystals, roamed by crystal golems and moonlight butterflies created by Seath’s own crystal based magical experiments.

The cave is unkind to wanderers with invisible crystal bridges, steep drops that lead to sharpened crystal death and massive man-eating clams that walk about on five legs located deep inside.

The Crystal Cave was made perilous on purpose, as the object Seath most holds dear is found in its farthest corner, the secret of his immortality and magical power. Should anyone plunge into these depths to find it, they can be sure Seath will arrive in just a moment to defend it himself.

-(15) “Demon Ruins”: Once upon a time, this place was the outskirts of the city of Izalith, now it is but demon infested ruins and lethal lava flows. Located within a massive natural cave system, these are the Demon Ruins.

A major source of the endless lava flows is Ceaseless Discharge up above, the gigantic deformed progeny of the Witch of Izalith that exists in a constant state of suffering as a result of leaking molten rock like pus from sores all over its body.

Down in the ruins below, numerous rock worms, Taurus Demons, Capra Demons and other terrifying chaos spawn, including the fearsome Firesage Demon and Centipede Demon.

-(16) “Lost Izalith”: The city proper of Izalith, or at least it used to be. When the Witch of Izalith, once a lord, tampered with her lord soul, her failed experiment resulted in flaming mutagenic chaos exploding across the city, warping the inhabitants into terrible demons.

Sealed away by Gwyn and his knights after a lost war, much of the city is bathed in lava, crawling with the demonic lower halves of slain dragons called Bounding Demons. In the center of these abominable ruins is a massive stone dome in the shape of a kiln. It is this same structure that holds the warped once lord now known as the Bed of Chaos.

-(17) “Tomb of Giants”: Below the catacombs is a dark, lifeless, massive tomb populated by all manner of skeletons. Skeletons the size of babies, skeletons the size of giants, skeletons of man, skeletons of beast, even towers of skeletons and the dreaded bonewheels.

The Tomb of Giants is like a pitch-black abyss, having no source of light in most of it, filled with steep drops and the unliving waiting to add invaders to their ranks with a simple yet devilish push or kick. Perhaps the source of much of this peril are necromancers that resemble the accursed Pinwheel that are siphoning the power of Gravelord Nito, who also resides here at the bottom.

You would do well not underestimate the slumbering, weakened lord thinking he has grown frail however, or your fool hardy thoughts and actions may be your last.

-(18) “Ash Lake”: The geographical lowest point in all of Lordran, far beneath all else in this legendary land, yet. . .calm, bright. Accessed through illusory walls and going down the hollow of one of the great Archtrees, one finds an ash covered beach in the middle of endless blue waters.

In the distance, one can make out other massive Archtrees sprouting from the ceiling, which appears like some sort of cloud layer including beams of light, which could fool one into thinking they were outside. If not, then where though?

Although sparse of danger, a great black hydra does patrol its shore, and several giant, man eating clams among other threats can be found here and there. The most notable feature is that it serves as the nest of the last of the everlasting dragons, the Stone Dragon, who makes for peaceful conversation.

-(19) “Ancient Oolacile Sanctuary”: A land not so far from this one in distance, but millennia in time. This is a place in Lordran, many, many years ago called Oolacile, a kingdom known for its fickle sorcery.

Oolacile is also known for having fallen to the black abyss spread by Manus, the Primordial Man, and it seems this is the exact time you find yourself in.

The kingdom as you’ll find was heavily connected to nature with great lion-like guardians, talking mushrooms and guardians made of stone peppered here and there, but it also hid many dark, terrible secrets kept even from its young princess.

Knight Artorias was dispatched to halt the spread of the abyss, but has failed. Now he and other inhabitants have been warped by the dark, and if nothing is done, Manus’s darkness will consume the kingdom, and perhaps you along with it.

-(20) “Free Choice”: Congratulations, as a result of rolling this option, you are given the chance to pick any of the above locations to begin your journey in the world of Dark Souls.

Whether you start in the distant Undead Asylum, Ancient Oolacile, are one of the many locations found within Lordran as it currently exists, danger surely awaits around every corner, so prepare yourself with the available purchases down below.

Origins

Age is long forgotten, Gender does not matter. Choose whatever age and gender you like freely, it is of no consequence to anyone or anything.

Once that is out of the way, choose one of the below origins as your own. Doing so will grant new memories, a position in the world and discounts on purchases found throughout this document.

-"Undead Pilgrim": Afflicted with the undead curse and cast out of society, you've been wandering for so long you no longer have any other memories, at some point finding yourself wherever it is you are now. Perhaps you'll have picked up something other than memories after all this time.

(Note: This is the Drop-In origin for those looking for it, just extra fluffy.)

-"Chosen Undead": Many kingdoms and families who can trace their lineage as far back as records go have long since fostered a prophecy of hope, a prophecy of the 'chosen undead.'

The Chosen Undead is said to be a lost soul inflicted with the undead curse, who will brave the legendary land of gods, Lordran to rekindle the first flame and prolong this era of light.

Many undead journey to Lordran, but if there's really any truth to the old legends and prophecies, you are certainly the most likely candidate, aren't you?

-"Firekeeper": Firekeepers, maidens who attract endless humanity to their soul, tasked with kindling 'bonfires' as a means to preserve the age of fire and give succor to travelers. Although normally exclusive to women, either gender may choose this origin and become a Firekeeper. What you do with your kindling duty afterwards is in your hands however.

-"Warriors of Sunlight": The Warriors of Sunlight are a covenant formed by Lord Gwyn's firstborn, a former god of war struck from the annals of history after committing a grave sin.

Despite their former leader's fall from grace, these brave knights persist in their existence to this very day, engaging in jolly cooperation and aiding their fellow man.

Many, like Knight Solaire, worship the late Lord of Sunlight, Gwyn, and have taken to using miracles in his honor, especially the signature lightning spear miracles associated with him and his knights.

-"Archive Scholar": As Seath the Scaleless descended into madness, the scholars and sorcerers who worked beneath him, Channelers, took to darker purposes.

You are one such man or woman, following your dragon master into madness in pursuit of wisdom. You aid him through study and 'collection' of human experimental materials, and call the Duke's Archive's your territory.

-"Way of White": A covenant formed by Allfather Lloyd, uncle of Lord Gwyn, to worship and follow the lead of Lord Gwyn in all ways he believes. This commonly includes the condemnation of undead, sorcery and dragons are heretics or symbols of such.

The Way of White is one of the most common hunters of undead in the civil world. Praised for their work, they're known for their clerics and paladins who use heavy armor and miracles to subdue those who would defy Gwyn's law and are working to prolong the Age of Fire.

-“Chaos Servant”: The Fair Lady, the name bestowed upon one of the mutated daughters of the Witch of Izalith by the outcasts who have assembled in her service.

She of fair white body selflessly consumed the diseases racking the bodies of numerous inhabitants of Blighttown. In return, they took away some of her burden, egg sacks writhing with humanity produced by her body as a means to eject some measure of her suffering.

You are one such follower of the lady, taking great burdens upon yourself to ease her suffering. Like her older sister, Quelaag, you might even attempt to do so through the bestowal of more humanity. . .

-“Forest Hunter”: You are one of Alvina’s Forest Hunters, a bandit, outlaw or some other such outcast roped into defending the woods and the grave of Artorias deep within it.

Through past and current occupations, you know the woods like the back of your hand and have made it a strong ally. You’ve also not entirely given up your plundering ways, even if you are trying to honor a legendary chivalrous knight.

-“Path of the Dragon”: For mortals who are doomed to die, and those afflicted with the undead curse who are doomed to live until madness claims them, the eternal nature of dragons is. . .beautiful. You are among scattered souls across all lands in pursuit of something more than your current form, to ascend to the ranks of the one dominant Eternal Dragons mind, body and soul.

-“Painted Heathen”: An inhabitant of the Painted World of Ariamis, or perhaps a former one. You, like many other abominable or occult beings, were thrown into the painted world as something too unsightly or dangerous to be allowed free.

Wielding dark powers and twisted body, do you seek revenge against the gods who sealed you there once upon a time, or simply wish to return to the side of the merciful goddess of the painting who kept the company of all imprisoned.

-“Darkwraith”: Once upon a time, the Darkwraiths were knights of New Londo, servants of the four wise kings. When a primordial serpent tempted the kings to darkness, so too did the knights follow them into the abyss. Now they have a new master, the Primordial Serpent Kaathe who led them to darkness. Despite new recruits joining them many years later, all hold one ideology, bring for the Age of Dark.

-“Blade of the Dark Moon”: Lordran seems like a lawless land where monsters roam and scoundrels are allowed to do as they please, but lurking in the light of the Dark Moon, vengeance thrives.

In the service of Gwyndolin, youngest child of Lord Gwyn, the Blades of the Dark Moon hunt the guilty and blasphemous, bringing them to justice with the punishment of execution.

They use the Book of the Guilty kept up to date by the goddess of sin, Velka, hunting those who betray their comrades, offend the gods or commit evil acts, even between worlds.

-“Gravelord Servant”: Choosing this allows you to be counted among the ranks of Gravelord Nito’s followers. As one of his servants, you have one goal and one goal alone, spread as much death, discord, and disease as humanly possible.

Nito is the lord of death, and those struck with the undead curse, doomed to wander as eternal undead, oppose his desires. It is your duty to put these stumbling corpses into their graves so they rest in peace, permanently.

-“Demon”: A former inhabitant of the ruined city of Izalith, transformed into a chaos demon by the warped flames produced by the Witch of Izalith’s tampered with lord soul.

Many demons in existence have completely lost their minds, killing and destroying without remorse. You are not among one of these demons, with your mind intact and a stone body not full mutated by the Chaos Flame, yet.

Whatever connection there was to your former life, there is nothing left for you. What you do now is your decision with the world against you by principle of your nature.

-“God”: You are a divine being, not quite on the level of Lord Gwyn himself, but one of numerous, powerful knights that he gave a shred of his lord soul too during his rule.

You were not of the number that followed him into the kiln, charred black with the fires of the first flame. You are still as loyal as you always have been to your lord though, wandering the lands as a godly knight, searching for a way to prolong the Age of Fire he gave his life for.

Whether you’re conspiring with others or arrived at the conclusion yourself, it seems humanity may hold the keys to the long-sought answer you seek.

-“Drake”: While Eternal Dragons are thought to be a nigh extinct species, their diminutive cousins, the drakes, are still alive and well. This origin allows you to count yourself among their kind.

As a drake, you lack the immortality bestowing scales inherent to the Eternal Dragons, as well as their extreme strength that threatened even the lords of this dying era, however you are great and strong in your own right, keeping your mind while others of your species remain simple beasts.

When selecting this origin, you may choose whether to start as an adult drake that dwarfs many of the monsters and wandering souls in these lands, or a fledgling drake.

Fledgling drakes are much smaller and weaker, being roughly the size of a bear, but can actually fit through doors and will grow with age into a full-scale adult with time.

-“Blacksmith”: In this land of mad hollows, wicked monsters, and legend seeking fools, perhaps the strangest sight of all might be that of a humble blacksmith. That’s you we’re talking about if you haven’t caught up to speed.

With little to your name but your hammer and your skills, you have arrived in the land of the gods searching for fine embers, and finer metals. With what you find here, and what you learn here, your creations may just go down in legend.

-“Giant”: A member of a quite legendary race that served the gods; albeit often as a slave. Giants stand head and shoulders above most other races save the largest of gods, and have rugged hides like that of unpolished stone.

Despite their brutish appearance they were capable of great feats of skill and complexity. One would even go on to become one of Gwyn’s most trusted knights. The gods are no longer around though, and now you can break your shackles and claim your freedom.

Perks

In the below section, you'll be able to find all manner of skills, abilities and powers for sale. These are divided into two major groups, General Perks and Origin Perks. General Perks are undiscounted Perks that no one origin has an advantage taking compared to another.

Origin Perks are discounted by 50% for their corresponding origin, such as perks listed under Firekeeper being discounted for Firekeeper. 100CP Perks are instead free for their corresponding origins.

General Perks

-"Drifting Hollow" (Human Origin Exclusive|Free/200CP): Those afflicted with the undead curse are doomed to rise back up every time they fall, losing a bit of themselves each time. There is no rest for the undead or an apparent escape from their fate.

You who are no longer Human but Undead cannot die so easily. Oh sure you'll 'die' just fine when stabbed in the heart or crushed by some mutant's club, but eventually you'll just pick yourself back up. Death doesn't stick.

Seems like a good deal, does it not? Well it doesn't appear to help too well when it comes to dismemberment, and all who found themselves afflicted believe it to be a curse for a reason. You lose something every time you fall: yourself.

Undead may only maintain themselves via 'humanity', safety, and occupation. Falling in battle, losing souls, crumbling under apathy; any number of traps result in further loss of one's memories and sanity however. Eventually you'll be aught but a husk; a Hollow.

Those who can somehow always find something they sincerely wish to do and stay safe while doing it can protect themselves. Even legendary men and women will be lost in a moment of glory or despair though. An 'end' to one's pursuits can be a terrifying threat.

Unknown to most, but humans are all as resilient as described above. The true curse which saps at their memories and sanity with each death, and drops them into inhumanity from despair, is a curse laid upon them by the very gods. Few know this, and fewer escape it.

Human origins can either come in as a 'normal' human with their normal vulnerabilities in this world, or opt into being an Undead. Death will not result in chain loss for the Undead unless bodily eradication is involved, or the complete identity death that stems from becoming a full Hollow. Maintain these benefits into future worlds for 200CP.

-“Soul Collector” (Free/100CP): As with all creatures and beings in this world, you have the power to collect the souls of those you defeat. Yes, souls, as in plural. In this world, any being you come across might have dozens, hundreds, even thousands of souls filling their body, though these are not quite the souls you’re used too.

Souls in this world are more like particles of energy that meld together in a being’s body as a gestalt. This gestalt is closer to the more common concept of a soul, and normally breaks apart on death into the ‘souls’ mentioned above. Especially powerful beings may have a soul so rich and powerful that it keeps its individuality even after the death of its former owner and being harvested in this form.

The bits of energy known as ‘souls’ are used as a currency between the undead, and a catalyst for crafting among those who know how to use them. Some also use them to empower themselves, propping up their own soul with the ‘souls’ of others.

The greater souls of powerful heroes, monsters and other beings, ‘Boss Souls’ for shorthand, have enough residual character and power to be forged into unique equipment by someone with the proper skills. They may also be broken up into thousands or tens of thousands of normal ‘souls’.

This is not truly a perk in the conventional sense, it’s simply a natural function of the world you exist in. By paying 100CP, you can cause similar phenomena in other worlds though. This does not warp the bodies of your enemies, but it nonetheless rewards you with ‘souls’ when slaying them, or a ‘Boss Soul’ if they were uncharacteristically powerful and unique based on the standards of that world.

-“Sorcery” (100CP): Sorcery, an art born from the work of Seath the Scaleless who descended into madness during his experiments. Sorcery is a complex system of magic using spells prepared while resting to unleash the potential of one’s soul.

Casting spells requires a ‘catalyst’, a wooden or metal staff, to focus oneself. Due to the complexity of the art, the smarter the caster is and the better their understanding of the art, the more potent their spells tend to be. One’s soul also factors in, as the spells are born from it.

Compared to other systems in this world, Sorcery focuses on offensive, augment and utility focused spells. This includes magical arrows or spears, enhancing equipment with arcane might, repairing equipment or even turning invisible.

Only so many spells may be ‘prepared’ at any one time, but a Sorcerer can switch which spells they have prepared. Sorceries as a result of their nature do not require a chant or special action, just one’s focus and, if some form of projectile, decent aim with their catalyst.

On purchase, you have an adept understanding of the foundation and basics of Sorcery and know basic spells such as Soul Arrow and Aural Decoy.

-“Miracles” (100CP): Miracles are the power of the gods, records or legends of their feats that then manifest as divine spells. A cleric or some other such caster of Miracles learns their spells through revelations granted by such records or legends, taught in either written form or orally.

Casting Miracles requires a holy talisman of some kind as a focus, talismans normally used by clerics and priestesses in their prayers and ceremonies. Due to Miracles being sourced to the acts of the gods, it is faith in the power of the Miracle that powers it, believing a spell to work helping it perform.

Compared to other systems in this world, Miracles are primarily defensive and utility based in nature, focusing on healing, deflecting projectiles, reducing magical damage and hindering enemies. The offensive Miracles that exist are either aligned with the arcane, or lightning.

Like Sorcery, you must prepare Miracles ahead of time while resting and may only prepare so many at a time. You may swap out or in any Miracles you know while resting and recovering. Miracles are cast in the exact same manner as Sorceries, just with a talisman instead of a catalyst.

On purchase, you have an adept understanding of the foundation, basics and nature of Miracles and know basic Miracles such as Heal and Force.

-“Pyromancy” (100CP): Pyromancy is an art born in the wake of the great disaster that befell Izalith. One of the Witch’s Daughters of Chaos, Quelana of Izalith, is credited with its birth after fleeing from her chaos consumed home. Pyromancy, like many things, starts with a little fire.

The core of a Pyromancer’s art is the Pyromancy Flame, their focus and source of their power. A Pyromancy Flame is a small fire fostered and grown by a Pyromancer, becoming stronger when fed and able to be split or fractured to share with prospective students.

Compared to other systems in this world, Pyromancy is heavily offense focused, with many different spells focusing on the command of fire, and in some abominable cases, poison. Several utility focused spells that draw out one’s inner power or speak to the inner nature of undead.

Like Sorcery or Miracles, spells must be prepared ahead of time while resting, but can be swapped between any you know freely while resting.

Pyromancy is often called primal art due to the practitioners being connected to nature, but this crudeness makes spells a bit slower to cast than other systems. On purchase, you’re bestowed a ‘Pyromancer’s Flame’ of your own, granted an adept knowledge of the foundation and basics of the art, and know basic Pyromancies such as Fireball and Combustion.

-“Strange Journey” (100CP): Everything here has such a long and storied history, though it might not be readily apparently. You are no exception, and your road through life has been quite an odd one.

On purchase, you may select a second origin. You <u>do not</u> receive additional freebies or discounts, but may move existing discounts of the same tier to an equivalent tier for any origin purchased in this way. The 100CP freebie perk of your original origin could be traded for another. You also get all inherent benefits of the past existence and memories of said origin.

Perhaps you were a Gravelord Servant and saw the light, becoming a Warrior of Sunlight. Maybe you thought yourself to be “The Chosen Undead” before being warped by the chaos flame into a Demon. When it comes to racial origins like Drake or God? Well, time and space is more than a bit strange in these lands. Perhaps your soul was simply displaced along the way.

Notably, this also allows the buyer to gain access to the scenario(s) normally exclusive to the secondary background(s) they pick up through this perk. May be purchased multiple times. If purchased more than twice, take the “Wandering Spirits” drawback for no benefit to reflect your bizarre and overly complex backstory.

Undead Pilgrim

-“Manipulative Script” (100CP): In dangerous places, those who come before you leave advice, either well intentioned or misleading, that can reach through time and space. You too have this capacity.

You can write messages that persist in the place you left them. Even if destroyed, they’ll reappear in some form in due time. It will remain even in alternate dimensions and timelines.

The only requirement is having a way to actually leave the message, though nearly anything works. Anything from leaving a message in the dirt with a stick to paper and ink is valid. A soapstone would be best though, attracting attention with its luminescent glowing script.

-“Treasure Down There” (200CP): The brave, the mighty, the brilliant, none are so dangerous as the clever, trust us on that. You do want to be a dangerous man or woman of respect, right? Just buy this, it’s real cheap friend.

You’ll become real quick-witted on purchase, quickly becoming familiar with your environment and how to use it to your advantage from just a few moments of observation.

You’re able to twist your words around enough to tempt and manipulate what few people will listen in these lands more often than not. You’re fairly covered, don’t you think? Deadly traps, for the things that won’t listen, deadlier traps for the ones who will.

If taken with Manipulative Script, people are far more susceptible to believing whatever messages you left. Whether this is used for good to warn people of danger, or schadenfreude to lead uncountable travelers to their doom, it’s now your skill.

-“The Rock” (400CP): Words, strategy, preparation, these things are important for pushing on, but sometimes you just need to take the hit, physical or mental. At such times, it won’t do to be made of glass, you need a mind and body of stone.

On purchase, you become hard, or at least harder. Your body is more resistant to damage, your mind is more resistant to damage and your will is harder. Hell, even your equipment will be harder to damage and less prone to losing its edge.

-“Invasion” (600CP): Space and time are strange and convoluted in these lands. Travel between parallel worlds by willing and unwilling inhabitants isn’t rare, but it is notable.

This perk allows for you to move through dimensions to arrive in parallel worlds nigh identical in nature much of the time. Your body in these parallel worlds is a proxy, not holding the full extent of your vitality, but definitely holding the full extent of your power.

If you die in these alternate worlds, no big deal, it wasn’t your body anyways. However, if you were to kill an alternate version of someone existing within your world, such events would likely mirror back on yours, only no one can trace them dropping dead back to you. Convenient, right?

The perk continues to work at full capacity in later worlds as well, allowing you to visit parallel realities of the one you exist in to torment or slay enemies, or otherwise run amok before leaving.

Chosen Undead

-“Sprawling Reach” (100CP): From the holy city of Anor Londo defended by numerous trials and tribulations, to the molten, demon infested reaches of Izalith, your journey expects you to touch upon everything this land has to see. It all started with breaking out of jail.

You have an uncanny ability to navigate the world around you. You’re fantastic at moving through treacherous territory, getting through great obstructions and finding lost places.

As long as you have a vague idea of where exactly you want to go, it’s going to be damn hard to stop you with silly things like walls, geography or misdirection. Enemies are an entirely different story though, be careful about those.

-“Cling to Sanity” (200CP): While others fall into madness and despair around you, it is only befitting of someone bestowed with such a lofty title to live up to the expectations that all have for them.

Your mental defenses are truly commendable, able to withstand great trauma, pain and hardships inflicted upon you with nary a fear or doubt that wasn’t already there creeping upon you.

Additionally, alternative means of madness inflicted upon you such as curses, diseases and brain damage are slowed down. Your resistance to such things isn’t as strong as the more common kinds.

If taken with Sprawling Reach, you will never grow board or complacent while traveling. New sights and sounds will continue to be wonders, or an early warning depending on circumstances.

-“Backstabbing Bastard” (400CP): Arguably one of the greatest threats you’ll face on this path you’ve chosen are the scrupulous men and women that stand in your way, and the invaders at your back. With all your combat skills and determination in mind, a knife in the ribs really is the easier solution.

With this, your natural intuition for picking out weaknesses and digging at them is heightened greatly. The most common application is, of course, stabbing someone in the back when they’re not looking in just the right place for lethal damage.

Sometimes stealth isn’t an option or the enemy isn’t so easily subdued however. Don’t worry, this intuition despite the fluff text works on more than just humans. If something has a weakness, trust that you can find it, attack it and really twist the blade.

-“Willing Pawn” (600CP): It is a sad truth known to few, but there is no such thing as a Chosen Undead. In fact, all these prophecies, trials and tribulations testing the undead and leading them to linking the flame are the machinations of a Primordial Serpent and abandoned God.

So what though? Following their lead, while abhorrently perilous, freed you, showed the way to great power, knowledge, treasures, experiences and ultimately left you with the ability to undermine them in spectacular fashion.

By purchasing this perk, you now fit snugly into massive schemes laid out by others that’ll deliver you to all sorts of advantageous or dangerous places and events in a swirling storm of activity. You are an incredibly important peace to the plan that needs to be prepared after all.

You have a sense of when this has started and what path you’re being guided towards. This allows you to decide in the moment whether you want to go with the flow as a ram on rails, or diverge from the path set before you to potentially ruin the carefully laid plans of mice and men.

If taken with Backstabbing Bastard, you’ll be especially adept at figuring out how to overturn the incredibly complex plots that surround you to destroy them and the ones who were plotting in grand, spectacular fashion.

Firekeeper

-“Bonfire Creation” (100CP): The ultimate duty of the Firekeeper, to kindle and oversee their bonfire for the benefit of travelers and the world itself, offering light and warmth in dark times.

This perk allows you to create bonfires, small flames that slowly rejuvenate the body and soul of those who rest near them. Yes, even undead see these benefits despite their cursed nature.

Building one is as simple as stacking the bones of the dead, adding a bit of humanity and kindling it with a small spark produced from focus. In a puff, the flames will go up and continue to burn softly, transforming to resemble other bonfires complete with poker.

The flame of your bonfire will endure through harsh weather, time away from it, and can continue burning as long as you semi-regularly supply it a bit of humanity. It’s also good for warding off mindless monsters and wild beasts, somewhat at least.

Purchased alongside A Nice Long Rest, and some of its mending properties will be bestowed upon your bonfires. Things that can feel your bonfire’s warmth will mend over time, if they can be mended. The lack of time powers means this is a rather slow and gradual process however.

-“Soul Growth” (200CP): Souls, the lifeblood of the world, the lifeline of the undead. They’re also a vital resource though, especially in the hands of one such as yourself.

On purchase, you are able to use ‘souls’ as a resource while resting near a bonfire or normal fire to develop your soul or the soul of someone resting with you, artificially facilitating growth in any of their basic capabilities. Strength, dexterity, and even intelligence or luck can be enhanced in this manner.

These individual pops of growth matter little individually, but may stack up over time to make someone greater than they ordinarily could be. Initial uses of this ability on someone costs few ‘souls’, but the price builds over time no matter how it’s used on the same person.

-“Gnawed by Infinity” (400CP): You are a Firekeeper, either a new one or old one. Either way, you have already felt this sensation of something dark within and around you.

On purchase, your soul attracts a slow, steady stream of seemingly never-ending Humanity. Humanity is the essence of a human, it is a dark power resting within each and every human soul, it is the infinitesimally small fractured fragments of the dark soul.

This would allow you to have an affinity for abyssal spells or chaos aligned weaponry, true. The more immediate benefit to your current role however, as Humanity makes excellent kindling for Bonfires among other supernatural flames, like spiritual coal.

Purchased with Soul Growth, and your Humanity can be targeted for growth. When invested in, your Humanity becomes denser, heavier, increasing your abyssal affinity and turning it into superior fuel.

-“A Nice Long Rest” (600CP): Bonfires soothe the bodies of those who rest near them and play a small part in keeping danger away. Known advantages, albeit not very significant ones. You however, are able to command fire’s hold on reality in a way none other can.

On purchase, when resting near a bonfire, time and space bends around you and others resting at it offering a variety of benefits at your discretion. It is as if you and the others sit inside a dimension with the fire as its origin and you with minor control, untouched by the outside world.

With you in control, wounds heal at a far accelerated pace, equipment mends itself before your eyes as if returning to how it once was, you are able to think many times faster or accelerate time to pass the days or nights away in seconds.

The world may not interact with you, and you may not interact with the world, until you divorce yourself from this rift of space and time. You are otherwise free to do what you like. A sufficiently large fire can replace a bonfire in times of need when using this ability.

Warriors of Sunlight

-“Gross Incandescence” (100CP): You live a waking dream for those passionately seeking a sun of their own. If only they could be so grossly incandescent as you.

You have the ability to glow, beaming the light of the sun from your body like some sort of old divinity walking out of the pages of a holy time. Not just some metaphor, the light streaming off of your body really is a form of sunlight. You may shut it off as you like when attempting to evade notice.

-“Jolly Cooperation” (200CP): Giving off the presence of an old friend, your warmth is able to improve the morale of those around you, allowing them fight better in situations that would otherwise leave them contemplating defeat.

You’re also able to fight alongside most anyone you call an ally as if you’ve fought together for ages. The more natural form of teamwork is easily built with time as well with just a bit of effort on the parts of both parties.

-“This Little Light” (400CP): The sun, oh holy symbol of the lord’s luminescent grace slowly fading from the world. It is this fading that has spurred you to find a sun of your own.

You have the ability to track down light, both metaphorically and literally. Whether this means finding the bright side in a dire situation, a bit of light in your heart in times of darkness, or actual sources of light and where to find them.

Your eyes have likewise been adapted, being able to use even the smallest bit of light to see as if it was noon under a cloudless sky. Excessive light doesn’t bother you as light is what you always seek.

When taken with Jolly Cooperation, you are able to share your positivity with anyone you call an ally. This helps you as a group find the bright side of life and get through various dark times together.

-“Praise the Sun” (600CP): The Lord of Sunlight’s divine grace shines upon thee and through thee. It is under the sun in which you receive his blessing and become a knight most fearsome.

Whenever you stand in light of the sun, its warmth will surge through you, invigorating body, mind and soul. This enhances your will and morale while bringing out the best in your physique.

While others would cook from its exposure, your body will instead mend itself. While others would grow fatigued, the sun’s heat is like a refreshing breeze aiding in stamina recovery. You are as a golden god to those who behold you. The effects are stronger with more direct exposure, and will linger even after leaving the light of the sun, fading away over time.

When taken with Gross Incandescence, Gross Incandescence will become many times more potent as long as you stand in the sun. You are like a golden god, putting off tremendous heat and bright light that makes you a brilliant albeit difficult sight to behold.

Archive Scholar

-“Eyes of Seath” (100CP): Seath the Scaleless, who became blind with time, bestowed his Channelers with helmets baring six eyes to give him sight in other lands. Symbolic or literal, it matters little, for you should take this seriously.

You now have six eyes arranged on your face in whatever position you wish, the additional eyes provide heightened depth perception and peripheral awareness. This gives you a better picture of whatever you’re looking at, either a specific point or the landscape ahead of you.

More importantly though, you have the ability to share the sight of a pair of your eyes with an ally. You can do this three times at once, once for each pair of eyes. While sharing sight, your ally will be in control over the pair of eyes associated with them.

-“Maddening Persistence” (200CP): When Seath descended into madness, so too did his scholars and sorcerers, only you will quickly realize the advantages they’ve wringed out of it.

You are now able to take to your goals with obsession and drive surpassing the line crossing into madness. When sharpening a blade or spear (trident) tip you won’t stop until it could glide through flesh like butter.

You can study for days absolutely lost in understanding and acquiring knowledge. Usually the only thing snapping you out of things is when it becomes self-destructive, but with time you’ll be able to more easily snap out of it, push further or set different triggers for stopping.

-“Collector” (400CP): Channelers stopped being simple scholars and sorcerers once Seath needed them to be something more. Channelers are also in charge of procuring material for his experiments, live materials.

You have all the skills and abilities necessary to spirit people away without damaging them. This includes but is not limited too, sneaking inside of settlements, breaking and entering, knocking out or silencing your target without alerting others and transporting them out unseen.

Incredible security, difficult targets or being exposed through some out of context means can cause you to fail, but barring such things you’ll be a terror told about in hushed whispers. An additional benefit allows you to slowly teleport short distances, aiding in mobility as you sneak about.

-“ Seath’s Studies” (600CP): Above all others, you have proven yourself most capable in aiding Seath’s research. It is you who have been given the most trust and the most exposure to his most vital experiment results and tomes on sorcery.

You’re incredibly familiar with Seath’s experiments, all of them, from his exploration of crystal sorceries to his heretical crimes against nature producing warped life. Through this knowledge, you can warp the biology of captives to mimic the form and abilities of other lifeforms, though this is tricky and failures will come out as uniquely twisted abominations.

An example of a failure is a Pisaca, while a success would be the Moonlight Butterfly. Delving into Crystal Sorceries has taught you how to create crystalline structures, even Crystal Golems with the energies of your soul, as well as the White Dragon Breath Sorcery mimicking Seath’s breath.

Combined with expertise in the fundamentals of Sorcery, you could adapt normal Sorceries into superior Crystal Sorcery variants that are stronger, providing proper experimentation and development time of course.

When taken with Eyes of Seath, you are able to bestow your mind’s sight, which is a fancy way of saying you’re able to share memories. This allows you to bestow experiences, knowledge or even proof to back up your words.

Way of White

-“Vereor Nox” (100CP): Fear the dark, or respect the dark depending on who you ask. This is the prayer used to remind clerics never to underestimate or overlook their age-old enemy despite their biases.

You have a way with words, able to weave similar short, memorable prayers that hold whatever meanings you ascribe to them when making them, such as reminding you of a lesson, reinforcing an ideal or strengthening resolve.

Simply reciting the prayer causes the feelings or intent put into that prayer when it was made to all come rushing back, and repeating it can reinforce the effects.

Your prayers can be shared with others and work to similar effect, though it is their own belief or faith in the prayer that determines its true potency.

-“Resonance Rings” (200CP): Miracles are as divine as they are enigmatic in nature. One such unexplained property is their propensity to spawn rings of light. When someone casts a Miracle, a ring of light empowering other Miracles cast near it spawns in the world, or another world.

These rings of light appear near you more often than not, empowering Miracles and other divine abilities used near them. Even in the absence of others wielding the might of Miracles, these rings have a tendency of spawning near you.

While it’s normally a small boost, standing near three or more gives a much more significant enhancement, something not uncommon with this perk. Rings will normally disappear in a few minutes after spawning.

-“Preacher” (400CP): In troubling times of fire’s fading glory you would think faith would be shaken. You would be wrong, in fact such encroaching darkness only tightens the Way’s grasp on the public.

Your ability to manipulate others using their own fears and insecurities is truly. . .despicable. By uniting perception against a boogeyman, real or not, you can make the meek flock to your side for protection and guidance so they may be taught the proper way to live, for their own safety.

Shrewd minds may see behind your veil, but those who wish to believe fall prey like a sheep led astray by a hungry wolf. Your ability to inspire “revelations” in your flock also allows you to spread the ability to cast any Miracles you know if you have knowledge of said art, their belief in your words enabling them.

If taken with Vereor Nox, followers swayed to your side will put so much faith into the prayers you teach them that the effects can be extreme. Teach them a prayer that helps push away fear and watch them turn into crusaders. Teach them prayers renewing their faith and they’ll indoctrinate themselves.

-“Allfather’s Hand” (600CP): Most capable member of the Way of White, paladin blessed by he our father and leader who art wise and good in all he does - Allfather Lloyd himself - we commend thee.

Your body has been enhanced with powers of divinity. You have passive regeneration slowly mending your body as you trudge through these forsaken lands. You have been granted inhuman strength allowing you to pick up and swing weapons resembling hunks of stone or metal more than implements of man with unsettling ease.

Finally, through the divine blessings coursing through your body and equipment makes you especially lethal against the dead and undead. Necromantic constructs and those afflicted by the undead curse tear against your attacks like wet tissue paper.

If taken with Resonance Rings, your blessed constitution grows empowered. Even around a single resonance rings, wounds start healing before your eyes and undead fall like dominoes. Around three or more though, and all the previous benefits of this perk double in potency.

Chaos Servant

-“Egg Head” (100CP): Taking the eggs from our Fair Lady to ease her burden has, let’s say, minor complications. Complications that will wrap your head in silk, to keep it together you understand.

On purchase, you will find that your body has become host to a gigantic maggot that can be commanded freely. The silk that it has covered your head with is permeable enough to see, hear and breath through, but it’s mostly there to make sure what’s left in there doesn’t fall apart.

The way the maggot exits your head is by making your head split apart like a blooming flower, allowing it to lunge and bite targets in melee range. The maggot feeds on ‘souls’ collected from enemies or the energy of your soul to sustain itself, and can mutate over time because of this. Mostly this affects physical abilities or resistances.

-“Toxic Decanter” (200CP): As a follower of the Fair Lady, you’ve spent your fair share of time around Eingyi, an outcast Pyromancer who delved into hideous poisons. In this time, you have learned much from your egg infested brother in service.

You have an extensive library of knowledge centered around all manner of poisons and their applications. Where to find them, how to cultivate or mix them and the best methods for dispensing them in combat to leave your foe doomed.

If you have a working knowledge of Pyromancies, you can likely use Eingyi’s teachings to develop Toxic Pyromancies. If you have Egg Head, your maggot gains the ability to metabolize poisons and eventually develop them into a naturally produced toxic spit.

-“Blight Swallower” (400CP): Fair Lady, former Daughter of Chaos, is worshiped by Chaos Servants for her charity to them. This deed was taking their disease into herself to save them from their suffering, at the expense of her own health.

You have the same miraculous ability, to take the diseases and toxic build up from the bodies of others and consume them, cleansing them of their ailments. While your body is good at handling these things, it is not immune, which leaves the second part of the ability. You can eject toxins within your body as silk covered eggs from your back.

Each egg holds a parasite representing the diseases or toxins, which can be bestowed upon others in a manner similar to Egg Head. The eggs are inert until being removed from you. If you have Egg Head, your maggot can now make like a leech and suck the toxins from you or someone else itself, though be careful or it may get sick.

-“Abominable Mutation” (600CP): The Chaos Servants are not the only ones caring for the Fair Lady, there is another, her powerful older sister, the Chaos Witch Quelaag.

Mutated by demonic chaos flame, after staying in your Covenant’s care for so long you have become a malformed being much the same as her, with a massive demonic spider for a lower half. Your lower body packs great strength, numerous dexterous legs, several dozen eyes, a gigantic maw of teeth and the ability to spew searing hot molten rock like projectile vomit.

If you also have Egg Head, the chaotic taint will also have reached it, and you have the ability to expel it where it’ll rapidly mutate into a new form based on what you fed it, which is to say, the types of ‘souls’ or the energy of your soul it has used to sustain itself.

This form will always resemble some twisted invertebrate, and may range from the size of a man to a demon as large as you, depending on how well fed it is. At any time, you may also revert it from this form back into the compact larva that rests in your chest.

Forest Hunter

-“Cutthroat” (100CP): Most Forest Hunters were once bandits, and many never stopped. Alvina cares not what you do with the bodies of those you slay or what you pilfer from them after all.

You’ve got a keen sense for shinies, prioritizing whatever little treasures might be in your vicinity or who might have something you’re wanting. People can’t hide treasure from you, whether it be buried, hidden on their person or locked away.

While most small treasures in these lands are unimportant for survival, big things come in small packages that can be conveniently overlooked with just a shallow layer of dirt and grass.

-“Man’s Best Friends” (200CP): The great grey wolf ‘Sif’, the giant cat Alvina, both wise and intelligent beyond their species for reasons unclear. With your home being such a mystical wood, wouldn’t additional conversational partners like them be nice?

You have the capacity to uplift animals around you, making them much more intelligent and dexterous the longer their exposed to your presence. Although their body won’t change, they will become well capable of wielding weapons, complex thought and eventually speech.

Normal animals will prioritize themselves first, but are usually amicable due to your favor. Animals that were explicitly loyal to you before like an old pet will remain completely loyal afterwards though. When taken with Cutthroat, your animal friends tend to drop off whatever valuables or treasures they find, having no use for them themselves.

-“Revenants, Family” (400CP): In service of Alvina, to protect their home and the grave of the honorable Sir Artorias, Forest Hunters leap to defend from any invader, and can even be summoned between worlds to carry out their duty.

Now, when you are attacked or your home is invaded, corporeal ‘phantoms’ of old Forest Hunters will manifest and rush to your aid. Although translucent and hazy, they’re certainly physical, capable of fighting just as a normal man, and capable of dying like a normal man.

One should not underestimate them, for they are still all capable warriors, bandits and hunters. If taken with Man’s Best Friends, ‘phantoms’ of animals you’ve uplifted and befriended will start to manifest alongside the ‘phantoms’ of old Forest Hunters.

-“Cornered Beast” (600CP): Long ago, Artorias fell to the abyss. When the nameless hero was forced to confront them, they soon learned that despite his broken and battered body that he was no less dangerous than he ever was.

On purchase, your constitution becomes strange. You can never truly be broken or whittled down by an enemy, since you can only become more dangerous from such action.

Whenever you’re left injured or broken, the rest of your body compensates to make up for those injuries. Like some kind of twisted berserker, you become stronger, faster, more agile, more dexterous and you become capable of yet more ridiculous feats.

With both of your arms broken arms and your left foot mangled you could still hop around on one leg while twisting your great hammer around your body with your neck and stumps like the most dangerous paraplegic in Lordran.

With Man’s Best Friends, your connection with beasts causes your primal instincts to swell and sharpen with damage as well, truly making you no more dangerous than when cornered and near defeat.

Path of the Dragon

-“Duelist” (100CP): Those who walk the Path of the Dragon, require scales of the Eternal Dragons. With scales being a rarity, honorable combat over them is common among those who share the same goal.

On purchase, you become more well suited to such challenges. Passively, you’ll gain a cooler head that can think clearing even during periods of action and intensity. Your hand to hand combat skills will also improve, making you well suited to brawls.

It is when you engage in a contest, competition or duel however that your true talents shine. During any prearranged, mutually agreed upon form of contest or combat, you will actually become more capable of complex thought and action than outside of it. A definitive edge, no?

-“Dragon Eyes” (200CP): The transcendent apostles who pray to Eternal Dragon’s have a secret art used to aid them in their quest for eternal life. The eyes of dragons are now yours to use as you see fit.

Your special eyes show you the way to dragons and anything related to them, shining lights in the distance guiding you. This does not only include dragons, dragon scales or weapons made from dragons, but relics and antiques heavily connected to dragons like objects from the Vinheim school of Sorcery.

With Duelist, you’ll actively become stronger during the sort of competitions listed within the perk when something dragon based is being wagered or involved in the proceedings.

-“Gut Instinct” (400CP): Many of the Eternal Dragons supposedly slain during the great war can still be fought around Lordran. The zombified upper halves are all over the place, the active lower halves now demons in Izalith, acting independently from one another even on the edge of destruction.

Your various body parts have the same capacity, though where you picked that up is anyone’s guess. Each of your independent body parts has the capacity for thought and independent movement, it’s just that while attached they usually defer to whatever your brain says.

When severed, detached or pulled out, they truly do get a mind of their own though. Your parts gain muted senses besides touch due to the lack of their own sensory organs, the ability to animate and writhe or hop about, and a keen sense of balance for standing.

Your limbs and other body parts removed from you count as “dragon related objects” for the sake of the vision granted by Dragon Eyes, allowing you to find them if they get lost. They also become capable of sight themselves.

-“Draconic Transformation” (600CP): You have attained a measure of success at the end of the road many others like you have walked. You now have the ability to transform, at least physically resembling that which you seek to be.

On purchase, you may transform into a hybrid of a dragon and whatever your current form is. Doing so makes you larger, coats you in scales, gives you a distinctly draconian appearance, especially the head, and bestows talons on your hands and feet.

This transformation makes whatever your current form might be far more durable and stronger compared to before, improves stamina a great deal and bestows several special abilities. You’re able to breath fire fueled by your soul’s energy, as well as empower yourself and knock away projectiles with an ear shattering roar. Special advice, strip down before transforming or your clothes may get damaged.

When purchased with Dragon Eyes, your vision in this form becomes far sharper and clearer. When purchased with Gut Instinct your removed body parts independently become capable of this ability. This includes gaining a draconic head and sensory organs, essentially turning them into mini-dragons.

Painted Heathen

-“Writhing Bile” (100CP): Not everything that gets banished is dangerous to the gods or committing some grave sin. Sometimes things are thrown into this Painted World for being. . .disgusting.

Your lungs now swim with churning red bile. This doesn’t harm you, seeming not to do much more than make you cough most of the time. It’s very easy to spew the red bile out in absurdly copious quantities that shouldn’t fit inside of your chest though.

The thick red bile is incredibly flammable, allowing you to light it with a torch to potentially ignite enemies or the ground. Alternatively, spewed slime will slowly grow animated and can slowly crawl across the ground, throw its weight around or pick up and swing things within its viscous body.

-“Banished Evil” (200CP): Occultists were once a thorn in the side of the gods, commanding deviant powers that actually threatened them and their rule. Symbols of them were discarded in the Painted World, and you would certainly count after this perk.

Your nature is now aligned with the occult. Your attacks both unarmed and weapon based are especially effective against entities that have some form of divinity, making you the perfect kind of warrior for hunting them.

Your black power gets mightier with your loathing of the divinity you’re targeting and manifests itself as twisted magical power. When purchased with Writhing Bile, the slime you produce and the flames it gives off when set it aflame share this occult property.

-“Absolution of Sin” (400CP): Velka, Goddess of Sin, is a rogue goddess not looked upon warmly by other gods. She nonetheless holds great power and influence, and is well liked by many of those within the Painted World due to this frail relationship.

You are a priest or priestess of Velka like the ones found in Carim, and as such have the capacity to absolve others of their sins. This forgiveness is often sought after, as it can help others mend relationships after burning bridges and evade the notice of the Blades of the Darkmoon.

Beware, as while forgiving sin can help someone mend relationships by softening aggression over their acts, it cannot remove memories. Any sin too great will be unable to be forgiven, and the secondary party’s anger or hatred will not be abated no matter what your customer wishes.

If you have some working knowledge of Miracles, you will also have been taught Miracles associated with the Goddess Velka, Karmic Justice and Vow of Silence.

When purchased with Banished Evil, you can absorb and channel the sins against the gods you forgive into a dark power that stands as the antithesis of the living. Wounds inflicted with this occult resource gush the victim’s lifeblood, either literally or metaphorically, not unlike Priscilla’s Lifehunt.

-“Blasphemous Birth” (600CP): Most beloved, beautiful and kind being of the Painted World, protected and cherished by its inhabitants. The abomination Priscilla, whose very existence was an affront to their sensibilities, and whose power struck fear into their core. The unholy matrimony of god and dragon.

You too are like dearest Priscilla, part dragon, part god. You stand over twice the height of man with appropriate physical abilities for such size, having soft features and body type of a god but clearly bestial features like a crown of spines and long flexible tail.

Being the same type of abomination as Priscilla, your tail is covered in soft fur, potentially other parts of your body as well. Your soul is also extraordinarily powerful and you possess the magic ability to become invisible for short periods of time.

When purchased with Absolution of Sin, you also gain great black wings able to lift even your hulking body aloft due to your connection to the goddess Velka. You also have the ability command crows, the animal associated with her.

Darkwraith

-“Serpent’s Tongue” (100CP): The Primordial Serpent Kaathe, master of the Darkwraiths, was responsible for the fall of more than one kingdom. Allowed to pass, he will be responsible for the fall of more. He brings about ruin not with power though, but with words.

You are not Kaathe, but you have picked up some of his talents in manipulation. You may much more easily zero in on the tendencies and desires of others. Combine that with secondary talents in temptation and oration, and the common fool may as well be some foolish puppet dancing to your tune.

Whether you use this to create fresh recruits, or lead others to ruin, then relies on you. If you ever pick out someone too cunning for their own good, well, that’s what the blade is for.

-“Lambs to Slaughter” (200CP): A Darkwraith’s duty is the collection of humanity to further their goal, bringing about an Age of Darkness. Their targets matter little as long as they collect what they seek, so choosing easy marks just makes sense.

This perk allows those with it to more easily find, torment and slay those of naive innocence or feeble heart. Their breath is like a siren’s cry to your ears while they’re in the area, leading you to them.

Knowingly facing you in combat will demoralize and stress them out, especially if you stand in their way. As if even their body fears you, their flesh rends more easily than other foes as well.

-“Dark Slumber” (400CP): After descending to madness and dark intentions, New Londo was flooded and the Four Kings along with their Darkwraiths were sealed away beneath still waters. When the city was drained, they awoke from their slumber none the worse for wear.

When an area you’re within is struck by disaster, artificial or natural it matters not, you are able to descend into a hibernation as others die and cities fall to ruin. You will survive, sleeping unharmed within the rubble until it is once again safe to awaken.

When taken with Serpent’s Tongue, you exude a curse from your shallow grave, a subtle temptation that calls to the curious and naive. This sways them to reach the source of the calls, clearing the way to you and allowing you to awaken more easily.

-“Dark Hand” (600CP): A weapon to some, and an inborn power of the Darkwraiths. Thanks primarily to Kaathe’s direction, Darkwraiths have the ability to draw on the power of the dark soul in order to perform a number of feats.

On purchase, your hands are imbued with dark power. With this power you can enhance your strikes with darkness, or emanate a shield of force to block or parry. Both of these abilities pale in the face of this power’s true worth though; Lifedrain.

With Lifedrain you quite literally hold the power to suck the Humanity out of your enemies. Inexperienced Darkwraiths would be able to steal very little, but stronger and more experienced ones like you could steal far more at a time. Moreso, the strength of these abilities will continue to grow as you steal Humanity and develop your dark soul.

Purchased alongside Lambs to Slaughter, and you also acquire the ability to steal away pieces of your victim’s soul. The weaker your target is in relation to you, the easier pickings they are. Stronger enemies may only dull once subjected to your tricks though.

Blade of the Dark Moon

-“Identify Sin” (100CP): Servant of Gwyndolin, hand of justice, tasked with hunting the guilty. This is your identity, and as such, you must be equipped for identifying your prey.

On purchase, you are able to identify on sight whether or not someone carries the weight of great crimes and sin upon their soul. Despite their best attempts to hide such things or act contrary to their nature or past, you will know.

Such things that ping this sense would be betrayal of comrades, slaughter or defilement of innocents, cultural ruination, torture, slavery and other such maliciousness.

-“Judgement” (200CP): Gwyndolin’s authority does not end at identify criminals. In order to realize his judgement, finding and bringing an end to those found guilty is the only next step allowed.

While on the trail of a sinful party, you are able to hear their thumping heart like a telltale heart, unable to hide their guilt. Their sin works against them when being found, as every bit of battle damage they take causes the sin within them to explode like boiling water under pressure.

Open wounds eject shredded viscera and a spattering of blood upon the ground. When purchased with Identify Sin, this viscera becomes a bright, glowing blue before your eyes that ensures that a fleeing enemy won’t be able to hide.

-“Grand Delusions” (400CP): Inspired by your lord’s great illusion that bathes all of Anor Londo, this ability has been bestowed upon you. You are the dominator of deceived eyes.

On purchase, you become capable of weaving tangible illusions. Illusions take a bit of some to weave, as you’re forming them as you envision in your mind’s eye. Your illusions do not simply give when pushed upon as if a trick of the light though, needing to be struck first before dissipating.

While you can only form illusions the size of Gwynevere or below, you can make them look like just about anything and insert complex commands while weaving them. This allows them to potentially speak, move and otherwise keep up the ruse as long as possible.

(Note: Illusions cannot persist without you being in the vicinity to maintain them.)

-“Blue Eye” (600CP): Blades of the Dark Moon resemble blue phantoms when invading other worlds and meting out justice. Tis good that you may appear this way as you will, for the guilty may lurk around every corner, you would do well to be prepared.

You may appear as a spirit of vengeance, cloaked in blue aura that hides your identity and causes you to resemble a phantom. In this form, your magical might is greatly enhanced, causing any spells you cast to be far more potent than usual.

Additionally, any weapon you put your hands on is cloaked in the same dark blue energy as the rest of your body, greatly empowered by magic that assures enemies that don’t have some form of protection against it will suffer.

When purchased with Grand Delusions, your illusions will be empowered like any other spells in this form, allowing you to shape larger illusions or illusions that are much more substantial. This allows you to actually create minions that pose credible threats to those who challenge you.

Gravelord Servant

-“Calcium” (100CP): Muscles can be trained through exercise, minds developed with rigorous study, but it all matters little if the frame that hosts them is broken down.

On purchase, your bones become especially strong, resilient and repair far faster than normal. Unlike normal bones which need to be set just right and become weaker when broken, yours heal perfectly. Even if you were slain, your skeleton would persist far longer than any others, continuing to repair and maintain itself as long as it stays mostly intact.

-“Sincerest Flattery” (200CP): Pinwheel is an abomination, and not just because he has the gall to covet Nito’s power. No, it’s because beneath that black robe and behind those masks lies not one shameless corpse, but three. Three corpses stitched together, bound by one will.

You may easily become an abomination in this same vein. By properly stitching and fastening the bodily parts of things no longer using them, they partially assimilate and become yours to command; logical biology and proper functions be damned.

Through such power, you could even replicate Nito’s own visage if you’d like, attaching additional bones to your skeleton like ablative armor that will repair over time like the ones actually inside your body.

-“Dead Man Walking” (400CP): Deep within Nito’s tomb exists many giant skeletons raised by Pinwheel’s necromancy. Nito himself is also an intelligent, animate mass of bones. Would you like to join the party?

On purchase, your lifeforce, consciousness and ability to animate is all concentrated within your skeleton. This means that while all those things like flesh and organs and muscles are nice to have, they’re no longer strictly ‘necessary.’

As long as your skull stays mostly intact, you may stay animated and alive even if you’re nothing but bones. Also, if your bones are scattered, you can exert your will to pull yourself back together.

If purchased with Calcium, your bones are made even harder, taking on a toughness similar to high quality iron, making putting you down quite difficult.

-“Eye of Death” (600CP): Nito, bane of all that lives in this world, epitome of death itself. You have been bestowed great curses and necromantic power reminiscent of what he holds in order to further his agenda, an end to all things.

On purchase, you gain the ability to raise the dead as unliving yet animated constructs to do your bidding. Following Nito’s lead, you’re most adept at raising and controlling corpses that have long since been rendered as nothing but bones.

Additionally, you have the ability to apply a curse that causes random spirits of the dead from the area around the cursed individual to raise as strong, aggressive phantoms. The only caveats are you must remain nearby to maintain it, and you begin leaking black smoke, marking you as suspicious.

If purchased alongside Sincerest Flattery, you will also acquire Miracles associated with Nito such as Gravelord Sword Dance. You can also make use of a peculiar power to corrupt them in various other forms at your convenience. Nito likely wouldn’t care about such blatant blasphemy as long as you continue to serve your purpose, so experiment at your leisure.

Demon

-“Strength of Taurus” (100CP): Demons come in many shapes and sizes, sporting varying abilities. Those like the Capra Demon and Taurus Demon have bodies and muscles as resilient and durable as stone, and you too have developed these qualities.

Your flesh and muscle are as dense as they are resilient, taking on a quality somewhere between stone and leather. As a result of this bodily warping, you’re much stronger and hardier compared to before, and much heavier too. At your discretion, you may also bestow yourself growths of bone to give yourself horns or spines.

-“Skill of Capra” (200CP): Demons, warped into unnatural abominations by the twisted chaos flame. Perhaps foul nature can still be likened as nature of its own though, and through it things may grow and form an ecosystem, bonds and friendship.

Something about your twisted origins allows you to much more easily tame, train and command abominable beasts that ordinarily have no capacity for such things, such as undead hounds or chaos eaters. Treat them as pets, guard beasts or your personal little executioners.

When taken with Strength of Taurus, your corruption will bleed into the beasts, both warped and mundane, to give them similar rocky qualities.

-“Nature of the Firesage” (400CP): While some demons have bodies of warped flesh or stone bodies, the strongest and most terrifying burn with otherworldly heat, toting molten forms. You, a great demon yourself, also have this kind of burning form.

Your biology is intricately linked to lava and fire. Your blood like molten rock, breath like flame, but all of it contained and firm to move without deforming. As such you are incredibly dangerous in close proximity and are by and large immune to mundane lava and flames, resistant to the magical kinds.

With some workable knowledge on pyromancy, you could likely learn to emphasize your natural infernal form or incendiary breath with your spells or vice versa given time and tinkering. Pyromancy Flames should be easier to foster with your biology.

Purchased alongside Strength of Taurus, you may quickly and easily cool your body to safe levels for others or rapidly heat it back into a semi-molten state.

-“Origin of Centipede” (600CP): Ceaseless Discharges, cursed with defects from birth that caused him to ooze magma from open sores and pustules. Granted a ring by his mother, the Witch of Izalith, and his sisters that would soothe his pain, he would lose it and see both himself and the ring become monsters.

You have been bestowed an incredible ability inspired by this tragic tale which happened long ago in this world, linked in nature to the life-giving properties of your progenitor’s twisted soul. You have the ability to transform objects into seeds of life that will grow into demons.

Simply focus upon an object in hand to transfer a bit of this power into it and cast it away. The object will then grow, based on its environment and whatever abilities the object had into a demon of its own. Demons will naturally be attuned to stone or fire, but given unique circumstances may develop into something entirely different, such as lightning or perhaps even water.

The more powerful the magic or spiritual abilities present in the object, the greater the demon that will grow from it. The original object that formed them can also be recovered from their corpse once slain, but oddly isn’t present on the inside until they actually die.

When purchase with Skill of Capra, your demons will default to seeing you as a mother or father due to the role you played in their birth, and open towards the training allowed by said perk.

God

-“Amazing Chest Ahead” (100CP): Gwyn’s people, of which you are one, were worthy of their name when it came to aesthetics. Monolithic structure, beautiful art, and beauty unmatched.

You have been blessed with the divine appearance as any other god of Anor Londo, looking like sculpted perfection, handsome or beautiful beyond words, with flawless skin, glorious hair and an amazing. . .pectoral region. It is your decision whether your incredible looks are masculine or feminine.

-“Knight of the Lord” (200CP): A knight’s will is in their blade, changing the course of battle with each swing. Their armor is their body, standing firm and protecting the fragile soul that lies within. Like the scorched black knights of Gwyn, your fate is forever tied with your equipment.

With this perk your weaponry and armor is essentially an extension of your body and soul. It can become stronger, more resilient, more dangerous or gain new abilities entirely based on the special properties your body and soul possess.

Equipping yourself will always be worth it with your weapons soaring to new dangerous heights as dangerous qualities are focused in them, and armor always able to protect in some manner. The downside is diseases, severe damage or corruption of what’s inside may also transfer. . .

Those with Amazing Chest Ahead will find their equipment transforming into pristine, miraculously beautiful versions of themselves. Make it as dazzling as tools of a god are expected to be.

-“True God” (400CP): Gwyn’s people were known as gods; their nature defined by the sharing of his Lord Soul. All were gods from those with actual dominions to the humble yet magnificent silver knights beneath him. You though are no longer just another silver knight.

Having been bestowed with a larger piece of Gwyn’s Lord Soul, your nature is now more godly. This inherently gives you more talent in ability with things relating to light or lightning such as various Miracles, but it also gives you something more.

Among gods, there is an ability and a tradition; when an ally would fall, their comrade would take their soul in for its power and continue the fight. You too hold this power, being able to absorb the soul of another by touching them when they die.

It does take some effort, so you are unable to perform this rapidly with hoards of enemies in the midst of battle, but the benefits tend to be worth it. Normal souls will have mild enhancing benefits, but ‘Boss Souls’ can impart entirely new abilities based on the original, like giant size, or electrical powers.

-“Miraculous Intervention” (600CP): When people speak of Miracles, they often speak of the most glorious feats of the gods. Command over lightning, command over light, and the power to heal to name a few. The greatest feats of all are left untold, however.

You now have a godly power that was used to influence the entire world in ways lost to history. You now have the power to ‘seal’ things away. The power is simple, yet flexible; seal anything away in a manner of your choosing.

The width, power, duration, and target of the seal influence how much power it takes to enact. A ward on a door without the right key would be a simple task, you could do that by yourself.

A seal on an entire race that blocks off their true nature for millennia is a much more serious task. You would likely need to perform some great sacrifices and tie the seal’s existence to something just as enduring for something like that, and who ever heard of the gods doing something like that?

Purchased with True God, and you become able to ‘seal’ the souls you would have absorbed into yourself, into your equipment or other objects on hand. In this way you can empower such objects, or even enchant them with the power of ‘boss souls.’

Drake

-“Aloft” (100CP): Eternal Dragons has scales of stone. While their diminutive cousins the drakes aren’t quite so absurdly heavy, it’s a wonder that either of them can soar through the air so smoothly, gracefully. No more wondering for you.

With this perk, it is as if you become much lighter while in the air, as if gravity’s hold on you has lessened. With your muscular and powerful wings as a drake, it is simple to thrust yourself through the air. Additionally, your grace in flight is enhanced, allowing you to take to the skies like a bird.

This also applies in other forms, allowing you to float or fly gracefully no matter how heavy or poorly designed from an aerodynamics point of view you might be, as long as you have some thrust.

-“Dragon’s Breath” (200CP): Drakes and dragons alike are fearsome beings for a great many reasons, and one of those reasons was their terrific breath. Most drakes are limited in a manner of speaking, at least compared to their greater cousins, but not in your case.

You are allowed to pick your own breath weapon from those displayed by a dragon or drake within this world. Whether that’s fire or water, lightning or darkness, or even stranger breaths like crystals or miasma. Choose carefully, for this is permanent.

Your breath weapon’s potency is at least partially fueled by your biology, but as an adult drake you could easily kill most hollows, knights and common threats wandering these lands with a good spray that can stretch from one side of a bride to the other.

-“Legendary Blades” (400CP): Well. . .I am at a loss for words, for this is a strange ability indeed. Although it seems to be linked to the practice of some individuals transforming the scavenged parts of dragons into weapons, for you that process seems to cut corners?

Upon purchase of this perk, your severed limbs and body parts possess a bizarre quality. If you so wish it, those lost pieces of yourself will transform into masterwork forged blades with magical qualities reflecting your biology and just how much of your body was transformed into the weapon.

Fingers turned into knives, arms into swords, legs into axes, how peculiar. When purchased with Aloft, such weapons will be strangely light even at great size. With Dragon’s Breath, they gain a tendency for elemental alignment with your breath.

-“Mark of Calamity” (600CP): An accursed power possessed by no drake. No, this belongs to something far more sinister and hair raising, a beast Anor Londo feared long ago. This is the power of the Black Dragon, Kalameet.

On purchase, you gain a kind of short range telekinesis. With it, you could pick up knights and beasts of matching size within range and sight, and toss them about like a child would an abused doll.

Those grabbed with your power become prone to a much more terrifying power though, a curse only you and the black dragon can apply. Any enemy struck by this curse becomes vulnerable to the world around them, intensifying damage inflicted to them by twice over for a time.

Purchased with Legendary Blades, and you can spawn weapons of even greater power than before, or optionally turn small things like claws or fangs into jewelry that carries this curse on its own while drawing curiosity and greed.

Blacksmith

-“Living by the Hammer” (100CP): If you’ve ever cared to notice, there are some big names floating around the land of the gods. Men and women known across the lands are just one more soul here. You yourself might have had quite a bit of praise for your skills before you came.

You’re a highly competent blacksmith, no need to be coy. You can pound out some wonderful weapons and armor with good old fashioned steel. Your real talents lie in repair though.

You could restore and repair most anything providing it’s made of metal and actually can be salvaged. Weapons, armor, and random trinkets alike fall under your purview.

When purchased with Mystic Ember Smith, you may now use ‘souls’ in place of metal when repairing objects. The stronger the material and more extensive the damage, the more souls needed to pound it back into shape.

-“No Better Exercise” (200CP): There’s more than one blacksmith in these lands that spends all their time by the anvil. They’ll hammer and crimp and sharpen all day, and it’s not just a well crafted piece they’re rewarded with for their efforts.

You, like them, have been rewarded for your continuous labor. You’re significantly stronger and have significantly more stamina compared to the average wanderer of these lands. Day after day of working metal won’t wear out your muscles, and even titanite will give under your diligent efforts.

When purchased with The Test of Time, you will also be gifted with brawling skills on par with Andre. Go ahead and start jabbing fully armored hollows to death. Blast them right off their feet with a giant dropkick, and then keep at them with it.

-“Mystic Ember Smith” (400CP): You might have been good by human standards, but any old smith may as well be mediocre in the land of the gods. Here, truly legendary craftsman are at work with souls, and flames once held by the gods. Here, legends are forged.

On purchase, you’re bestowed with the power to sustain and harness the power of supernatural flames. Even a single ember can be sustained almost perpetually with the right fuel and housing, and then stoked into a great enough flame for smithing.

When used in your craft, these unique flames will imbue the metal you work with their properties. Oftentimes the proper fuel is ‘souls,’ though alternatives aren’t impossible to find. This ability to work with souls isn’t limited to using them as fuel however.

When you have a sufficiently durable and well-made piece of equipment, you can use the power of a ‘Boss Soul’ to transform it into something new using the power and nature of the soul. In this way, you are capable something the common smith is not.

-“The Test of Time” (600CP): Time is such a cruel thing. How much must men and their works suffer under its ruinous embrace? What would man give if only they and their legacies could withstand eternity? What did you give?

You and your creations no longer heed time’s passage. You have a mind that refuses to diminish, and a body that refuses to become enfeebled by age. When the world is naught but ash, you will likely still be hammering at your forge just as competent ever.

Likewise, your creations seem patently immune to forces like erosion and weathering. Armor crafted today, and worn for a thousand years, will just be a bit dirty for all the sights it was allowed to see. Needless to say, but you also just make your creations tougher than other craftsmen can.

You’re not making ornamental pieces; they’ll be seeing active use and withstanding it all that time. It would take an active - not to mention considerable - effort to ruin your works.

Giant

-“To The Bitter End” (100CP): Many heroes and factions are heralded in the annals for history for their contributions in toppling the dragons. Not the giants though. The giants serve the gods, and even their most honored are looked down upon.

You are like many giants, in that you have built up tolerance. You can endure the abuse, the seemingly intolerable conditions, and even terrible loss without breaking. With time you can even compensate and come out all the better. Your fortitude gives you several feet in height over other giants, showing that you’ve adapted better than them.

-“Make Shiny” (200CP): Behold the magnificent form of the giants. Their great size and sturdy forms made them ideal for what would be back breaking labor for gods and men. You could be forgiven for not realizing their finesse was just as transcendent.

As with other giants worthy of note, you have incredible dexterity for your size. A giant dedicated to craftsmanship would be capable of using the comparatively small tools of man, to make the tools of man, and do so better than most men.

Stony hide belies their potential delicacy and skill. Perhaps the greatest marksman the world has ever known and ever will know was themselves a giant. Will you one day match them? What will you go on to do?

When purchased with Cherish Thy Work, your surprising delicacy extends to your mind. Focus, thoughtfulness, patience, when you truly care what you’re doing then you can pull out everything you’re capable of giving for it.

-“Strong, I Am” (400CP): It is known throughout this world for some men to dwarf others, and this irregularity is shared among gods, beasts, and all other life. It appears so much more drastic for giants however, and some grow to such great sizes as to leave one in awe.

You have been blessed with incredible size even among giants. You are to lesser giants what they are to man, and even stronger than your size would suggest. The great, steel boulders employed by Sen’s iron golems could even be lifted and thrown.

A more consistent form of describing your increase in height would be doubling. The scale of whatever form you once had will double over what it was, though beware that too great a scale may slow even your powerful body down.

When purchased with To The Bitter End, your body acquires the power to grow in size in response to environmental stressors. Forced to endure muck and mire and restraints for years and years could even let you reach sizes once unheard of.

-“Cherish Thy Work” (600CP): Among giants there are few legends, and so Gough stands out among them as one of Gwyn’s four knights, and an archer without peer. He has taken a simple military skill to a level where godly might actually diminish his feats.

And then there is a blacksmith hidden away within the city of gods; Anor Londo. Simple in in language he might be, but also capable of smithing feats beyond any other in the land of the gods. The Giant Blacksmith is even capable of forging with the colors of a legendary soul.

Like these incredible giants, you possess one skill of your choosing that is well and truly beyond all others, one capable of absurd feats. This is comparable to Gough who could shoot down a ancient dragon feared by gods from a mile away even after being blinded.

Possessions

Not everything can be done under one's own might. The equipment they carry and the resources at hand are just as vital, and this is where such things can be purchased.

As with Perks, Possessions under a given origin are discounted to that origin. Unlike Perks, 50CP possessions are free for their origin, while possessions priced 100CP and above are discounted by 50%.

General Items

-"Estus Flasks" (Free): You receive five Estus Flasks. Estus Flasks are dull green grass bottles that fill up with a golden fluid, if it could be described as a fluid, when you rest next to bonfires.

Undead who drink of these flasks will heal from grievous injuries, though especially large bodies or extra severe injuries might need several flasks worth to properly recover.

It's unknown where these bottles come from, but you should be able to find more around these lands, giving you healing potions on hand. You may use these potions regardless of origin.

-"Introductory Equipment" (Free/100CP): For those with at least mostly human body types and sizes, you receive a useful boon in the form of some free equipment consisting of weapons and armor.

There are nine sets to choose from, the Warrior, the Knight, the Wanderer, the Thief, the Bandit, the Hunter, the Sorcerer, the Pyromancer and the Cleric.

The Knight is notable for having the best, yet heaviest armor, the most well-made shield and a broadsword. Warrior, Wanderer, Thief, Bandit and Hunter all have varying forms of leather armor.

Warrior has a longsword and the best shield of this group. Wanderer has a curved sword and a poor leather shield. Thief has a dagger and a small shield used more for parrying than blocking.

The Bandit has a battle axe and the spider shield which diverts poison well. The hunter has a short sword and poor wooden shield, but also receives a bow and quiver of arrows.

Sorcerer, Pyromancer and Cleric all have cloth armor with inherent resistances to the forces associated with them (magic for Sorcerer, fire and poison for Pyromancer, lightning for Cleric).

Sorcerer's set has a knife, a small leather shield and a basic Sorcery Catalyst. Pyromancer has a hand axe, broken shield and a Pyromancy Flame. Cleric has a mace, wooden shield and Miracle Talisman.

Additional sets after the first will cost 100CP. (For additional details on what any one set offers, you may consult the wiki. The sets above correspond to the weaponry and armor belonging to the starting classes.)

-"Fashionsouls" (Variable): As you'll come to find in the sections that follow, there are many suits of clothing and armor made available for the many origins one was allowed to pick from. Each is thematically tied into those origins in some, but what of all the other armor that exists within the world? For those with something in mind, look no further.

For 200CP, you may purchase a copy of any one complete set of armor found within this world. That armor set - and any other obtained through this Jump - will be returned to you in top condition if lost or destroyed.

For 100CP however, you may purchase a wardrobe with mysterious properties. Any armor left within the wardrobe will change its physical appearance - but not its base qualities - to match that of any armor found within this world at your whim. The appearance of armor placed within that isn't of this world will also be remembered by the strange thing.

Undead Pilgrim

-“Soapstone Bundle” (50CP): This is a bundle of soapstones, crystals that come in a variety of colors that work similar to chalk. Simply use to write on some surface and glowing letters appear. The soapstones do not wear down with use and can be used to write on virtually any surface, only destruction of said surface truly erasing it unless you use the blunt end of a pink soapstone.

-“Alluring Skulls” (50CP): This is a sack, a sack of skulls, weird glowing skulls. Alluring Skulls contain dimly lingering souls that produce the scent of life when shattered. While they can’t be used for much, the souls too weak to help you on their own, they make for an incredible distraction for things starved of life that feed on souls, such as undead.

-“Ring of Favor and Protection” (100CP): A special golden ring that vastly improves constitution when worn. This allows you to take a greater beating, trudge on longer treks, carrying heavier equipment, and do so easier. Makes long journeys or extended combat much easier, but like a woman scorned, it snaps in half if you remove it, requiring you to mend it each time.

-“Zweihander” (100CP): A gigantic, straight greatsword that you found plunged into the ground near your bonfire one day. The first half of the blade is blunt, allowing you to rest it on your shoulder.

Although quite large and heavy, for those who can properly swing it, even a single clean hit can send an enemy flying. The craftsmanship on the simple blade is excellent.

-“Favor Armor” (200CP): Golden armor representing the Goddess Fina’s love. The chest plate is designed symbolically with arms wrapped around the wearer, to show the goddess’s love.

Favor armor offers moderate physical and magical protections apart from defending against blade or flame. The snug fit and high durability notably keeps the wearer’s body contained and protects against lacerating wounds, vile toxins and even curses fairly well compared to other armor though.

-“Drake Sword” (200CP): A mystical weapon born from the tail of a drake. Simply holding it somewhat wards against magic and fire. About the size of a shortsword, it can be easily wielded with one hand.

The Drake Sword is able to release shockwaves of power at enemies that can deal considerable damage, but releasing such power tends to release backlash upon the weapon itself.

Although made of strong materials and baring mystical powers, the crude craftsmanship leaves much to be desired when it comes to more threatening foes of this world.

-“Evil Eye” (300CP): On purchase, you receive a black orb resembling an eye with a slit white pupil, you may optionally have it implanted to replace your eye on entry into the world.

This prosthetic, reminiscent of the infamous beast “Evil Eye” that assaulted the kingdom of Astora, gives you unique abilities. You are able to see souls even within someone or something’s body, or through thick surfaces.

You also have the power to drag these souls right towards you, or even yank them right out of considerably weaker enemies to kill them outright.

-“Black Separation Crystal” (300CP): A black separation crystal, unique artifact and tool used in regards to beings of alternate worlds. When used, it sends those who are spatially displaced in the nearby area from where they should be back to where they belong.

This allows you to banish invading phantoms within your dimension, send summoned allies back to their home, or even allow you yourself to go back home if summoned somehow. This crystal will continue to hold power in future worlds, allowing you to banish other types of summons, severing their connection to the current area.

Chosen Undead

-“Tiny Being’s Ring” (50CP): A weak magic ring that fills you with additional vitality. This essentially allows you to cling to life harder and endure ailments or wounds of greater intensity. Doesn’t help tremendously, but one more stab, ten more steps to a safe place, could be all the difference between life and death.

-“Binoculars” (50CP): A handy pair of binoculars, useful for surveying these dangerous lands from a distance without putting yourself in danger. Strange for something of primitive make, they will always stay in good condition with perfectly clean lenses that won’t smudge, fog up or become grimy from use.

-“Bandit’s Knife” (100CP): Though called a knife, the lethal curved blade is long enough to possibly be considered a short sword, one the perfect size for slaying men. Short and mobile enough to quickly slip it between the enemy’s ribs, the perfect shape to cause deep lacerations with each slash. Whether quick or slow, this is an implement of death.

-“Black Fire Bombs” (100CP): A small satchel filled with black fire bombs. Each bomb takes the form of a roped up black urn containing a greasy black powder, though you’ll likely never be inspecting them. Thrown without need of a fuse, when the brittle container fractures it triggers an intense, incendiary explosion. Anything that hates fires, despises being hit by one of these, truly dangerous.

-“Elite Knight Armor” (200CP): “Armor of a nameless knight, perhaps an elite knight of Astora, based on the fire-warding heraldic symbol on its blue surcoat.”

A construct of steel, adorned tastefully, one of the most efficient suits of armor when looking for a balance of protection and weight. Good at protecting against both magic and physical dangers. The only failing of this Elite Knight Armor is the absolute zero resistance or protection against curses, of which can prove lethal.

-“Master Key” (200CP): The Master Key is a key ring that will always have a key for almost any lock when checked. Only magical intervention or keys of an entirely different scale can prevent its use.

A popular tool among thieves. In this accursed land of hollows and monsters though, some doors are better left closed.

-“One Great Shield” (300CP): A large, intricate shield that seems to have the perfect heft, is basically indestructible, comes in the shape desired and emblazoned with a crest of your own design.

This shield can defend against all kinds of dangers like magic, flame or lightning, and can absorb considerable shock that allows you to defend against things many times your weight class.

As long as the rift in strength isn’t so vast you’re unable to see the other side, you could take attacks from giant beasts and come out just fine, providing you properly blocked anyways.

-“The Bells of Awakening” (300CP): Upon purchase, you ‘receive’ two large bells. These bells will be dropped off somewhere in the world in separate locations, hidden behind great challenges.

You will know the general location of these bells, so seeking them out will not be difficult. Their true worth comes when you finally reach and ring them.

When each bell is rang, the tone can be heard all throughout the world and parallel worlds, not through volume but through some sort of resonant nature they have.

When both bells are rang, activity and change both good and bad to start sweeping through the world. Ancient sleeping beings will awaken, plans will begin to be enacted, organizations will begin to push their agendas. Whatever the case may be, things will begin to become interesting.

Firekeeper

-“Cleaning Cloth” (50CP): While appearing to be a simple, clean washcloth, this cloth is supernaturally, permanently cool and just moist enough to not drip and make a mess. Using this cloth, you could wash away the soot that comes with your profession or simply rest it on your head to cool down. Simply wring the cloth to cause accumulated filth to evaporate.

-“Homeward Bones” (50CP): A bundle of strange bones that allow you to warp back to the last bonfire you made or rested at, the decision there is yours. Each instance of teleportation costs one bone, but they replenish fairly quickly so they won’t run out soon unless you spam them within a day. Useful for travel or escaping danger.

-“Heavy Torch” (100CP): A reinforced club that appears touched by a blacksmith of considerable skill and resources. It has been imbued with the power of flame as one may discern from the way the iron nails driven into the head spark on contact with environment or flesh.

What a shame that skills so valuable were put to work on something of such crude make. It’s good that beauty is the last thing one should consider when deposing their enemies.

-“Flame Stoneplate Ring” (100CP): It is with great irony that Firekeepers who must deal with and cherish the flame are no less vulnerable to its lick than the common man. Stoneplate rings are the symbols of knights and bestow the ability to withstand varied hardships.

With the red stoneplate embedded in this ring, the wearer will find themselves greatly protected from the dangers of fire. While providing no immunity, it should make the job easier.

-“Dingy Clothes” (200CP): The clothes of a maiden who became a firekeeper, caked in the ashes of a bonfire which have dyed them black. This same coating, however, provides benefits.

These clothes carry a great resistance to magic, curses and lightning, but are lacking when it comes to behaving as normal armor. Due to many thin layers, they cling to the wetness of lacerations, helping to stop up the bleeding.

-“Fireguard” (200CP): Although Firekeepers are often safe due to their services benefiting wanders and warding off mindless hollows, sometimes the especially depraved look to steal away their souls.

For you, I offer this iron bar. When placed at the entrance of a room or cave, it branches and spreads out to form a cage, preventing entry from that direction and keeping you safe. The bars are extremely strong and dig deep, requiring something of incredible strength to pull them down.

-“Coiled Sword” (300CP): A bizarre sword with a twisting blade that’s unwieldy when it comes to actually cutting, but possesses a fine, sharpened tip and abilities more akin to a fire poker than sword.

The Coiled Sword ignites whatever it pierces whether that be enemy flesh and bone, or the ground at your feet, though obviously less than flammable things wouldn’t stay aflame for long.

The Coiled Sword also intensifies present flames, allowing you to stoke bonfires or worsen an inflamed enemy’s condition. Even one good stab can spell an enemy’s death.

-“Rite of Kindling” (300CP): A lost tome containing instructions to old methods of kindling bonfires. This tome allows you to create larger bonfires that many more may rest and heal beside. What’s perhaps a more important ability however is a ceremony found within that can allow others to become firekeepers. This is not a ceremony or role to be taken lightly however.

Those who become firekeepers will gain the power to kindle a bonfire and obtain souls that attract humanity used to keep it kindled. Those who cannot handle the rush of darkness may be driven despair. Unlike you, most firekeepers will only be able to keep one fire at a time. Still, spread throughout your allies, many more points of respite can be made than you by yourself.

Warriors of Sunlight

-“Gold Pine Resin” (50CP): Gold Pine Resin is a rare type of Archtrees resin that sparks with electricity. You receive several a small satchel filled with individually packaged packs of it that recover with time.

To use, simply rub the resin on your weapon, giving it the power of lighting for a time until the resin loses its potency or is washed away by the blood of enemies. Highly effective against some foes.

-“Sunlight Medal” (50CP): This appears to be a warm, golden medal emblazoned with a familiar symbol of the sun. It can’t be lost, always finding its way back in your possession.

Each time you engage in jolly cooperation with someone, working to complete some arduous task or vanquish a fiendish foe, the Sunlight Medal creates a duplicate.

This new medal can’t duplicate itself, but is otherwise an exact copy. You may stockpile the medals as symbols of fond memories, or give them to those you cooperated with as a symbol of friendship. All medals have an aura of authenticity allowing someone to tell a real one from a fake one.

-“Sunlight Straight Sword” (100CP): A longsword with a bit more heft than the average one. It is of quite high quality, very well forged. It’s an easy to use and dependable weapon, though not quite as grand as its name suggest. Somewhat more receptive to miracles that can bless it than other swords.

-“Sunlight Talisman” (100CP): A duplicate of Solaire of Astora’s Talisman. The Knight of Sunlight’s illustration of the holy sun can even be found proudly adorning it. Used for casting Miracles, those with considerable faith will not be able to find a more potent symbol of faith. Such is the unwavering praise Solaire has for the lord of the sun.

-“Iron Armor” (200CP): Well-made iron armor with a bucket helm just like Solaire’s. It’s good armor, well rounded, but nothing so great so as to be notable. Like Solaire’s armor, it even has handmade decorations like the symbol of the sun and the feather in the helmet. Your decorations seem just a bit different , as if Solaire took the time to make some for you.

-“Great Lord Greatsword” (200CP): Relic of Lord Gwyn, his great, large and mighty sword. It is the only thing he carried with him into the First Flame and sacrificed himself to prolong the age. How you obtained it is as mysterious as the flow of time in these lands. It is of incredible craftsmanship befitting the Lord of Sunlight, though has lost much of its great abilities upon his fall.

-“My Own, Personal Sun” (300CP): A gloriously incandescent orb that can be held within your bosom or manifested in your hand, glowing with the light of the sun.

It can be used to perform glorious recreations of holy Miracles and both its light and potency as a talisman for casting them is based on the faith put into your light.

This little light can be fractured and gifted to others, who may in turn foster the light of the gods within themselves and eventually share as well, similar to a Pyromancy Flame.

-“Miracle of the Sunlight Spear” (300CP): Scripture detailing Lord Gwyn’s conquest over the Eternal Dragons in great detail. This bestows revelations of his Sunlight Spear, enabling its Miracle in you.

The Sunlight Spear is reminiscent of the lower powered Lightning Spear miracles, but is much more powerful and made up of crackling, golden energy of greater intensity.

Not only may you learn it, you may share it with others. As faith is the source of its great power, those who wield it will see much greater results through belief in something greater than them.

Archive Scholar

-“Big Hat” (50CP): A gigantic hat reminiscent of Big Hat Logan’s big hat. Just like his hat, which he wore from antisocial tendencies, your big hat covers almost your entire head, blocking your face and ears. Despite these obstructions, the wearer still seems to be able to hear and see as well as if they weren’t wearing it, though may optionally just have it behave as normal. Always stays in place just fine.

-“Prism Stones” (50CP): A simple refilling bag of prism stones, shiny crystals that break with a loud scream when dropped from too high, and glow with colorful lights. Curiously, the height they break from is also the same as a drop that would inflict severe injury, perhaps death, to a normal human.

-“Channeler’s Trident” (100CP): Signature weapon of Seath’s Channelers, a three-pronged trident. Each tip is sharpened to the point that those who inspect could see the madness in the owner. When thrust into the air in circular motions as part of a martial dance, nearby allies will have their blood lust rush to the surface, invigorating them for a fight.

-“Catalyst Studies” (100CP): A small trunk containing some samples of wood and ore inside of individual cases, along with a book titled ‘Catalyst Studies.’ This book appears on first reading to be an analysis on the mechanical properties of a catalyst, ways to construct one, and the proper materials to do so.

There is great ambiguity in what makes one catalyst superior to another, however certain rules allow them to be produced anyways. Wood in general seems quite apt for one, yet tin appears to be one of the most efficient materials when metal is desired? Curious.

-“Channeler’s Armor Set” (200CP): The signature armor of Seath’s Channelers, the heaviest armor employed by a Sorcerer. Their helms are adorned with six eyes, and the armor itself seems to be built in layers with various odd ornamentation.

While its worth as armor is questionable given just average protection for the most part, it is imbued with magic and tends to be accommodating for helping the focus of those wearing it.

-“Logan’s Catalyst” (200CP): The catalyst of the one and only Big Hat Logan, great sorcerer and seeker of knowledge. Originally just a normal, gnarled staff, it was greatly strengthened over time by being wielded by Logan’s skilled hands.

When used by a sorcerer of superior intelligence, spells cast with this catalyst become far more powerful compared to others. So wide reaching is its efficacy, that abyssal sorceries will also benefit.

-“Moonlight Greatsword” (300CP): A paradoxical blade born from the unharmed, still living Seath’s severed tail. Perhaps transported from another world.

The Moonlight Greatsword is a large, broad bladed sword of blue-green color. It’s covered in strange markings, possesses a golden guard and greatly wards against magic just by holding it.

With a bizarre constitution, the blade appears to be entirely made of solid magic, becoming far more powerful the stronger your mind and soul are. It glides through things with no magical warding.

Additionally, it can project waves of exploding magical shockwaves from focused slashes, though such things can degrade the weapon if relied upon.

-“Capricious Archives” (300CP): What you purchase here is a book without a name, whose binding is of a color and ornamentation of your choosing. This is not just any book however, but the sum total of your knowledge in the palm of your hand, and so much more.

Gesture as if to put the book in an empty bookcase, and one will form. The book and the bookcase will dramatically multiply from there and a great archive will form around them. The more information within the book, the larger and more complex the structure will be.

These books are no longer magically dense; each covers an appropriate and distinct amount of material for something that can be walked around with. Once the structure is set, it cannot be pulled up until the end of the Jump, but may strangely be accessed from the warehouse no matter what.

As it is your knowledge, you always seem to be able to flip to the exact page desired in order to reference something you know, and likewise can find specific books within the archives that split from the original using similar logic.

Any new book or scroll stored within the library will be absorbed within your book at the end of the Jump. When this happens, they can be easily located, and their material will be more easily absorbed when read.

Way of White

-“White Séance Ring” (50CP): A divine ring entrusted to the head bishop of the Way of White and apostle to Allfather Lloyd, uncle to Lord Gwyn. It is of great symbolic importance.

For mechanical benefits, it is of lesser importance, but useful nonetheless. It simply has the power to allow the wearer to attune one more spell than they ordinarily could, even if they had no talent with magic of any kind.

-“Lloyd’s Talismans” (50CP): A bundle of Lloyd’s Talismans in a pack that refills over time. Lloyd’s Talismans are a tool utilized by Lloyd’s cleric knights during their undead hunts. On impact when tossed, they burst in a white cloud that blocks undead caught in it from healing for a short time.

It is also able to put abominable creatures such as mimics into a deep sleep, leaving them relaxed and vulnerable. Striking them will wake them right back up though, albeit leaving them groggy.

-“Good Book” (100CP): You now have in your possession a book dedicated to the greatness of the gods and their blessed feats. It’s not an especially rare book, but it is useful in that it holds the details of a number of Miracles you might not be aware of.

The Miracle of Homeward will allow you to return to a place you feel safe, such as the bonfire you last rested at. Magic Barrier bestows a temporary protection against magic for hunting down heretics. There’s even more rare Miracles within, but all require time to commit their glory to memory.

-“Sanctum” (100CP): Legendary shield of the Way of White, one of the treasures taken by Lloyd before his holy mission to the land of gods. Still pristine gold and white even after all this time. Although much of its divine power has faded, it still increases the user’s healing while on their person, causing them to slowly regenerate.

-“Paladin’s Armor” (200CP): Armor of the legendary Paladin Leeroy, recovered from his corpse in an alternate world. This golden armor adorned with white cloth is of the Way of White’s paladins.

As armor, it’s quite heavy, but offers significant protection against all manner of things, especially the physical weapons of man and wretched curses. In fact, the only thing it could be considered weak towards compared to other suits of armor is - ironically - lightning, godly power.

-“Thorolund Talisman” (200CP): Looking like a normal Thorolund Talisman given to high ranking members of the order, this one carries Allfather Lloyd’s blessings, emphasizing its benefits.

This talisman causes Miracles cast with it to be incredibly strong, even if you yourself have no faith in them. In fact, your own faith matters little when it comes to casting Miracles with it.

While some see it as god granted power to their most faithful, others use it to disguise their lack of faith as they mingle among the most pious and zealous of prey.

-“Grant” (300CP): Legendary weapon of the Way of White, one of the treasures taken by the Undead Paladin Lloyd before his holy mission to the land of gods.

This mass of iron can only be lifted by someone with inhuman strength, but it’s blessed with considerable magical might that grows stronger with the wielder’s faith.

Its blessings also make it especially effective against undead, as any other Divine weapon. Those who lift Grant into the air above their heads can also release a powerful, dangerous divine shockwave that can blow away all around them. Such power inflicts brutal backlash on the relic though.

-“Pilgrimage Road” (300CP): The land of gods is not easily reached, but neither is it so impossible as to dissuade those determined enough to see it. All who seek this land have their own ambitions but few have the strength of mind or body to claim it unscathed.

On purchase a long and perilous path will appear somewhere in the world, and in future worlds. This path will usually pass through varied environments each with their own threats and trials. Perhaps more important than the journey is the destination; some distant holy land similar to Lordran.

The road appears to attract those who have lost their way in life: a cleric beginning to question their faith, a warrior whose sword has sundered, and so on. While many who tread the path will lose their lives, any that make it to the end tend to find the answers they were seeking all along.

Perhaps the most pertinent draw to this road for you is the volatility of all travelers passing through it. While the end may be transformative, it is also true that those who find it in the first place tend to be easily manipulated or mislead.

You always know the location of this road, and are free use it for good or evil intent.

Chaos Servant

-“Egg Vermifuge” (50CP): Resembling a hairy nut, specifically some kind of fuzzy acorn, an Egg Vermifuge contains potent chemicals that purges parasites lurking within one’s body.

You receive a small, refilling bag of them. You can either eat them for the benefits above, or plant them to make this parasite cure more widely available.

-“Blooming Purple Moss Clumps” (50CP): Clumps of purple moss with flowers, eating one of these clumps acts as a powerful antitoxin that purges deadly poisons from the body. You receive a small bag with individually packaged clumps that slowly refill over time. Be careful you don’t get yourself poisoned too often, or you just might run out.

-“Gold-Hemmed Black Clothes” (100CP): Clothing worn by the Daughters of the Witch of Izalith. These robes were bestowed upon you by Quelaag who had little need for them after transforming into a demon, her sister keeping them out of sentimentality.

Although lightweight, the robes are not true armor. That said, they offer remarkable protection from flame and caustic fluids, allowing one to navigate the dangerous depths of these lands with more ease than others.

-“Bundled Silk” (100CP): Although their demonic resemblance to spiders is purely superficial, it is true that your patrons produce silk. It’s a very strong and high quality silk as well. Some of the other followers have bundled the silk into several rolls for your needs.

The silk does well for whatever you can really think of. Use it to track your way back through a confusing cavern or crypt. Tie it to a sturdy rock in order to descend down a pit. The thin yet durable material makes for great trip wires. Every roll expended is eventually replaced, usually within the day.

-“Quelaag’s Furysword” (200CP): A sword just like Quelaag’s, perhaps scavenged from a distant world. Like Quelaag's body, the sword features shells, spikes, humanity and a coating of chaos fire.

The majority of the curved sword’s damage is the result of the flames it ejects when biting into an enemy. That said, it grows even stronger if the wielder possesses plenty of Humanity/Darkness within them, like other Chaos aligned weapons.

-“Knight of Thorns” (200CP): Although Kirk is feared as an infamous Darkwraith, he seemed to hold allegiance to the Fair Lady. To come closer to this potential ally, distant they may be, there’s this.

You receive the equipment of Kirk, allowing you to fight in his likeness. His shield covered in jagged spikes is used to bash and rend enemies. His spike covered sword used to skewer and shred.

Most important of all though is his armor, armor that is also covered from head to toe in barbs. While just passable as armor, it sacrifices defense for offense, as bodily contact with your enemies is truly dangerous for them. Every kick, tackle or swipe lacerating their flesh from the numerous spikes.

-“Old Witch’s Ring” (300CP): A relic of Lost Izalith, an old ring with strange script written on it. When first worn there are no apparent benefits, making it seem like a useless trinket. In truth, the ring serves as a kind of universal translator, allowing you to understand and speak with even those who speak long lost and dead languages without issue.

-“Diseased Hole” (300CP): Through purchase, you produce a place in this world most vile. Determine where pollution and filth and depravity are greatest, and then go there. Then find the worst part of this place and go there. Then, and only then, will you find a deep, dark hole where one never existed.

Enter the hole and you will find an entire ecosystem thriving within this choked out environment destined for decay. You will wish you hadn’t. Whatever vertebrates you can recognize within this fetid place are so loaded with diseases, toxins, and parasites that it’s a miracle they can even move.

And yet, they do more than move. They are in complete equilibrium and casually hunt one another or design on the mosses and fungi that inhabit the space. It is like every death accelerant riddling their body has formed a bottleneck and is unable to put them down as a result, or something equally as ridiculous and confusing.

You shouldn’t go into this hole. You won’t recognize the threats in there and will likely step out with more than a few. Someone would need to be immune to most diseases and have some way of actively benefiting from them to want to step foot inside of it. Well, it makes a fine pit to kick one’s enemies into at least. You’ll find a new hole that’s uniquely awful in every world.

Forest Hunter

-“Green Blossoms” (50CP): Several recovering bundles of dried green blossoms, as well as several seed packets for growing your own. Green Blossoms when prepared function as a stimulant that helps even the undead recover their stamina more quickly, making extended combat or journeys easier.

-“Curative Mushroom” (50CP): A small bag containing a few slices of mushrooms, it refills slowly over time. When one of these mushrooms is consumed, it temporarily grants the consumer regeneration that can allow them to recover from great damage for a short time. Use them wisely.

-“Ring of Fog” (100CP): “Those who befriend Alvina are given this mysterious ring. It resembles a pearl with its robust pure-white fog.” Given to loyal members of her Forest Hunters, those who wear this ring with become highly transparent and difficult to see, similar to a ghost.

-“Giant Kitten” (100CP): One of Alvina’s less intelligent relatives; one fat cat with black fur. The kitten can be effectively described as wide, disturbingly so when it comes to its large, powerful maw. Though it comes up to your waist right now, it will eventually grow to twice the size of a bear in due time. Despite all odds, it seems relatively obedient compared to its more fickle, household counterpart.

-“Eastern Armor” (200CP): A suit of armor from the foreign land that Shiva of the East hails from. It is exquisitely crafted, and offers emphasized protection against blades, befitting given those are the most common threats from his distant home. Cutting you will be difficult in this, rest assure.

-“Murakumo” (200CP): Another weapon from the East, a great curved sword. It cuts like a katana, but has such size and heft that someone of incredible strength is required to wield it.

As a result, it requires someone of incredible strength, skill and stamina in order to properly wield. The results are clear though for those who can, one smooth chop through most enemies.

-“Mobile Mushrooms” (300CP): A small bushel of seemingly normal mushrooms. When you tear one off and plant it, it will slowly grow over time into a mushroom person.

Each mushroom person is thick and bulky like the ones found within Darkroot Garden, starting as a child until they reach adulthood over the course of a couple weeks.

By planting the full bushel, an area will naturally start to produce mushroom people over time, eventually filling the area with them. These beings tend to be friendly, to you anyways.

-“Lost Grave” (300CP): After purchase, a lost grave of a great hero marked with a gigantic gravestone, resisting the wears of time, appears deep within a dark forest somewhere out in the world.

While many have never heard tale of them, records of such a hero can be found scattered throughout the world. It is because of this greatness that respect for their final resting place has bloomed, as the wildlife, wandering warriors, soft bandits and old heroes took up to defending it.

A covenant has been formed for the defense of the the woods and the monument it contains, with something powerful waiting in the deepest sanctums. There is little honor left here besides the comradery held towards one another and the honor of laying down one’s life for the service of the resting place of an old hero and fallen allies.

You’ll find no issue with looting enemy corpses should you find and ally yourself with them, but no tactic or method of combat is too severe for those who wish to push into the inner sanctum and loot the burial grounds of old relics and equipment belonging to the fallen.

Path of the Dragon

-“Slumbering Dragoncrest Ring” (50CP): This ring was secretly worn by a surreptitious sorcerer at Vinheim Dragon School. Depicting a sleeping dragon on a brown background. Those who wear this enchanted ring will no longer make sound from most common actions, like walking, running, breathing or swinging their weapon, allowing them to move in secret.

-“Dragon Scales” (50CP): On purchase, you receive a large crate filled with the stone scales of ancient eternal dragons. A rare crafting material used by smiths of considerable scale to craft or improve upon weapons made from ancient dragons.

The scales can also be used to help aspiring members of the Path of the Dragon engender relations with the stone dragon deep below the world, aiding in the pursuit of transformation. No refills.

-“Scales of Challenge” (100CP): Not dragon scales, but the literal object used to weigh things against each other, only this one is large and made of stone.

When organizing wagers and offering something to the scales, it measures not only the actual weight but what it’s worth. When a wager is settled, it also aids in making sure the wager is honored and the loser actually hands over what they bet. Only helps with physical objects being bet.

-“Dragon Crest Shield” (100CP): One of the enchanted blue shields, this shield has been warded against fire. Emblazoned with a dragon, this is a highly durable shield and greatly protects the user against both physical attacks and swaths of fire, the most capable flame protection among shields found here.

-“Transcendent Apostle Armor” (200CP): A unique set of armor made of stone, or perhaps something like it. Crafted and fitted for transcendent apostles who have taken their first steps to rising above.

This is armor made to accommodate the draconic transformation that leaves a human in the form of a dragon hybrid. Though it is heavy, it offers great physical and magical protection, but fails drastically in the face of lightning.

-“Dragon Bone Fist” (200CP): A pair of dragon bone gauntlets designed for beating enemies into submission. Taking use of a transformed apostle’s greater strength, those who wield these see their fists transformed into lethal weapons. Those wielding these weapons are warded against magic and flame.

-“Obsidian Greatsword” (300CP): Formed from the tail of Kalameet, an infamously powerful dragon and one of the last before his eventual death in ancient times. It resembles a jagged, obsidian curved sword.

It boasts incredible power, is surprisingly heavy and far more durable than you would think by looking at it. Its edge is sharper than can be achieved with human hands and simple tools alone.

When pulling on the power inside, the wielder can even unleash a wave of black fire in all directions. The abyssal heat has a way of temporarily rupturing a struck enemy’s sense of balance, causing them to stumble and fall, and is incredibly painful regardless.

-“The Hermit” (300CP): On purchase, a place is formed somewhere out in the world. A place you are guided too by instinct, but remains hard to find and secretive even then.

Travelling far to some mysterious land is often required, but you will eventually find what you seek. A hermit of some kind, secluded within a strange place unlike most sights you may find.

They’re ancient, worldly, with knowledge appropriate of their age. They could be anything from a centuries old withered king, to the last of an extinct race such as a dragon, but usually something thematic of what you’re currently seeking in life.

The hermit may be wise, they might even be great and powerful, but now they simply sit in solitude for reasons unknown. You may potentially learn an incredible amount from this hermit, but there is a problem that crops up no matter which world you find them in.

Each hermit you locate is varying degrees of mad, eccentric or possibly even unresponsive as they sit in a single spot, unmoving but alive. It will be a great task to pull it free, but their knowledge is almost always a reward worth earning.

Painted Heathen

-“Dried Finger” (50CP): A pair of bizarre dried fingers with far too many joints bound with rope like a folk charm. Actively degrades the user’s luck when prayed upon, causing both pain and danger to seek them.

Dried Finger can either be used to drag threats towards you when desiring a fight, or to cause a distraction, or given to unknowing fools as a trick to have them face great perils. Luck regresses to normal over time, and effects may worsen if used multiple times during a short time span.

-“Peculiar Doll” (50CP): A peculiar doll in a dress, just like one held by an aberration in this world. Has a mysterious power to make abominations and outcasts feel happy when gifted to them, as if they received something truly important.

When passed on, a new doll will appear in your warehouse. Old dolls will continue to hold the mysterious sentimentality as the one you have, quickly becoming a cherished object.

-“Velka’s Talisman” (100CP): A tuft of black hair belonging to Velka, Goddess of Sin, woven into a Talisman. Due to heretical properties, it channels Miracles with intelligence instead of faith. Disbelievers with remarkable intelligence are able to match faithful followers of the gods in their use of Miracles with this Talisman. Better Talismans in the hands of the true zealots still reign at the top though.

-“Bloodshield” (100CP): An enchanted shield spoken of in legend, marred by bright red blood and marked with a metal design resembling the face of a demon.

The Bloodshield’s name is not just symbolic, but promotes strong blood, making the holder less likely to bleed out, fending off deadly toxins and even wards them against curses. Otherwise, just a really well-made shield.

-“Xanthous Cloth Armor” (200CP): Cloth armor of the Xanthous King, though no one knows its true origin. Its most pronounced features by far are likely the bright yellow color that burns the eyes and the absurdly large crown of cloth with mysterious origins.

While not matching actual metal armor, the cloth armor is surprisingly protective despite its absurdity, and light enough to actually see use for those who prize speed. It also bares incredible resistance to magic, giving it utility in hunting or combating Sorcerers.

The cloth crown can be unfurled to cover the skin of much larger forms if truly desired, but it feels as if part of the novelty fades away in doing so.

-“Priscilla’s Dagger” (200CP): Pulled from another world, a weapon originating from the tail of the stark white crossbreed that resides in the Painted World. Appears as a long, ornate, silver dagger.

This dagger is counted among the numbers of the rare dragon weapons fashioned from their tails. As a dagger it’s very serviceable weapon, but nothing special. More importantly, it contains small traces of Priscilla’s ‘Lifehunt’ which can build to a bloody crescendo with successive successful strikes.

-“Lifehunt Scythe” (300CP): Pulled from another world, a weapon born from the soul of the stark white crossbreed that resides in the Painted World. Takes the form of a large, gnarled scythe.

Priscilla’s dreaded power of Lifehunt resides in this scythe, rending enemy flesh horribly with each wound inflicted. In the hands of a normal mortal however, the backlash is almost as severe. Someone or something with greater constitution would be required to swing it safely.

-“Painted Home” (300CP): Not truly a world of your own, this large painting can sit on a normal sized wall and depicts a cozy cottage and garden surrounded by a wooden fence. If touched, one will find they can penetrate the surface, and will be sucked into the place it depicts.

The cottage has the interior of a large house, the front and back yard are of a moderate size, surrounded by a wooden fence that wards visitors away from sheer cliffs that drop into endless gray nothing. This place is temperate, warm, safe and the only way out is walking off the ledge beyond the gate in the back yard. All other ways lead to long, deadly drop that deals with invaders for you.

Darkwraith

-“Cursebite Ring” (50CP): A gnarled ring depicting a gray skull in the center. One of the infamous bite rings commissioned by Sir Arstor of Carim. It simply wards the wearer against curses like those afflicted by basilisks, making it far less likely to be afflicted by them even after direct exposure.

-“Transient Curses” (50CP): Cursed limbs of the deceased, when broken they cause their defiler to temporarily gain properties of a cursed being without the degenerative afflictions that come with one.

Someone who uses a Transient Curse and gains these properties is able to interact with normally intangible spirits, allowing the defiler to combat ghosts and wraiths with mortal arms.

-“Darksword” (100CP): Once known as the blade wielded by the knights of the Four Kings, it is now just another infamous symbol of the Darkwraiths. It hosts a wide, thick blade and spiked guard.

Due to the weight and balance of the Darksword it takes both strength and skill to wield properly. Any Darkwraith who can still remember knows the strange techniques associated with it.

-“Rare Ring of Sacrifice” (100CP): This mystical ring was created in a sacrificial rite of Velka, the Goddess of Sin. The ring absorbs a single lethal curse that has started to circulate through your body before breaking, saving your life. You’ll receive a new one in a couple weeks after it breaks.

-“Darkstalker Armor” (200CP): The black, skeletal armor of the Darkwraiths. Some say the skeletal mask is partially fused with their faces, though thankfully for you this is not the case.

Despite its heavy, metal nature, it does not actually offer much in the way of physical protection. Instead, it has significant supernatural warding against poisons, divine lightning, flame and especially against the soul born powers of the arcane.

-“Catalyst of Manus” (200CP): Catalyst of Manus, Father of the Abyss. The large, warped, wooden staff appears petrified and resembles a blunted axe.

Due to its connection to the abyss, it’s excellent at channeling and casting dark sorceries to exciting potential effect. In fact, it is likely the most powerful catalyst in these lands for dark sorceries.

Because of its large shape and great weight, it can also be effectively used to smash enemies in if they get too close for comfort like a proper striking weapon.

-“Covenant of Artorias” (300CP): This ring symbolizes Knight Artorias's covenant with the beasts of the Abyss. Its wearer, like Artorias himself, can thus traverse the Abyss. Its functions will not waver even in the face of abyssal realms of darkness unfamiliar to this world.

This special version of the signet additionally helps the wearer endure all kinds of forms of passively corrupting darkness. Mind and body alike will go unmolested, though the creatures lurking within may still need to be dealt with the old fashioned way.

-“Sword of Four Kings” (300CP): One of the massive swords of the Four Kings. The blade is twisted and missing great chunks due to the corrupt abyss and the things that lurk within it.

The wielder’s soul is concentrated along the blade, emphasizing the innate occult properties of the big, gnarled greatsword that allow it to cleave through souls as well as the flesh of mortal man.

The dark, corrupt power of the weapon is focused in the tip of the abyssal blade, making thrusts especially lethal. While effective, they’re a bit unwieldy due to the warped weapon's shape.

Blade of the Dark Moon

-“Throwing Knives” (50CP): A surprising number of throwing knives holstered within a folding, leather case easily stored in one’s clothes or strapped to one’s side. Although their doubled edges are expertly sharpened, they are nothing special. A convenience when range is needed and nothing more.

You will find their numbers replenished slowly after being expended in some form or fashion.

-“Book of the Guilty” (50CP): A large, special tome filled with cluttered notes and thousands of pages. Maintained by Velka, it holds the names of every sinner who has committed blasphemy or a crime against their fellow man and what they’ve done.

This is used by the Blades of the Dark Moon to locate those who they should hunt down and bring to justice. The book will continue to update in future Jumps, and names will be cleared if proper punishment or absolution has been administered.

-“Dark Moon Talisman” (100CP): Talisman given to every Blade of the Dark Moon upon proving their loyalty to Gwyndolin and the covenant’s just cause. It’s an incredibly potent tool for calling upon the might of Miracles, but only for those who have great and sincere faith in something like the concept of justice, the gods or a personally held belief.

-“Demon’s Spear” (100CP): A spear carved from the bones of demons, and often found in the hands of the Batwing Demons which serve Gwyndolin behind his veil of secrecy. As these demons sided with the gods beyond man or their own kin, the hidden god especially favors their nature.

The spear appears heavily warped, covered in barbs, and boasts two bladed prongs. It is also imbued with the lightning of the gods, as well as frankly unwieldy length for a normal man.

-“Brass Armor” (200CP): Brass armor like that of the firekeeper who tends to their flame in Anor Londo, who is in reality a member of the Blades alongside yourself.

Although magnificent to behold and on the weighty side, it is neither spectacular nor terrible in any one regard for the most part. It is however spectacularly durable, allowing you to go through long tours of combat or adventuring without needing to worry so much about maintaining it.

-“Indictments” (200CP): A book of never ending Indictments. These are black slips of paper with gold lettering and a blue seal that carry some of the power of Velka, goddess of sin.

Using one of these you can force acknowledgement of someone’s sins or crimes that you’ve witness by tearing out an Indictment, causing it to crumble into ashes.

Those afflicted in this way have a way of being chased down by evidence of their crimes. Proof of their wrong doings finds a way into the hands of those with the power to enforce justice.

-“Tin Darkmoon Catalyst” (300CP): A powerful catalyst from another world, born from the soul of Gwyndolin after he was slain. Contains properties of his sorcery and divinity alike.

Those who wield this tin scepter are able to channel their will and faith to fuel powerful sorceries in place of brilliance as is the norm. A comparison can easily be drawn to Gwyndolin’s use of the normally heretical art as his divine birthright.

You’ll still need to put the token effort into learning a spell, but your own soul and general intelligence don’t have to play a factor in how good they are as long as you’re casting them with this.

-“Crown of the Dark Sun” (300CP): Ceremonial crown of Dark Sun Gwyndolin that covers the upper face as well. Blessings and residue of the Dark Sun causes it to greatly empowers all kinds of spells while worn, wards away curses as well.

When I say all kinds of spells, I mean all, Miracles, Pyromancy, Sorcery all benefit from Gwyndolin’s Crown. (Special note: For clarification’s sake, this is improved upon from the canon crown, which offers only a marginal magical boost.)

Gravelord Servant

-“Covetous Silver Serpent Ring” (50CP): 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.

The ring acts as a magnet for souls, allowing wandering undead to pull more ‘souls’ from the enemies they slay before they fade.

-“Skull Lantern” (50CP): A lantern made from the skull of an undead, with handle made of the deceased being’s hair and a baring full beard. It releases light from an internal flame like a normal lantern.

A reliable source of light is surprisingly rare and valuable in these tumultuous lands, where all manner of things lurk in the darkness. Can be used as a bludgeoning weapon that bellows fire with strikes, but not work very well in this role.

-“Effigy Shield” (100CP): A frightfully occult shield with strange, alien appearance. It was created by occultists as part of an ill-fated plot to destroy the gods.

The Effigy Shield is the most proficient shield in all the lands at protecting the wielder from divine weapons and lightning. This was of course in preparation for facing Gwyn’s men.

-“Pinwheel’s Masks” (100CP): Masks of the dreadful necromancer, Pinwheel. The masks bestowed upon you are the Valiant Father, the Kindly Mother and the Naive Child.

The Mask of the Father fills the wearer with strength. The Mask of the Mother fills the wearer with vitality. The Mask of the Child fills the wearer with energy. Only one may be worn at a time, unless you had multiple heads of course.

-“Balder Armor” (200CP): Armor worn by knights of the ancient, ruined kingdom of Balder. Although lacking in coverage compared to most other armor, the thick iron plates offer significant protection.

The protection against physical threats is heavily emphasized, but the pieces offer decent protection against most things you’ll face in these lands. No defense against curses however.

-“Gravelord Sword” (200CP): Sword of Gravelord Nito’s servants, appearing as an amalgamation of warped boned with a blade sprouting out of it, all around the size of a greatsword.

Despite its strange form, it is exceptionally dangerous. Not only does it make for a fine weapon under normal uses, it leaks a miasma of death from its edge that riddles wounded enemies like a toxin. For servants of Nito, attempting to inflict and spread death, few tools match this gifted sword’s efficacy.

-“Gravelord Sarcophagus” (300CP): If you would like undisturbed rest, this makes a lovely bed for the dead. A large stone coffin, upon stepping inside and laying down, the dead in the area will rise from their graves and unify to make sure no harm comes to you as you sleep.

At first, they’ll lay asleep like you, corpses and skeletons only getting up if someone intends to disturb your grave to attack grave-robbers or move you somewhere else.

The entire area’s worth of corpses and skeletons will eventually rise up to collapse on invaders as they continue their attempts to disturb you. Only mostly whole corpses/skeletons will rise.

Can also be used to travel between empty grave plots in the area, though the ride feels like something is “assisting” you through the ground.

-“Miasmal Censer” (300CP): As censers are used to burn incense during holy rites, this Miasmal Censer can be seen as a way to honor Gravelord Nito, spreader of death and disease.

Upon lighting the Miasmal Censer, a virulent black miasma will spread into the area choking light and spreading through the living as a lethal plague that decays the body, continuing to rest in the area and make it uninhabitable for any but the dead for as long as you allow it to burn.

Of course, the dead have nothing to fear from disease, meaning it can also be carried on its chain to spread deadly miasma wherever you go. Stay fearful, however, of the things that continue to lurk within the black cloud.

Demon

-“Undead Hound” (50CP+): On purchase, you gain a pair of loyal undead attack dogs, both with an emaciated, hairless body that is lightweight and speedy. They’ll revive after a few hours when killed. You may purchase this twice to get two more dogs. Feel free to continue purchasing for more dogs.

-“Chaos Eater Acid” (50CP): A very bizarre tool, it resembles a large yellow bucket with many eyes that looks suspiciously like a Chaos Eater demon. The interior is lined with multiple rows of teeth and when squeezed it belches corroding acid. Technically alive, but doesn’t need food, doesn’t think much.

-“Sunlight Maggots” (100CP): Sunlight Maggots, loathsome demon parasites the size of bowling balls that glow with brilliant light. If they’re able to crawl onto someone’s head, they dig into their skull and turn them mad. If killed first, they can be used like an improvised shining helmet.

Whenever one of your maggots is slain, a new one is born in your warehouse. Your parasites tend to stick near your side or sit still when left alone, at least if there’s no prey in the area.

-“Demon Great Machete” (100CP+): For the demons who for the most part have lost their sanity and homes, the concept of cleanly forging a weapon is practically lost. That is likely the origin behind this massive, hooked machete made entirely out of cast iron.

Is it heavy? Yes. Is it unwieldy? Yes. Is it practically blunt? Yes. For one with the incredible strength to properly swing it around however, a huge slab of iron is dangerous to anything within reach of it. Buy one and get a second half off, then you can be just like a Capra.

-“Bounding Demon” (200CP): A giant, decomposed lower half of a once living dragon, brought to life by the demonic flames of Izalith. Bounding Demons consist of the demonic, undead legs, tail, and partial spine of a dragon. Everything beyond that is simply missing.

Though lacking essentially every sensory organ, this demon can still perceive its surroundings and follow your orders. Have it attack an enemy, or protect an area at your designation. Their incredible size is also their only flaw as it means tight spaces are an impossibility.

-“Demon’s Great Hammer” (200CP): A demon weapon built from stone Archtrees, used by lesser demons native to the undead asylum. Surprisingly well made despite crude appearance, implying the existence of intellect enduring within these equally crude creatures.

Although it has no special powers on its own, its extreme weight means those who can pick it up can quite readily mash their enemies to a pulp. It’s also quite receptive to reinforcement through whatever means you can find it.

-“Centipede Demon” (300CP): Within this world is a great demon born from a magic ring. This ring was made to relieve the incredible pain of the Witch of Izalith’s son, who was afflicted with pustules that constantly oozed molten rock. When the ring fell down below, the Centipede Demon was born.

Appearing as if a Bounding Demon sprouted a host of suitably enormous fanged centipedes filled with lava and aggression. It is immune to the heat it was born from, thrives in, and breathes as a form of offense. Despite it being unique, you have come into the loyalty of a reproduction.

As with the Bounding Demon it makes for a great - albeit oversized - creature of war that will follow the commands you give it. Greater however is its ability to create a nest for itself if you choose, digging down and creating lava filled caves in Izalith’s likeness. Where could be more comfortable?

-“Sealed Ruins” (300CP): A ruin long since sealed and buried found somewhere within the world. It is heard of in myth, and legend, and contains ancient relics and dangers alike.

Exceedingly difficult to locate, some version of these ruins appear in every world you visit and they’ll always contain a miscellaneous assortment of ancient dangers and treasures. Often the case, the lost civilization the ruins belonged too will still be living inside, though what monsters they may be or have become in the meantime vary from world to world.

Expect scenic volcanic surroundings, booby traps, monsters that stretch the understanding of the world and horrible vermin due to the ruins often appearing in jungles. Ancient toxins, weapons of incredible design, mystics with forgotten medicinal or martial secrets, or simply relics that could fetch a fortune are often waiting to be plundered though, if you can take them.

God

-“Silken Clothes” (50CP): A set of pristine white cloths with golden stitching. These silken clothes were woven for the gods during the height of their prosperous Age of Fire. They offer no true form of protection, but are luxuriously comfortable and permanently clean, filth just falling from their threads. This set was tailor made, just for you.

-“Early Age Portrait” (50CP): A noble and powerful knight of Anor Londo, during the height of the Age of Fire a painting was commissioned in your honor. This painting is particularly resilient to the passage of time and depicts you in the greatest light possible at your discretion. Commission a grand portrait of you slaying a dragon, or something humbler like posing with fellow knights.

“Dragonslayer Greatbow & Dragonslayer Arrows” (100CP): Bestowed upon you is one of the dragon sniping greatbows used during ancient times, so large and powerful that it has to be braced against the ground before firing unless you possess the strength of a monster.

The ammo of choice for these giant bows are ‘Dragonslayer Arrows’ that resemble spears more than the kind of arrows you’re used too. You get a trunk full of arrows that’s always full when you check it, giving you a virtually endless amount of ammo.

-“Leo Ring” (100CP): An enchanted ring that once belonged to Dragonslayer Ornstein. It increases the strength of counter thrusts; piercing attacks made against the enemy in the same moment they attempt their own attack. A mundane thrust may penetrate hardier armor and hide than it once could if only properly timed. Lethal in the hands of a patient, methodical fighter.

-“Silver Knight Armor” (200CP): Spotless, shining, silver armor of Gwyn’s knights. When Gwyn departed to link the flame, his knights split into two groups. The silver knights are the ones who stayed in the capital in service of the remaining divinity.

Heavy, exceptionally well crafted and durable against blade and lightning to enable the knights to spar with fewer concerns. This silver armor functions perfectly and was made by gods, for gods.

-“Dragonslayer Spear” (200CP): Great spear born from the soul of Ornstein, resembling the one he wielded in life. Mysterious weapon brought into this world from another.

The Dragonslayer Spear is large, long and easily identifiable by its wide cross guard attached below the blade. The spear is imbued with the power of divine lightning that increases in potency with the wielder’s own divinity and faith.

In the right hands, this spear can shoot bolts of lightning and serves perfectly as a dragon slaughtering implement of vaguely reptilian destruction.

-“Lordvessel” (300CP): A large stone basin littered with engravings, script of the gods. Not quite the one extended to chosen undead within the world proper, this is something extra special. The Lordvessel acts as a pit, drawing ‘souls’ and similar things alike down into it from the surroundings area, and is able to contain a nigh limitless amount of such things.

Those who possess the Lordvessel are able to transport between bonfires and other raging flame. More importantly however, the Lordvessel can blast open doors, locks, and barriers by expending souls in a manner inspired by the item in this world.

It matters little whether the obstruction is magical or mundane, but the amount of souls required to blast through scales with the scale, power and complexity of thing you’re trying to push past.

-“Zenithal Peak” (300CP): A long journey lies ahead of you. There exists a place beyond space, beyond time, that can only be touched by climbing your way to the highest point in all the lands. Reach it, claim it, and winged creatures such as batwinged demons will carry you somewhere even higher.

Flown through clouds, and you will find yourself in a fractured keep that appears god constructed. Scattered structures, sturdy walls fallen in some places, and a tower in the middle of it all. This place is built on the tallest mountain that no one knows.

Climb the tower, and at the top you will find a smoldering brazier. In this tower closest to the sun burns the flame of creation itself, but only a piece. The remains of fire and light collect here before drifting away entirely, and form this final, temporary lifeline before everything fades away.

Embers from the brazier will float away and fall down on the world, reinvigorating the light within it, as flame cannot truly destroy. There is a residue in what is burned that escapes. Similarly, that which is burned in the brazier will be reintroduced to the world through ember, if only a little.

You obtain an ember in each subsequent world, and it is at your discretion whether it’s sent to the winds and another location such as this is born. Just as you can influence the flame however, so too can anyone that reaches that faraway place.

Drake

-“Drake Shell” (50CP): Fragments of the egg shell you once hatched out. Due to the stone-like qualities of the shell, it is rich in different minerals that revitalize the health of a drake’s scales.

Consuming pieces of it allow you to recover lost scales or repair scale damage inflicted by blade, lightning, darkness, whatever really. A new broken shell will be bestowed upon you in a day’s time when the old one is consumed.

-“Oil Bombs” (50CP): Glass vials on lines of rope, filled with refined oil. The bombs are small enough to be handled by human hands, while the ropes attached allow drakes to pick them up and drop them from above with their jaws or talons. It should go without saying, but for drakes with the ability to breath fire, these can be dangerous supplementary weapons.

-“Giant Bones” (100CP): Massive bones belonging to long dead giants. They’re surprisingly resilient despite the wear of age, and when gnawed they sharpen and strengthen one’s fangs. Along with the fangs, so too do the jaws become stronger. New bones can be found in your warehouse when any of them become gnawed beyond recognition.

-“Tail Spike” (100CP): A mechanism similar to a bear trap that seals around the tip of a drake’s tail when pressure is applied to the center, or peels off when pressure is applied to the back. This simple machine bestows the drake’s tail with two metal spikes that can further weaponize the drake’s powerful tail swings and help them punch through armored foes like knights.

-“Drake Armor” (200CP): Armor forged and fitted for an adult drake by a mad man. Made from vast quantities of titanite, it consists of a helmet and numerous plates that protect various vital spots.

The Drake Armor includes a long saddle for potential passengers. The armor is also strong enough to protect drakes from most potential dragon hunters providing they don’t carve off the armor or inflict such severe damage that they die even with it still on, due to how thick the plates are.

-“Drake Nest” (200CP): Assembled from the collected twigs and branches of the giant trees native to Lordran, a veritable fortress of flexible stone “straw” and twigs for drakes to nest in.

The nest shares the magically durable properties of the trees it was made from, resisting magic, fire and blade alike and making it difficult to attack your sleeping form from any direction but above.

This will be an arduous task, especially if the nest is placed in a high location, as climbing it is a danger in itself due to the wicked wooden spikes ticking out at all angles.

-“Seed of Eternal Stone Archtree” (300CP): A seed, and a promise, planting it will bring into existence a great stone Archtree, which will spawn more as time goes on.

Eternal Stone Archtrees are similar to rock in hardness and texture, and have magic resisting properties. Their existence will cause the surrounding environment to become more stone-like over time as well, down to the creatures that inhabit it.

The ideal nesting material for drakes and dragons alike due to its sturdy composition. An excellent crafting material for those who know how to make use of it.

-“Clutch of Eggs” (300CP): By purchasing this, you cause clutches of eternal dragon eggs, the real deals, to spawn in random exotic locations in each world you visit, including this one.

Through this act, you introduce dragons to the world. They’ll be able to care for themselves for the most part after hatching like capable predators and will mature in several years time.

Like the old dragons were introduced to concepts like life, death and magic by the gods, you will see these dragons heavily influence by the properties of the world and environment they hatch in.

There is no inherent benefit to you by doing this, unless you actively seek them out to befriend and train, or capture and study, but it does make the worlds you visit more fantastical in general.

Blacksmith

-“Armor & Weapon Smithboxes” (50CP): Two wooden toolboxes filled with a wide variety of sturdy tools. For those who know how to actually use them, these tools would allow for one to craft, repair or reinforce armor or weapons they might have, the only thing needed being a flame of some kind.

-“Blacksmith Hammer” (50CP): The truest companion of any dedicated blacksmith. A familiar tool with a sturdy shaft and a hard head, the hammer is used to pound the blacksmith’s materials into shape. While it could be used as a weapon in emergencies, each tool has its own job, and this one’s is creation.

>“Titanite Slabs” (100CP+): Titanite, an incredible material of the gods, heirlooms of a nameless blacksmith deity who forged weapons for the other gods during life. The original form of titanite was large slabs, but they have been heavily broken in years since and now slabs are a rarity.

In this land there are various embers that a proper Blacksmith can use to imbue weapons with unique qualities such as flame or lightning. In order to build it right, those same smiths often require titanite of an appropriate color.

There are Normal, Blue, Red, White, Green, and Twinkling varieties of titanite each with their own unique qualities. You may purchase a slab of a designated type for 100CP, or pay 300CP to get a slab of each type. The slabs can be chipped for smaller job and rejuvenate over time. Additionally, they will be returned to you whole if lost or used up. (Note: Bulk purchase discounted for Blacksmiths.)

>“Mythic Embers” (Free/100CP+): Lordran is a land of entities closely associated with flame, as flame is the source of their era. The fires that once burned in this place were great, varied, and powerful, but only embers remain now. Someone with your particular skills should deal just fine with them however.

Unique embers and small flames still burning can be found in these lands, kept within ornate boxes made of clay. Legendary blacksmiths with the right know how found in these lands are able to make use of these flames to imbue equipment with unique and fantastic properties.

You obtain a ‘Basic Ember’ for free which should help with working with titanite. There are also Divine, Dark, Magic, Enchanted, Crystal, Flame, and Chaos Flame varieties. You are able to purchase a ‘Very Large’ Ember of either the basic or unique varieties listed above for 100CP, or bulk purchase one of each type for 300CP.

These embers will not extinguish, and can be temporarily fed or stoked when working on larger projects. If lost or destroyed, they in their little boxes will eventually be returned to you. (Note: Bulk purchase discounted for Blacksmiths.)

-“Full Chests” (200CP): A couple lockboxes on chains that you can lug around as needed. What’s inside of them is exactly what you were looking for in the first place. That is to say, whenever you look inside a chest, whatever materials that you are currently looking for and already possess are inside.

Weapon or armor parts, screws, tools, raw materials, labels, anything that can fit inside the chest can be found in the chest when you go looking and will remain there. To look for something else, check the other chest for it, or close it while thinking of something else.

-“Blacksmith Giant Hammer” (200CP): A hammer of great size that would require a human to swing with two hands. On loan from a giant peer from the Anor Londo of another world, it was hand carved from an apparently very valuable form of wood as the head still retains the capacity to work metal.

In fact it is not despite its material construction that it works, but a necessity. The Giant Blacksmith personally worked on and forged the weapons of gods which were imbued with the power of lightning, and as working on lightning with metal is dangerous, his tool needed to be made of wood.

The large hammer retains a great deal of the powers it once worked on, to such a degree that it functions terrifically as a weapon. If one had the strength necessary, it may prove functional for its original purpose as well.

-“Titanite Demon” (300CP): When the nameless blacksmith deity passed, from several of his slabs rose great beasts. These beasts were Titanite Demons, and now you’ve been bestowed a loyal one.

Titanite demons have a humanoid shape with a missing head and leg, and wield great scepters. Both their body and their weapon is completely made of demon titanite which is used in smithing weapons with connections to strong souls.

Not only is the demon quite powerful and hardy, it can wield the power of lightning and will rejuvenate over time when broken. This allows it to double as a renewable resource deposit.

-“Pop-Up Smithy” (300CP): You have been granted a small trinket; what looks like a fist sized anvil on a chain. You can think of it as your very own, portable workshop and all you need to do is place it down. There the anvil will grow to a workable size for your craft, and that’s just the start.

Nearby vertical surfaces sprout spare hammers and tongs on hooks; a kiln will appear with bellows resting beside it, a barrel or pool of water for quenching purposes. Such ornamentation is cheap however, compared to what you’re really getting.

Wherever you sprout this smithy is given proper working condition. Even if you set it down in the woods, the canopy overhead would become dense enough to keep out the weather, and the flammable brush beneath would clear away for open dirt.

The most notable quality to the smithy is that you appear to go strangely unbothered while working. Even in a ruin with a demon right next door, or catacomb filled with the mindless undead, you can work and hammer away all you want without intrusion. Customers and the more intelligent threats may still find you, but you can still deal with them in other ways, right?

Giant

-“Archtree Wood” (50CP): Scattered branches and wood recovered from archtrees. Archtrees - relative of the stone archtrees that dragons once nested in - are magical by nature and their wood can be more easily imbued with fantastical properties compared to other kinds of trees.

Hawkeye Gough in his later years would carve the wood of archtrees to imbue them with spoken messages that played whenever they were dropped upon the ground. You have a giant’s chest full of the stuff which slowly recovers over time when expended.

-“Giant’s Visor” (50CP): A crude appearing visor that conceals the face of the giant who wears it. Despite the large openings in the form of vertical slats, the giant’s face goes unseen and untouched by simple dangers that would ordinarily pass through.

Sparks from the forge, or splinters of carved wood, simply bounce off the strips of metal hanging down over the face. Stays whatever size you are to always be worn. Not the greatest as actual armor.

-“Giant Firebombs” (100CP): Great, heavy urns crammed with volatile materials. They’re far too large for any human to make use of, but the prodigious size and strength of a giant could toss them about with a mild effort. The heavy collision of their landing sends shrapnel and spontaneous flame over the area.

With them in hand, a giant becomes like living artillery. You can generally pull them out of any space that is unobserved. Considering their incredible size however, this would require obstructions like a massive cloth, or taking a vantage point above any potential observer.

-“Hawk Ring” (100CP): One of the special rings granted to the four knights of Gwyn. The Hawk Ring belonged to Hawkeye Gough, a giant who led Gwyn’s archers to shoot dragons right out of the sky. This ring causes arrows to fly farther and true, as if guided by the wind itself.

Aside from the ring letting you snipe more easily with a bow or similar weapon, it scales to match your potentially very large fingers.

-“Giant’s Set” (200CP): Still talking the streets of abandoned Anor Londo are giant sentinels equipped for war. Their armor and arms alike are crafted out of ancient brass and weigh an ungodly, unbearable amount for anyone but them.

Their body encompassing armor layered with metal plate after plate is perhaps the most resilient to be found in these lands. Meanwhile they hold a lightning infused halberd in one hand, and a greatshield alloyed with marcasite in the other.

The Giant Armor, Giant’s Halberd, and Giant Shield will remain scaled to your size for the convenience of the inconsistent size your species displays.

-“Gough’s Greatbow & Great Arrows” (200CP): Inherited from the greatest and most honored hero of your people - Hawkeye Gough - is the bow he would slay dragons with. Larger than even that used by the Dragonslayers, only a giant like Gough could hope to wield it effectively.

This incredibly bow is joined by a supply of great arrows that appear to be personally crafted by the famed giant himself, somehow. Each stone tip was chiseled delicately into a terrifying point, and the shafts have been wrapped tightly with tree bark.

Expended arrows will eventually be replaced after a moderate amount of time has passed.

-“Iron Golem” (300CP): Sen’s Fortress so staffed by serpent people, and riddled with traps, does not become safe upon reaching the end. As the ‘gateway’ in a sense to the city of the gods, there is one final trial awaiting Undead who make it to the top; the Iron Golem.

The Iron Golem possesses size rivaling some of the greatest of giants, and a core made from dragon bone infused with souls. The entire construct is made purely of black, heavy iron, and a matching axe fits nicely within one of its huge hands.

The only weakness of this golem is that being made of iron makes it excessively heavy. If knocked off balance, it has a difficult time righting itself. It also just makes it slow in general. The tremendous power that lets it move in the first place also gives it a terrifying swing however.

You will receive an Iron Golem much like the one that waits on Sen’s Fortress. Although lacking in agility or independence, it can still follow commands and has the strength to carry heavy loads if so desired. Of course, its primary purpose is still striking down trespassers.

-“Luminant Working Tower” (300CP): A great tower built to the specifications of a giant, specifically a giant of whatever scale you are. Tends to jut out even over castle walls or forest canopies in order to soak up the light at all hours of the day.

The interior is smooth, well constructed, and feels comfortable just by aesthetics. It holds sparse decoration sans that which would be required to sit about with guests, or sleep after a busy day.

The longer one stays within the tower, the more one feels a strange fusion of contentedness and determination. It is as if one is able to put their entire focus and being into their work and hammer out their duties hour by hour through the day.

A distortion of the light bending around the tower influences the time spent on honest labor and causes less to pass despite the perception of spending more. A project could be completed in what is reality half the time actually spent.

The tower can be placed within each world, where its scale will match whatever great form you might have at the time. Once set, it can’t be pulled up however.

Companion Imports & Purchases

In the following section will be a number of purchases focused on purchasing new companions to join you on your adventures, or powerful imports for bringing in a few old ones with new abilities.

Companion Importation

The capacity to integrate one of your past companions into the world alongside you, granting them new memories, powers, equipment and potentially a new form. Importation is not required for companions to be present, just for them to gain the points required for new abilities and gear among other things.

-"Summon Friendly Phantom" (50CP/200CP): On purchase, you may import 1 of your old companions into the world with a free origin and 800CP to spend on whatever combination of perks and items desired. This may be purchased as many times as you like.

For 200CP, you may import up to 8 companions that receive the above benefits. In either case, the equipment they purchase as their own will remain as their own.

Original Companions

Sometimes one may like the idea of someone more than the substance, true affiliations or baggage they bring along. In such a case, companions that fill a wide variety of roles, but act mostly as blank slates for you to fluff as you desire, are available for purchase below. If you can directly associate any given companion listed below with your origin, you may apply a discount on one of them.

-"Brave Sun Warrior" (100CP): Brave, jovial, idealistic, this knight of the Warriors of Sunlight brings a bit of light to this dark journey. This man came to these lands of the gods after hollowing in hopes of finding a mysterious something they're remiss to talk about.

Somewhere along the way though, they found friendship, in you. Protected by iron armor, wielding straight sword and a well-maintained shield, he's trained and more than capable in close combat. Of course, your 'sun bro' as you may call them is never without a cherished talisman used for Miracles.

Although he can heal himself, you too, he's mostly a beginner in the art. He'd be happy to teach you what he knows though if you asked though. Just, make sure to keep him out of trouble, he can sometimes replace logic with idealism.

-“Scholarly Sorcerer” (100CP): A bright mind and scholarly desires define this man, though one can’t say a bit of arrogance doesn’t shine through. Brought up in a noble background, he threw himself into dedicated studies, especially the art of Sorcery, to sate his lust for knowledge.

His sheltered upbringing leaves him a bit naive despite the wisdom he believes he has, while his ironclad dedication to his art has left his body weak and unpolished. He more than makes up for these flaws with his expansive knowledge on a variety of subjects and skill in Sorcery.

In truth, he saw hollowing as a blessing, an invitation to the land of gods in pursuit of more knowledge and lost spells. His fine clothes are enchanted to war against magic, he carries a wooden staff for his spells, a buckler as a small defensive tool and a knife for emergencies. He can teach you if you want.

-“Curious Pyromancer” (100CP): Curious, polite, a bit spacey, sometimes reckless, your new Pyromancer friend has come a long way from the Great Swamp. Wearing the traditional garb of a resident, which resemble rags, she seems to be just fine trudging through muck and filth.

A small axe in one hand, a moderately powerful pyromancy flame in the other, she’s surprisingly dangerous when you can actually get her to focus and follow directions. While she kinda crumple against attacks too strong, she’s fleet footed enough to have that usually not be an issue.

Originally leaving on a pilgrimage, she wanted to learn more about the world and innovate Pyromancy. She had lofty dreams like any sheltered young person. She’d be happy to share what she knows and has earned with you if you like though, she’d probably find it quite fun.

-“Cheerful Hollow Knight” (100CP): A strange, yet surprisingly upbeat hollow woman. She’s likely one of the people most used to this condition in the world, having died many times with no sign of losing her sanity in the near future as far as anyone can tell.

She’s quite danger prone from a lack of caution and general klutziness, and seems to wander off immediately after getting back up from random death. Mostly just enjoys seeing and doing new things, meeting people, simple pleasures in life.

She has worn out armor of leather and iron and a rusty sword to protect herself with, and she’s surprisingly deadly with it despite appearances out of pure trial and error. She also has an undead horse, but it spends most of its time wandering off or being dead.

-“Giant Crow Chick” (200CP): This companion starts as a chick, a crow chick to be precise, one the size of a small child that speaks in an adorable combination of childish voice and squawks with speech quirks here and there. It now follows you around after having lost its nest, bonding near instantly.

As times goes on, it will grow bigger and faster until it reaches adulthood and can fly across countries at extreme speeds while ferrying a fully armored human passenger with them.

Like normal crows, giant crows have a keen eye for shinies, and your friend here will often pilfer or pick up valuables and shiny objects they see as they flit about as gifts for you. Gender and name are up to you, as is whether or not the crow will ever stop having a cute voice.

-“Divine Knight” (200CP): A Silver Knight in the past, and one of Gwyn’s Knights that stayed behind in the capital, they’re your friend now. No longer a simple Silver Knight, the Divine Knight you have companioned clung to their sanity and honed their martial skill to protect what was left behind.

Choose any one type of weapon found in these lands, the Divine Knight has mastered that type of weapon and has a powerful variant of it in their possession. They possess Silver Knight Armor and have the equivalent of the God perks, but aren’t as strong as Gwyn’s Knight in their prime.

Core personality such as gender, appearance and exacting personality are up to you, but the Divine Knight likely looked up to both Gwyn and his four knights, with lingering loyalty towards them even though all but Ornstein have been gone for a long time.

-“Great Grey Wolf Pup” (200CP): A puppy the size of a normal fully-grown wolf, it’s energetic, friendly, incredibly loyal and bizarrely intelligent for what otherwise appears to be a normal animal.

Your pup continues to grow bigger and smarter by the day, until it will eventually reach the size of a bus and intellect on par with a human, encouraging similar intelligence growth in surrounding animals as if it had the Man’s Best Friends perk.

Your fluffy friend also comes wielding a short sword and really knows how to use it, grabbing it up in its surprisingly strong, dexterous mouth to swing and chop with great skill. Your wolf pup‘s gender and name are up to you, likely accepting whatever you call them with wagging tail.

-“Royal Sentinel” (200CP): The Royal Sentinel is an elite armored giant that guards the most important structures in Anor Londo with is allies. As part of the giant race, they have dark, bumpy skin and stand three times the height of a human.

Royal Sentinels are covered in thick, heavy armor, wield massive shields and halberds and have the the equivalent of the 200CP perk for Gods. Royal Sentinels can’t move very fast, but are bastions of defense and fearsome allies.

He has some talent with archery and smithing, but would need practice in order to gain appreciable skill. The one you’ve allied with, after now finding a new friend after all this time guarding an abandoned city, has wholly shifted loyalties to you.

-“Bat Wing Demons” (200CP): Two companions in one companion, this is a pair of twin Bat Wing Demons that wandered the walls of Anor Londo at the behest of Gwyndolin until deciding that joining you would be more entertaining.

The twins are agile fliers that can work together to carry heavily armored knights great distances, have great sight despite the lack of eyes and are well trained in the use of their demonic lightning spears. Most of the time they’ll simply perch in high places to watch over you from afar though.

The demons have the “Strength of Taurus” and “Aloft” perks by default to aid their flight abilities. Their nature as twins leaves them close enough to finish each other’s sentences, if their warped vocal chords worked that is. When imported into future Jumps, they share the benefits evenly.

-“Primordial Serpent” (200CP): A Primordial Serpent, an ancient creature whose race lurks in the shadows of the world. They have been known to influence things behind the scenes for a long, long time, and now this one has decided to join you, very enthusiastic about your ambition and vision.

Appearing like a giant, ugly, fleshy snake with flapping jowls like a moustache and giant, exposed molars that dully clonk when he bites. This serpent is excessively intelligent and manipulative, and can travel through the shadows of the world with great speed.

In whatever world he joins you in, he will spread lies and misinformation while crafting plots, all in order to push your agenda, whatever that may be, for you.

-“Eternal Dragon Ally” (300CP): One of the last of the eternal dragons, a nigh extinct race of which only a hand full of individuals still exist. Standing above most other creatures in these lands, spike covered wings stretching wider than it is tall, curling horns like a ram sprouting from its head.

As with all dragons, this one is covered in stone scales of immortality, meaning the dragon will never die unless those scales are literally peeled off of their form. Hailing from an age before the age of fire, your friend here is mostly apathetic or lost in thought due to being one of the last of his kind.

They are your friend and think of you fondly, but you’ll have to forgive them if they’re not quite as active as you in your adventures. Your companion here has the equivalent the Drake’s perks, sans the capstone, but have a much stronger breath weapon than any drake.

Canon Companions

For those who desire to bring along someone who already exists from this world with them on future adventures, the below option has been presented for purchase.

-“Destined Meeting” (100CP): You are able to organize a destined meeting with virtually any canon character, meaning space and time will be no obstacle to meeting them under optimal conditions for getting in their good graces, if you navigate it correctly anyways.

You may extend an invitation to this person of your choosing, and if they accept, they’ll become your companion. For clarification, as long as they have enough capacity for though to be able to accept, then they’re a potential target for inviting.

You may purchase this as many times as you desire. If you are able to associate any given character directly with your original, then you may apply a discount to one of them.

Scenarios

In the below section, you'll find eight unique scenarios exclusive to different pairs origins. Each scenario will have a core challenge, but different requirements that need to be filled. Similarly, there's a core reward, and a unique reward depending on the given route you follow waiting at the end should you succeed.

As a reminder, those who have purchased "Strange Journey" will be eligible for additional Scenarios matching the additional backgrounds obtained with that perk. Companions may take scenarios, however any rewards they earn may not be given away, share, or taken. They are the exclusive property of that companion.

-“**Impregnable Bastion**” (Forest Hunter/Archive Scholar Exclusive): The same land, far in the past, during the construction of the most infamous structures in Lordran. You stand at the gateway to Anor Londo, the feet of Sen’s Fortress, the shell of it at least.

Your task here slowly unfolds in front of you as you discover yourself in the custody of the gods. Sen is currently constructing his infamous hall of traps, falls and monsters used to test the hearts and prowess of those who would attempt entry into the city of the gods.

To build it up, he must not only design the traps and build up the walls, he needs to test his work, and that’s where you and other ‘volunteers’ come in. You will be tasked with running through the fortress from bottom to the top a hundred times.

Each time you run your way through Sen’s Fortress, he will ask you to relay your experiences inside his towering death trap so he may build it up bigger and deadlier. Each run through having new or improved traps, more ominous twists and turns.

Simply surviving and aiding Sen will not be the most arduous task however. After passing through a hundred times, a new group of volunteers will be brought in. Ten humans from varying lands, one of them standing out nigh immediately as someone sharp.

That man represents the top level for those of this world, someone worthy to pass into Anor Londo. After the alterations made to Sen’s Fortress through your advice and accounts, if even this man cannot survive, you have made the test into something impossible to pass.

This act of making an impossible to pass test means you fail. If others besides this man pass however, you have somehow led Sen into making his fortress too easily overcome, and this will also be a failure. You must not only survive, but strike a balance in what you relay to Sen in order to properly pass this scenario. That still isn’t all however.

For Forest Hunters who take this scenario, you will be given a secondary task every time you enter the stone wall of Sen’s Fortress. This towering structure was built on top of deep, dark pit that served as a natural trap, a lethal fall for those who don’t watch their footing.

You will have to climb your way down each time you plunge headfirst into the dangers within until you reach the bottom and begin digging a hole into the wall out and up. Yes, you are designing your way out of this, a tunnel to the surface.

This tunnel will have to exit far away from the fortress to evade the notice of patrols. You won’t have much time to dig due to how long it will take to climb down and back up while covering your tracks too, as staying too long will leave Sen suspicious.

Be clever and bluff your attempts past him while fulfilling the original goal of aiding in improving Sen’s Fortress and its deadliness. During the final challenge, you will enter alongside the other ten volunteers and given the final additional challenge of escaping without the others noticing down to the bottom and making your way out.

In the act of making this hidden path to the bottom of the pit and meeting back up with your fellow Forest Hunters, you will have given Alvina extra incentive to draw new members by creating the story of “Sen’s Treasure Pit”. This place takes all the unworthy challengers of the fortress, collecting their corpses at the bottom to be looted by Alvina’s hunters.

On the other side of this scenario is the challenge for Archive Scholars. You will be on loan to Sen from Seath, not only helping him by making your runs through his deadly traps, but aiding in the design and construction of new ones for him to later install himself.

Your allegiance to Seath never changed however, and you're given a task from his end on top of things. You must weave his magic into the traps you help to design, slowly increasing his awareness of the fortress and allowing him to spy on potential new test subjects.

While you are given significant advantages with extra familiarity with the traps Sen plans to install in the fortress, you must avoid arousing suspicion that you're using it to your advantage. If he discovers the magic you weave for your master or an abuse of your role, you fail.

Continue to play it casual, expand Seath's awareness of Sen's Fortress, and fulfill the original final goal. On top of it though, you must make your way to the top to abduct this clever, agile and powerful warrior who makes it to the top as a test subject for Seath.

Follow the path set out for you, complete all the goals mentioned in both the primary scenario and your route, and you will receive great rewards.

No matter what route you travel, the primary reward of this scenario is the sorcerous knowledge and prowess to create golems like the Iron Golem that serves as the gatekeeper at the top.

Using some souls and the bone of a creature, you are able to create a core to animate a body of your discretion, programming it with allegiance to you and whatever tasks you may have in mind. The more powerful the souls, the stronger the beast's bone, the stronger the golem.

Forest Hunters who beat this scenario will also receive 'Death Evader' abilities, giving them great agility, balance, instincts and awareness of all dangers in their surroundings both visible and hidden. With this tool kit, sprinting, leaping and flipping through a hall of traps will be of no issue even in full armor.

Archive Scholars who beat this scenario on the other hand will combine what they learned from Sen and Seath into a 'Trap Mastery' ability, gaining great prowess with trap design and construction and the ability to weave spying magic into constructs.

Combined, this allows you to design traps and gives an awareness of when, why and how they activated. Traps doubling as an alarm system, securing your stuff has never been easier.

-“**Velka’s Embrace**” (Painted Heathens/Blade of the Dark Moon Exclusive): The goddess Velka contacts you while you pass beside one of her shrines, speaking as if she was right in front of you to ask of you a favor.

Velka was spurned by the other gods long, long ago and now lives in isolation, using only the prayers of her followers for conversation. She desires a change, wanting you to go back in time to the moment that caused this rift to form.

Listen to her story, accept her terms, and she will throw you back in time using her connection to a great, unpunished sin committed in that era, deicide. You will arrive in Anor Londo in her presence where you will explain your duty to her past self.

Your task is to find a criminal of this time that has slain the Blacksmith God. This criminal was able to sneak and kill their way into Anor Londo, assassinate their target and escape. Without your intervention, he would slip away into the annals of history.

Despite Gwyndolin’s Blades best attempts to track him, they would be unable to find this great sinner, leading other gods to suspect Velka pardoned him and had some involvement in the plot.

In an ironic twist of fate, you’ll need to prove the innocence of the goddess of sin, tracking down and capturing the unpunished sinner somewhere Lordran. Once captured, you must deliver him to the gods for interrogation.

This task is easier said than done however, as the sinner is every bit as stealthy, powerful and clever as one would expect for an invader in the city of the gods that went uncaught in a time without your diligence.

He’ll cover his tracks well, leave traps at dead ends purposefully directing his pursuers towards and if you didn’t know better, you’d say there were more than one of him out in this wilderness.

You mustn’t take too long to capture him though or the damage to her reputation will inevitably lead to the rift you were sent to mention. If need be, you may even have to aid in finding evidence disproving their connection if his testimony alone is not enough.

As a Blade of the Dark Moon, you will be involved in the interrogation of the Unpunished Sinner under the guidance of Gwyndolin. With his aid and a matter of days, you must get a confession of his guilt and that he was working with others for this plot, including a god.

No matter what, you will be unable to get the name of the god out of him, and the following day the sinner will be dead within captivity. During the interrogation, you’re made aware of important clues, including the fact that the god left relics allowing them to evade notice.

From here on, your task is easier said than done. You must track down all the collaborators in this plot to incriminate Velka as being involved in the death of the blacksmith god and bring them to justice.

Multiple humans trained to be as deadly as the first will be waiting, and only one of them will know the benefactor god’s identity. Track all of them down, including the guilty god whose sins can go unnoticed before the goddess of sin and the son of Gwyn, and bring them to justice.

As a Painted Heathen, your task will be incredibly different. Your involvement with this case is over as soon as the Unpunished Sinner is captured, the conspiracy and its folds left to Gwyndolin and other gods.

Now that you've done Velka her favor, you must leverage your position and have her return the favor by helping you with a more personal quest. You must get her to help with aiding your lady, the unwanted abomination of the gods, Priscilla.

In the eyes of the gods, her existence alone is tantamount to great sin. Only Velka herself would be able to absolve something as serious as 'the crime of her existence.'

In this time, Priscilla is still a young girl who hasn't been subjected to a life time of isolation and rejection. If Velka stepped in now, she may yet just have a chance at living a good life without so much sorrow.

Velka agrees to your request as the two of you begin to plot. Priscilla is in a faraway jail, some would say an asylum, as the gods continue to deliberate her fate. Velka will leave one of her servants, a giant crow, outside of the city to take you there.

You will have to fight through the gods and humans who control this asylum filled with criminals and corpses, or simply sneak past them, and break the young Priscilla loose before starting your escort mission back to Velka.

From here on, you must be flown back to Lordran using Velka's servant, but from here on you're on your own. You have to be completely unseen by the gods as you escort her back to Velka, as capture could mean Priscilla's death or implicating Velka, burdening her again.

Get Priscilla to Velka, have her 'sins' absolved by the goddess of sin herself, defeat this scenario and give your lady the life she deserves, one not bound to other outcasts like yourself.

Whichever route you complete, your first reward is a gift from Velka, her command over crows. Not only do you have expressed control over mundane crows, you can summon a giant crow on command to fight for you or aid you in long distance travel.

With a bit of magic, you could even see through the eyes of your crow servants to stay aware of things in the area from a position of safety and obscurity.

Blades of the Dark Moon will receive a blessing for your service to both Velka and Gwyndolin, washing away sins accumulated in the act of delivering justice. You may deliver punishment to the guilty in broad daylight and get away with it now.

This isn't so much mind control as it is full acknowledgement of the guilty party's sins from those around you, and the veracity of your position to inflict judgement upon the guilty for those sins. It is as natural as a policeman handcuffing a murderer.

Painted Heathens receive a choice of two companions. The first option allows them to take along the young, absolved Priscilla with them, so they may act as her parental figure and give her the life she deserves themselves. With no other similar figure, guardianship is uncontested.

The second option, upon returning to the present, is offering an invitation to the aged Priscilla who grew in the care of Velka. As humble, kinda and majestic as you remember her with new warmth and dignity befitting a goddess proper.

-“**Age of Fire**” (Firekeeper/Way of White Exclusive): The ‘Chosen Undead’ if you can call them that has come and gone. A hollow guided by an undying will slew the lords and collected their souls, but disappeared before linking the fire, leaving others without much option.

Whether they absconded with them and went into hiding, or has been displaced through space and time, you will never find them. Thus, your first challenge is to locate Kingseeker Frampt, the Primordial Serpent who worked in the shadows to prolong the Age of Fire.

This can be achieved by ringing the Bells of Awakening and finding him in Firelink Shrine. From there, you must convince the old worm that the lord souls have disappeared and a new plan of action is required. Do so, and he will disappear to begin forming new plots.

Your next course of action will be convincing the world that this prophecy of a “Chosen Undead” will no longer come true, and that they’ll have to manufacture that light of hope themselves somehow.

To do this, you shall travel the lands to five kingdoms and gain audience with five kings. As a hollow, loathed by the humans lacking the undead curse, this is far easier said than done, and hostility will be met with hostility.

Nevertheless, you must sway the kings with the facts that you know hold true. Each king and kingdom different from the last, requiring a different approach to reaching the king and convincing them to find hope elsewhere.

By doing this, you may yet cause the flawed prophecy to crumble and the world of man to begin cultivating champions to brave the threatening land of Lordran, enter the Kiln and sacrifice themselves as some measure of fuel for the flame.

That’s where things start to split however, as your next task is invigorating the First Flame, and depending on your route you will have to do things much differently.

Firekeepers will have to make personal sacrifices and go on a great pilgrimage. Now that the prophecy has been discredited, you will have to journey far and wide to locate as many Firekeepers as you possibly can and convince them to make their own sacrifice.

Firekeepers will have to engage each of their fellow Firekeepers and peacefully convince them to hand over their soul, which contains that familiar property that attracts humanity and darkness like a festering magnet.

Each person has their own motivations, their own desires, wants, and few if any would choose death without a compelling argument. Once you have their soul though, convincing them to turn it over for the good of the world, collect it within your bosom.

You will have to clear your mind and let go of negativity and dark attachments, as the abyssal darkness that slowly begins to accumulate within you as your special soul grows in potency will soon start to weigh on you. Full corruption will be a failure as your life is consumed by darkness.

Once you have collected so many Firekeeper Souls that your ever step feels like the weight of the world weighs down on you and even the day looks bleak, go and end your pilgrimage in Lordran, in the Kiln of the First Flame, and offer your black soul to the fire.

Your special massive soul will reinvigorate the First Flame while maintaining enough of its unique qualities to continue dragging darkness into it, giving it a perpetual fuel source as long as darkness spreads, though even that will not be enough one day.

Members of the Way of White however will be tasked with traveling to Thorolund, the throne of hollow hunting where they had sworn never to return, and meet with Allfather Lloyd himself to converse about the future of the Age of Fire.

There, you must convince your liege of the vital importance of preparing a worthy sacrifice to the First Flame in order to fuel another era. As a hollow, this shall not be easy, not in the lightest, especially with the proposal you bring.

You will have to rile Lloyd, Thorolund and the Way of White in a crusade so they may start a holy war against hollows and other human kingdoms. No longer will hollows be collected in asylums, but prepared and brought to the kiln.

You yourself will be at the front line of the wars, and will have to capture the champions that were slowly being cultivated by the kingdoms you'd convinced earlier. Those champions, each powerful and baring unique powers, are the hopes of their kingdoms.

After five champions have been collected and a slew of hollows, they will be stuffed in a massive effigy at the edge of a pit leading to the kiln that had been carved by Way of White members, where they will be pushed down into the First Flame, renewing the Age of Fire.

No matter which route you complete, embers from the reinvigorated First Flame will fly like fireflies from the explosion of heat and nestle into your bosom, bestowing a measure of its power upon you.

This grants considerable potency to any abilities even tangentially relating to fire that you may wield, and giving you some influence on the world around you, slowly warping it at your discretion on a small scale.

Firekeepers who complete this scenario will have unique properties bestowed to the First Flame Embers collected inside of them reflecting the wholesomeness and purity they had to cultivate to avoid corruption.

The flames will burn anything that attempts to invade your body beyond ash, whether it be abyssal corruption, virulent diseases, aggressive parasites, mortal blade and whatever else you can think of. It does not prevent injury, but it certainly minimizes the potential.

Those of the Way of White will have the embers bestowed upon them take a much darker, aggressive tone reflecting the warmonger ways they followed in order to collect a sufficient sacrifice.

They will be able to command plumes and lashes of extremely potent fire tinged with the First Flame able to burn body, mind and soul of those they touch away into ashes and cinder. Such an offensive blaze is certainly feared by all forms of independent life.

-“**Lord of Dark**” (Chosen Undead/Darkwraith Exclusive): Unlike the previous scenarios, you do not share a common order for things in this scenario, just a common goal between routes.

That goal I’m speaking of? You’ll be ending the Age of Fire and killing the gods who work to preserve it. You may be thinking that the Age of Fire is nothing you can forcefully end, that it dies too slowly to guarantee during your time.

That’s where you’re wrong, as you’ll be taking a much more proactive approach to guaranteeing an end to the light which should have ended so long ago. It all starts with a trip a trip back in time, so buckle up.

Chosen Undead will be arriving near the original time the Age of Fire was supposed to end, when the fires that illuminate the world were fading. If you haven’t already guessed, your goal here is stopping Gwyn from rekindling the flame.

You have a personal investment in this, as doing this may allow you to prevent the curse placed on the humans of at least one world. The place you’ll be arriving is on the path leading into the kiln, but your arrival is nothing subtle.

The gods are aware of your arrival and your intentions and will come ready. While the Four Knights are away on missions, they’ll be back soon, and Gwyn still commands his army of Silver Knights, Duke Seath, Executioner Smough and his own son Gwyndolin for this conflict.

Lucky for you, the thin pass into the kiln and fragile foot holds mean Gwyn cannot command his army in full to combat you, a squad of Silver Knights or one or two of his top brass will usually be the maximum of any one fight.

You won’t be allowed to leave your station here in the kiln as Gwyn will find his way past to make his sacrifice, causing you to fail. No, you’ll be playing interference, stopping those who would work towards keeping the lights on by acting as a deadly wall.

Gwyn can’t afford to just keep funneling his army to attack you in a constant stream luckily enough, for the gods it’s a race against the clock and eventually the Lord will have to come down to face you himself. When he does, you’ll be waiting.

First you will face the divine knights under his command wielding all manner of great weapons. Then Executioner Smough, the gluttonous monster who consumes his victims after mashing them with his hammer. After Smough is Seath, a scaleless dragon wielding formidable sorcerous power, albeit lacking the immortality he would have in the modern era.

The Four Knights will eventually return and they’ll be next. Finally, Gwyn, the Lord of Sunlight, greatest warrior of the gods and wielder of furious electrical power will join the fray with his sorcery slinging abomination of a son playing a supportive role.

Dethrone Gwyn’s army, allow the First Flame to die, and you’ll accomplish your goal, ushering in the Age of Dark.

Darkwraiths will go to a very different time and place. You will arrive in the ancient land of Oolacile, dropped into the abyss at its inception, birthed by the Manus the primordial man’s madness and out of control humanity.

As if sensing your allegiance, he will not attack you, but neither will you be capable of helping him leave this abyssal cave or cause his madness to abate. Your goal in this world is simply to keep him safe as he spreads the abyss so you can forcefully end the Age of Fire.

This is easier said than done given that, like the Chosen Undead's route, those of this age have been alerted of the dangers involved. Although you have an ally, the dangers are greater as well. The first threat you'll face is Kalameet, shot down over the abyss by Gough.

The furious black dragon will attack the first thing it sees, and unfortunately for the two of you that's you. Gwyn's Four Knights never expected that to be enough however. Yes, four, all of them are here and have been warded against abyssal corruption.

So, if and when you slay Kalameet, the Four Knights will not be far behind him, plunging into the Abyss to face you as a complete team. Gough fires giant arrows with frightening precision and can bring down dragons as large as Kalameet with a single shot.

Artorias wields his massive greatsword with the agility of a wolf thirsty for blood, combining power with speed. Ornstein commands lightning like Lord Gwyn and was responsible for the deaths of numerous dragons.

Perhaps most dangerous of all is Cieran however, more familiar with darkness than any of the other knights, the Lord's Blade is an assassin that will strike at your backs the moment you allow your guard to slip in the face of the fearsome onslaught of the other three.

Fending off Kalameet and the Four Knights with the aid of Manus is just the beginning however. More gods and allies of the light will come for his head to abate the spread of the abyss, and you will have to aid him through each battle.

Fortunately, as the abyss spreads, so too does Manus grow in power. After a time and repeated battles, Kaathe will even bring reinforcements, allies of darkness for this war between light and dark.

At your discretion you may leave the cave and take the fight to them, though this will mean leaving Manus vulnerable to a great enough force. All that said, the longer he survives, the farther the abyss will spread, the less fight they will be able to put up.

Help Manus spread the abyss over the world enough to snuff out the light, end the Age of Fire, bring on the Age of Dark and you will have beaten this route of the Lord of Dark scenario.

No matter the route you take to your goal, your central reward is a massive cluster of humanity, which is itself the fractured Dark Soul. You will possess a great enough mass to gain benefits relating to darkness from it, as well as spread the abyss if you so choose.

Any dark powers you command will become significantly stronger, and you will be able to spread an abyssal touch to powers that aren't inherently dark as well.

Chosen Undead who complete this scenario get a 'Dark Lord' styled ability, allowing them to gain command of creatures of the darkness, either naturally dark or corrupted into that nature, as thralls as long as they're not vastly above the Chosen in will or power.

Meanwhile, Darkwraiths gain an ability reminiscent of one of Manus's feats, giving them both an awareness and ability to interact with objects personally associated with them whether they're in the present or forward in time.

The farther forward in time, the hazier your sense and influence over them, causing a need to be closer in space for full power.

-“**Eternal Sleep**” (Undead Pilgrim/Gravelord Servant Exclusive): Pinwheel has been slain, whether by your hands or someone else’s. This pathetic necromancer that siphoned Nito’s power to command the dead is no more. That’s how it should have been anyways.

When the veil is removed, Pinwheel’s body is revealed to be three different bodies stitched together. He controlled them with the same power he now wields to give himself longevity in death. Pinwheel has the power to enforce the will of his soul to possess new bodies.

No matter whether Undead Pilgrim or Gravelord Servant, your task is to put down this abominable fiend a total three times. After the third death, this formerly masked necromancer will be no more.

Journey to the Tomb of Giants near where he was slain for your first encounter. Deep within the abyssal tomb, Pinwheel bided his time until silence is all that remained and began to accumulate the bones of those who rested here.

There, when you arrive, you’ll find he’s created a body of giant bones packed and stacked together in an imitation of Nito’s own form. The darkness and his large form will surely make this a terrible fight, but if you’re prepared for brute force, that’s all he has to offer.

After slaying Pinwheel for the first, perhaps second time depending on if you were his original killer, the second big fight of this scenario is not in these lands. First head to the Valley of the Drakes and make your way to the bottom of the crevasse.

At the bottom you’ll find rushing rapids, a river leading out of Lordran. Follow it, for Pinwheel travelled this same path in fear. Track Pinwheel down, his location varies based on how terrifying he found you. The more fear he holds, the farther away he is.

Whether you track him to a lake, or all the way to sea and find him along the coast, Pinwheel’s second body will be made of the corpses of zombie dragons and slain drakes that were washed out of Lordran.

This bloated corpse is certainly more horrific than his last, twisted forms that may have still been alive and independent before Pinwheel took hold pulled together and pinned together with bones.

Pinwheel will fight from the waters, forcing a long-range battle with gouts of flame blown from multiple heads and awkward, heavy slams that crater the coast in his attempts to beat you to death. Clumsy as always though, if you keep a cool head you may prevail once more.

Pinwheel will disappear after being slain for the second time in this scenario and needs to be tracked down for a third battle. Where he flees and how you find him is left up to which route you’re following.

As an Undead Pilgrim, he will seemingly slip away for over a year with no trace of where he went. In your travels you will eventually catch wind of necromancy at play and hear of a kingdom that fell into ruin.

Making your way to this kingdom you’ll find it littered with skeletons, not the inanimate kind either. These skeletons will be kitted with full armor and finely crafted weaponry.

Make your way into the throne room of the castle and you'll find a horrible site. A patchwork abomination made of the packed together, writhing corpses of dozens and dozens of hollows. The head is molded in a faux insulting replica of a skull.

From the top of this false head is the form of this place's former ruler, a feeble sorcerer king with that catalyst sewn to their arm. This is Pinwheel's third body and far more formidable than the ones that came before.

Being made of hollows, each part of the body will eventually come back to life when killed. In addition to flailing limbs, giant blasts of arcane energy and fireballs the size of a charging bull will rain on you from above.

To defeat him and this scenario's Undead Pilgrim route, you will not only have to survive fighting him for a prolonged period of time, but cut him apart and locate a totem made of bone inside of his body that contains his soul, before crushing it.

For the Gravelord Servant, Pinwheel will be hard to find specifically because Pinwheels fear of death and rage at defeat will resonate with another form of him, pulling him through time and space. Whether he finds himself in the past or simply another world is unclear.

Together with another form of him though, they work in secret in a deep, dark crypt to form a body suitable for their necromantic power. The bones of a great giant, combined with the flesh of demons and gods.

Unlike all the other bodies he's taken, he works much more meticulously on this one, carefully cutting, drilling and sewing it together into a Frankenstein's monster-esque abomination that wields the full potential of its components.

When the two tried to possess it, they fought for control, reawakened the fragments of life left in the sewn together bits, and were consumed by the monster. Now you must make your way through the hole in space and time into the crypt to end it in Pinwheel's stead.

It's immensely strong and fast, hides in darkness, has energetic breath of fire and lightning, and continues getting back up every time you kill it. To end it for good, you'll have to beat, smash, grind or otherwise obliterate its body so there's nothing left to get up.

The main reward for successful completion of this scenario and ending this accursed necromancer who spit in the face of death is a chunk of Nito's Lord Soul, the Lord Soul of Death. With it, all powers relating to death, disease and decay will become far stronger.

Additionally, you have some innate command over the dead and are more easily able to kill things that are particularly stubborn about hanging on to life.

For those who complete the Undead Pilgrim route, you will gain an ability similar to the one Pinwheel displayed in this scenario, and are able to eject your soul into a new body, possessing it, enforcing your will upon it and controlling it.

When attempting to control a still living body, successful possession relies on clashing wills with the host and beating them into submission.

For those who complete the Gravelord Servant route, your attacks will now be laced with the essence of death. Any wounds of meaning you inflict tend to spread decay, inhibit healing and cause flesh to crumble into dust like breaking brittle stone.

-“**Fall of Izalith**” (Chaos Servant/Demon Exclusive): For this scenario, you will be thrown back in time a thousand years to revisit a tragedy connected to your origin. You will arrive for the Witch of Izalith’s mistaken experiment and the fall of Izalith.

The Witch of Izalith experimented with her Lord Soul of Fire in a concerted effort to find an alternative to the dying First Flame. Her ritual, conducted deep below Izalith in a specially constructed chamber, failed.

This failure was not ushered in by an explosive bang, at least not at first. The Witch was mutated into the ghastly demonic form visible later as the warped soul and fire inside of her started to form the Bed of Chaos.

You arrive hours after this happens, and in one week’s time, after stewing and building in pressure, the Bed of Chaos will explode into life. The ground beneath the city will rupture as lava and chaotic flame gush upwards, destroying the city and mutating the inhabitants.

This is what happens without your involvement, many of the inhabitants caught completely unaware. What you’re tasked with and what you do with this knowledge varies very heavily on your origin and motivations. This split in routes is severe.

As a Chaos Servant who dutifully served the Fair Lady in the present, you are motivated to save her and her people from their ill-fate. As a twisted outcast, this is easier said than done. Racing against the clock, you must first spread awareness of the Witch’s mistake.

What methods you use are yours, but the fastest way is convincing Witch of Izalith’s children, the Daughters of Chaos, directly as they’re looked upon as leader figures of this great city. Once you can convince them of the danger involved, you need to begin evacuating.

Even if you can begin evacuation quickly, the residents can’t possibly leave before the explosive kaboom that’s coming and your Fair Lady would never leave them behind.
Thus, with the help of one or more Daughters, you must head up to Anor Londo.

Gain audience with the gods, plead for their aid while warning them of the impending dangers down below. The magicians of the city have knowledge of powerful sealing magic that should allow them to contain the ritual chamber that the Witch resides in from the outside.

All they need is time to prepare and build a sufficient ward. If you can convince them and give them enough time to do so, you will have enough time to fully evacuate the city. The indirect nature of this ward won’t hold long however.

Now that you don’t have to worry about your lady in danger, your final task is simple but brutal. To make sure she will never be tempted to return and help somehow, to make sure she can never be threatened by this tragedy ever again, you must kill her mother.

Your body is already abominable, it’s okay for you to enter the city after the explosion once the seal break. Gwyn and his Silver Knights may even join you using miracles for protection. Animals and stragglers left behind will still be twisted, but not nearly as many as the present.

Plunge into the ritual chamber, evade the massive, flaming, bladed limbs of the Bed of Chaos and charge through its roots to kill the feeble body of the twisted Witch of Izalith inside. End this nightmare and you will have defeated this scenario.

For Demons, you will be attempting far different things in your time here. In the previous course of events, Gwyn and his knights routed your people, the Chaos Demons of Izalith, and sealed your mother, the Bed of Chaos, to trap you here. You won't let that happen again.

Your first task is to play the role of a sheep dog, using your terrible, horrifying form to scare as many inhabitants of Izalith into the city proper as you can. Specifically, herd as many of the Daughters of Chaos into the city, at least four.

The Daughters of the Witch are among the most powerful inhabitants, though none of them were close enough to fully transform into demonic allies the first go around, and you'll need all the help you can get.

After your first week passes and you witness the birth of the demon race, it is time for war. The new demons will face Gwyn and his army, including his Four Knights. You will have to do battle with these knights alongside the other demons.

The most important part of winning this war is not just defeating these powerful enemies however, you must make sure to protect the Bed of Chaos, the life of the demon race, from being sealed away like it was in your time.

If you fail to corral enough inhabitants to build an army that can fight the gods, or allow the Bed of Chaos to be sealed with the demons along with it, you fail.

Overrun the gods, keep the Bed of Chaos protected and unleash hell upon the world, allowing demons to roam freely and the chaos flame to breath and spread across the land, and you will complete the Demon route of this scenario.

No matter the route you take to completing this scenario, you will be rewarded with a chunk of the Witch of Izalith's Lord Soul of Fire. With it, your abilities relating to fire, directly or indirectly, will become drastically more powerful.

Depending on which route you completed, your piece of the Lord Soul will contain different properties and abilities.

For those who complete the Chaos Servant route, your chunk of the Lord Soul is pure, giving you the capacity to wield the long dead Flame Sorcery which was capable of summoning firestorms that could touch the sky.

You will also be able to extend an invitation to your unmutated Fair Lady, gaining her as a companion if she accepts.

For those who complete the Demon route, your piece of the Lord Soul will have all the demonic chaos flavor befitting you. Using the demonic, mutagenic powers of the warped Lord Soul chunk, you can twist existing life into demons.

You will also be able to extend an invitation to a single warped child of the Witch of Izalith, acquiring them as a demonic companion should they accept.

-“**God of War**” (Warrior of Sunlight/God Exclusive): You’ve been transported back in time, thousands of years to the dawn of the Age of Fire. You will appear near the beginning of the war between the Lords and Eternal Dragons.

At first you have no inherent goal besides joining together with the race of gods fighting beside and under Lord Gwyn against the Eternal Dragons. You will simply be doing battle with these ancient, immortal, stone scale covered monsters.

Your appearance here has caused some kind of shift in the timeline, butterflying some small changes into something very threatening on the horizon. In either case, you will likely come into contact with Gwyn’s first born, the original god of war erased from history due to some sin.

Why this happened you may never know, as it certainly won’t be happening now. This man who stands a master of martial skill and the lightning of his father’s divinity, is as compassionate and warm as the sun, and just as deadly.

As a Warrior of Sunlight, your first task shall be to befriend him, as otherwise the founder of your noble covenant will meet a quite violent and untimely end in the near future. Befriend him, grow with him, become his rival and his ally on the battlefield.

Aid him in his battles against the dragons by joining in jolly cooperation, nothing could be more delightful. Your reason for doing so is not just pleasure though, it’s business, so let’s get down to business.

Your appearance here in this time has through some series of coincidences led to a very large, very angry dragon meeting and devouring an old, some would say primordial, man that has given it quite the stomach ache.

Eventually, you will meet it. A stone dragon that makes castles look small, with scales the size of boulders. A giant ball of darkness sits in it stomach irritating it fiercely and corrupting its body and abilities.

Sand black as night leaks from its mouth like a waterfall, and its roar can drown out even pitched battle between screaming dragons and the crackling lightning spears of Gwyn’s knights before it’s even visible.

The dragon possesses formidable size, strength and durability in addition to the ability to breath a squall of warped, black, iron pebbles like a meteor storm, each stone able to puncture armor like a wet finger through paper.

You will have to face this monster, greatest of all dragons in this war, with the Gwyn’s first born right there beside you. You may have reinforcements, it may just be the two of you. Whatever the case, either that dragon dies on this battlefield, or you do.

Defeat the black stone dragon that swallowed a great mass of darkness, show that the Warriors of the Sun can banish the dark no matter how bleak and black, and you shall pass this scenario’s Warriors of Sunlight route.

As a God, you will follow a much different route. Your first task is to put your all into this war and prove yourself as someone competent to Lord Gwyn. Aid in turning the tides of pivotal battles, bring back home feats of skill, work your way into his inner circle like the Four Knights.

As you begin to do this, Gwyn's first born will be thrown into different missions and battles than he would have. In one such conflict he will come into contact with the Witch of Izalith and her Daughters of Chaos.

Love will bloom on the battlefield between the prince of Anor Londo and a princess of Izalith. The nameless god of war and the daughter of chaos will quickly marry, her identity in your hands as it matters little to the results.

The charming knight in shining armor thing Gwyn's son has going on combined with his warmth, charisma and power will endear him to not just the woman in his heart, but to her mother and indeed all of Izalith.

With her daughter married to such a man, she decides to take a page out of Gwyn's book and bestows a piece of her Lord Soul to him as a show of how important he is as an ally. With everything being combined, it seems much like the Witch is preparing him as a potential heir.

As the war goes on he'll be brought in on their ways, taking to their martial skills and Flame Sorcery as well as anything else, which is to say with frightening skill. That's nice and all, but there's a problem.

Whether it be growing discontent with his father, the Witch's advice from her own ill relations with Gwyn or a conniving Frampt whispering in his ear, Gwyn's first born now has the desire to challenge Gwyn for the crown and his stats as Lord of Sunlight.

As someone who has pushed through this war, surviving numerous battles with giant immortal dragons all in an attempt to work your way into Gwyn's inner circle, you're put into position for the final task of this route.

When Gwyn's first-born issues his challenge, you must step up as Gwyn's champion, defend his honor and combat this god of war, an avatar of storms both fire and lightning, master of martial prowess. Defeat him, lethally or non-lethally, and complete this scenario's God route.

Whichever route you follow to defeat this scenario, the primary reward will be the same, a hefty chunk of Gwyn's Lord Soul of Light, the same size of Seath's chunk. With it, all of your abilities relating to light or lightning will become vastly more powerful.

More than any other Lord Soul, this one also invigorates the body allowing you to grow bigger, stronger and faster upon taking it inside of you.

Those who complete the Warriors of Sunlight route will receive a Miracle from the god of war to commemorate your friendship, allowing you to call a bolt of sun infused lightning from the sky down on their target.

They also receive super heavy black iron armor and hammer forged by the gods from the corpse of the black dragon you helped slay. Immensely durable and powerful.

Those who complete the God route will usurp the title and domain of 'God of War' from Gwyn's first born, gaining an inherent mastery of a variety of weapons and immense talent with all forms of combat and martial skill. They will also receive a fiery tinge to their Lord Soul Chunk, making their miracles hotter and brighter.

-“**Eternal Dragon**” (Path of the Dragon/Drake Exclusive): Like the above scenario, you’ll be transported to the dawn of the Age of Fire near the beginning of the war against the Lords. With your current form you aren’t exactly accepted among them however.

Whether you’re part of the Path of the Dragon and using your hybrid form to blend in, or a simple Drake, you are seen as an outcast or lesser compared to the others. Nevertheless, you must join with the dragons and aid in the war to prevent their extinction.

How you go about this and whether or not you even stick to this goal will heavily depend on the route you take. For now, you’ll be doing battle with the gods without the immortality of those around you while also making sure they don’t eat you.

By joining the Path of the Dragon route, you will be seen as an aberrant or outcast for being such a freakish little thing. They may not know your true nature, but they do know you aren’t something natural.

Fortunately for you, there’s at least one other for you to spend solitude with, Seath the Scaleless. Born without scales and poor vision, Seath is both mortal and an outcast among dragons, tormented by his eventual fate.

With the First Flame ushering souls, Seath has begun to use his incredible intelligence to learn their secrets and is beginning to figure out the prototypical form of what would eventually become Sorcery.

Your first task is befriending the albino dragon and building a sense of comradery between you. You must gain the trust of this paranoid yet perceptive creature who has had no one to trust before.

Once you have gained his trust, you must let him in on your secret nature and reveal all you know of your covenant and its goals. In this way, you will show him that the two of you have the same goal, a desire for the scales of immortality and becoming true Eternal Dragons.

With your knowledge of how your transformative ability works, allowing you to imitate dragons down to false scales, and Seath’s incredible intelligence and wisdom, the two of you will have to work together to find the secrets of immortality.

The first thing you will need is the secret relic of the dragons, a brittle crystal that Seath can use for some imitation of immortality with some study, and with study learn vital information for what the two of you will need.

From here, there are no more clear-cut goals. Yes, all you have to go on now is “figure out how to transcend and gain the scales of an Eternal Dragon” so that Seath and yourself may escape from the cold grip of death being spread by Nito.

The only hints you’ll receive are that the crystal is indeed vital, and that you’ll likely need “research subjects” for study, ones that naturally have stone scales of immortality if you understand my meaning.

Drakes will follow a far more combat heavy time in their route. You’re not so much an outcast as you are a weak, dim cousin of the eternal dragons that some dragons even prey on as a source of food. You have to prove that you? You’re something more.

Enter the war against the gods beside the eternal dragons, already a dangerous proposition because the opposing side of this war is fully armed and prepared to slaughter exactly what you are and who you're fighting beside. Dragon slaying arrows and lightning spears will rain on you.

Nevertheless, you can't afford to die, and you'll be facing far more danger than that of a single battle. Numerous times will you inevitably encounter Gwyn's armies, including his four knights and his son, the god of war.

Again and again you will have to survive, aid the dragons in winning battles and prove yourself. Show how valuable and powerful you are, charm them to your side, become the war hero that serves as the only reason they're not going extinct.

Eventually you will rise from being just a drake to being more than a drake, rising to the status of a hero and even a leader of dragons. Fight on, fight on! Fight on until your final battle that will seal your race's victory and survival against the gods.

In the final battle, the traitorous outcast Seath will betray the dragons and turn to the side of the gods, killing many of your comrades before teaming up with Gwyn on the battlefield. With however many you have left, you must force a fight to the death with them.

Slay both Gwyn and Seath in this battle, rise to the status of a legend among dragons, and in turn you shall ascend from your form to something more.

No matter which route you follow, the end reward is the same. You will transform into an Eternal Dragon, obtaining incredible size and power beyond that of a drake, and more importantly, the scales that give them immortality until each and every one is peeled off.

As a dragon, you will receive a dangerous breath attack, though if you already had one as a drake it will become much, much more powerful upon ascending.

For those who completed the Path of the Dragon route, your reward is twofold. First, having discovered the secret to ascending to an eternal dragon with Seath, you have the capacity to duplicate this process and aid others down the long path it requires to obtain that same form.

Second of all, you have the ability to extend an invitation to your fellow outcast and research partner in this scenario. If Seath accepts, you will obtain him as a companion.

This Seath, compared to the one in the present, is quite sane and more powerful due to his ascendance, but lacks the Lord Soul chunk bestowed upon him by Gwyn and has yet to delve nearly as far into his studies.

For those of you who completed the Drake route, you also receive two rewards. The first is a size a greater size beyond the normal ascendance into an Eternal Dragon, over three times the size of Kalameet, and a stronger constitution that aids your innate abilities as a dragon.

The second reward bestowed upon you gives you a kind of dragon lordship, the ability to command dragons and similar creatures like drakes.

This ability is less potent on individuals vastly more powerful than you or with a will to contest your own, but aids in building respect regardless of such things nevertheless. This is befitting of someone who lead their greater cousins out of the grips of extinction.

-“**Subterranean Pressure**” (Blacksmith/Giant Exclusive): Deep within the catacombs of Nito toils a mysterious smith by the name of Vamos. Vamos is a skeleton to be sure, but recognizably inhuman by the segmented structures sprouting from the face of his skull.

His great, thick bones and wide structure only further the conclusion that he isn’t like anything else around here. If you were like others, he would have turned you away rudely and sternly so his focus may go unbroken.

Despite that and his probable threatening displays of strength, he’s really not all that bad. If there is smithing to be done, then you can count on him. Just don’t distract him from his hammering away at nothing for too long.

He’s a specialist in fire, and the best person to go to when it comes to regarding embers that specifically deal in it. Yet what is he doing down here? For what purpose does he focus? For what purpose does he work? What royalty does his mysterious helmet belong to?

Talk with Vamos for some time and the clock will turn back to a period in the distant past, long after the war, but when gods still reigned. You will find yourself in a town beneath the earth, perhaps not too far from the catacombs you once stood.

Within this cavern of clanging metal, flowing embers, and dancing shadows are an industrious people by the name of ‘Gyrm.’ With their wide, stocky bodies and elaborate beards too sturdy to just be hair, it appears as if you have found Vamos’s people.

The Gyrm are a kind folk who peddle in smithing and mercantile arts. For their love of drink and close relationship with the soil however, they were seen as something lesser and unclean by the gods. That is why they have been driven down and faced many a hardship.

As a people, the Gyrm have been broken and scattered. Where once they had a proud, royal lineage that was hailed and respected, now even the king is nothing but another smith. Nothing but another smith that you’re acquainted with; your friend Vamos.

In this era that old skeleton is still alive and in the flesh. He’s still as cranky and focused forever too. In this era you have the advantage of being able to ask those around him what his deal is though. That ‘deal’ is responsibility.

Even chased away from the sun and sky, his people are being threatened. They neighbor the ever expanding Catacombs of Nito, but have nowhere else to go. Bodies continue to stack and must be buried, but what will come of them those bodies needed burying here?

So he continues to toil, day and night, honing his craft and working flame in order to impress upon the gods the potential of his kind. What it is he hopes to accomplish even he doesn’t seem to know, but that singular ambition will drive him even beyond death.

Here we stand at a crossroads. Are you a Blacksmith, or are you a Giant?

Blacksmiths who pick this scenario up are charged with using their skills to bring direction and completion to Vamos's single minded work. This is a man whose determination couldn't even be broken by death, and his lucidity in life gives him an extra sharpness.

Whatever you think of yourself, you'll have to work hard in order to impress him and have him lean upon you in the first place. If you can open him up, he will confess that he is looking to produce the 'very pinnacle of flame,' whatever that means.

Your task is to determine what that would look like, convince him of this direction, and help him actually produce it. If you can, you might be able to move Vamos's people to Izalith using Vamos's connections to the city, and their fascination with fire.

Giants who pick up this scenario must rely on their delicacy, and their familiarity with the gods' desires. Your people are in some ways kin to the Gyrm; looked down upon by the gods as something to be used and thrown away at their convenience.

Your presence here will not be without attention, and Vamos himself may question you on how he can achieve his goal. It is thus your job to help Vamos understand what gods find valuable, critique his works, and aid him in the production of a valued offering.

From there, you must bring this offering with you to the surface, to the city of Anor Londo, and present it to the gods. They will heavily critique it, but you must impress upon them its value, and the potential of the Gyrm.

Succeed and they will allow the race to move into New Londo beneath them, where the humans are kept.

In either case, your purpose is helping Vamos with the goal of earning a place for his people. Help the former king do that, and you will successfully complete this scenario.

Whichever route you follow, your primary reward is the same. You will obtain the unerring focus and determination of Vamos. When you have a job to do, your body will not degrade, and your mind will no tire, until you do what you've set out to done.

Even injuries and disease can do little to halt your work. Have a way to prevent loss from death, and even life is no longer required for your bones to hammer away at your newest masterpiece, whatever that may be.

For those who completed the Blacksmith route of this scenario, you will obtain an excessive expertise in flame. This mastery easily allows you to control the intensity of whatever flame you work with, alteration of its properties, and prolong its life as you need.

Needless to say, but you can also imbue the power of fire into whatever you work with, and even temporarily imbue whatever you have your hands on with the quality of flame.

For those who completed the Giant route of this scenario, you will receive the perception of quality. You who can guide the Gyrm's king into impressing the gods, and sway the gods, are able to tell 'what is valuable.'

Through this ability you can discern whenever something that crosses your path has value: imagined words in a conversation, a man without work that has potential, a diamond in the rough. The longer something remains within your perception, the more it sticks out.

Drawbacks

The below section contains drawbacks. Drawbacks are options that can be taken in order to acquire additional points for their build, and in return the Jumper faces threats or challenges that cannot be canceled out by perks.

-“Cackling Stalker” (+100CP): Patches the Hyena, infamous or not infamous enough? A treacherous, back stabbing liar who makes his way in these lands by deceiving the travelers he runs into and putting them in precarious positions, such as booting them into a hole or activating booby traps on them.

Now he’s after you, and your travels will be filled with all manner of deadly traps and obnoxious obstacles, not to mention pits waiting for you to get kicked into. At first you’ll have no ability to catch him in the act, and just have to stay away of your surroundings.

Once you legitimately get caught a few times, he becomes less imperceptible, although still stealthy. If you catch him in the act of waiting for you or setting a new trap, his mortification at your escape can be used to dissuade him from further stalking or harassment.

Spare him and he could even be recruited as a companion, though it’ll be near impossible to make him change his bastard ways.

-“Old & Hollow” (+100CP): You look way uglier, smell worse, and look like a hollow. You will appear as the equivalent depending on race if something other than human, like a burnt-out husk as a god, a zombie dragon as a drake, or swollen/cancerous creature as a Demon even compared to other demons.

This doesn’t have many mechanical penalties, but you’re going to be just repulsive for the duration of the Jump, whatever form you take. It’s a strike against whatever vanity you might hold regarding yourself. Travelers tend not to trust hollows either, so have fun with that.

-“PRAISE IT!” (+100CP): You are now defined by an obsession of your choosing. How this obsession manifests is left in your hands, however it must be detrimental in some way. This is much like how the mild mannered Solaire seeks his own personal sun and may risk his life to grab it in his hands.

Conversely your obsession could relate to ‘parental approval’ like Gwyndolin which has you orchestrating grand plots for the approval of a man or woman already dead. You could even be obsessed with ‘being a dragon’ and going to the ends of the earth for the cause, or causing you to look down on everything else for not being as dragony as you are.

You still have some degree of reason, so use that to be careful, would you?

-“Goddamn Poison Swamps” (+100CP): Despite this being revered as the land of the gods in myth and legend, there are also truly awful places to be found as you go. If you have an awareness of Blighttown you know what I mean; rickety scaffolding that descends through darkness down into a poison swamp.

There’s also the heavily flooded New Londo where tormented spirits still roam, which had once been sealed to trap servants of the abyss. Places such as these are usually avoided because of lethal reasons, but they’re going to become much more common for you now.

It isn’t as if poison swamps, dark cliffs, brittle ruins, and the like will spring up around you. You’ll be able to see where the terrain or environment degrades. It just so happens that there’s usually nice looking treasure there, or that there’s a really convenient shortcut to your next destination through it. In some ways this even draws benefits, but beware of biting off more than you can chew.

-“Life Last” (+100CP): Where at once these rotting Hollows and great creatures would have just been targeting your life first and foremost, that no longer seems to be the case. As if everything else of you is a more important target for destruction, they’ll work their way inwards.

Enemies are now much more likely to aim for dismemberment, or the destruction of your equipment, or even the lives of your allies. Perhaps they think that limb can be fashioned into a mean weapon. Maybe they want to eat your toes! Perhaps their jealous of your weapon and want to break it.

Whatever the case their ferocity is increased some over what it once was, and their focus on that tertiary target is intense. If you can’t identify what it is they’re trying to take from you then you might just lose it. Lose everything and what do you think they’ll come for then?

-“Wandering Spirits” (+200CP): Reality’s order was always a bit loose in these lands, but now the walls of time and space are almost falling apart. While you may have encountered visitors and invaders from adjacent worlds before, now it appears as if they’re simply falling in at random.

What’s more, you also seem to shift from your world to adjacent worlds, and it’s difficult to notice given they all appear almost identical to one another. The phantoms of those who come from other worlds are now a much more common threat.

Enemies that you should have already dealt with might stand in your way once again when you least expect it. The current conditions of a situation may shift as you drift into a world where others have aggravated some conflict you’re unaware of. Worry not, for you will eventually drift back into your original world in time, even if only temporarily.

-“Oops All Mimics” (+200CP): Careful, traveler, don’t open any suspicious treasure chests are they’ll likely be mimics waiting to bite your head off. Abominable creatures with unclear origins, they can disguise themselves as inanimate objects and use gnashing fangs to consume the naive.

With this drawback in full effect, you’re going to have to be much more careful. That pot? Pot mimic. Corpse on the ground? Corpse mimic. Don’t put on random pieces of equipment, weapon and armor mimics are common. Did I forget to mention mimics are terrifyingly strong? That’s a thing.

-“Disrespect” (+200): Two archers, just two Silver Knight archers guarding every bridge, scaffolding, ledge, and narrow walkway you might ever possibly come across.

They’re always watching, always waiting to make crossing any sort of crossing a living nightmare. Each is equipped with a giant bow and dragon slayer arrows, seemingly pulling new ones out of thin air so they can shoot in rapid succession despite the incredible power and perfect accuracy behind them.

These arrows can and will knock you around if they touch you, and can bat most attempts at shooting them down out of the way. That meaning you’re often left with one option for dealing with them if you don’t want to be sent off a ledge; dodging.

If you try to get close, they pull out a shield and sword to fight in melee. Be careful while trying to engage them here as they’re experts in ‘ledge combat’ and will find creative ways of sending you to a terrible fall if you play around.

You can’t kill them, you can’t avoid them, and it’s always the exact same two archers. If you ever get knocked down, you could swear that they’re making rude gestures at you as you drop. It might be better to avoid high places for a while.

-“Welcome to the Bone Zone” (+200CP): Bonewheel Skeletons, one of the most despised monsters you’ll encounter. The dreaded amalgamation of skeleton, wheel, and terribly many blades. They’ll tear you apart no matter how tanky you think you are if allowed to start grinding into your flesh.

Worse yet, they seem to be everywhere now. From Lost Izalith to Anor Londo, those pesky bonewheels are everywhere you look. If that wasn’t all, they’re backed by Necromancers who can pick them back up when killed!

They can be killed, they can be dealt with, but it will be a wild pain to do so. You can’t really eradicate from the world either. There’s no getting off this wild ride I’m afraid, but at least you can clear them out for a good while once they’re dealt with.

-“Jealous Goddess” (+300CP): Among the gods that have long since departed these lands is the goddess Fina. She is known for her peerless beauty, devoted favor, and incredible jealousy in equal parts. As her last devoted has strayed from her favor, now you appear to be tested.

You are granted a ‘Ring of Favor and Protection’ as it’s described far above. Its benefits are no different than that ring. The flaw is far more severe. If you remove that ring even once within the next ten years, your life and chain become forfeit. That in itself wouldn’t be that much a challenge, would it?

Well, knowledge of this penalty is wiped from your mind. Don’t worry, you’ll still be aware that you’ve taken this drawback and that ‘something very, very bad’ will happen if you remove it. You just don’t know what that is.

Over the course of this Jump, Fina will send trials your way. Small temptations and nudges will test your resolve. Will you stay faithful, or will you betray her even with the hanging blade above you? Nothing sent your way by this drawback will attempt to remove the ring, only incidental threats.

If you survive the full duration of the Jump, you get to keep the ring for free. You may also pick up Fina as a companion. However - as there is virtually no information on this goddess - it would essentially be like fabricating an entirely new companion by that name.

In case you happen to have some significantly inhuman form and lack a finger for the ring to stay, the ring can be reshaped and applied to something like a horn or a clawed toe or what have you.

-“One’s Demise” (+300CP): A wise man once said ‘One’s demise is always one’s own making.’ That isn’t to say that all men take their own lives, but that one’s ultimate fate is the culmination of their choices and the consequences there of.

By taking this drawback, it just so happens that you have to deal with more ‘consequences’ than those around you. Specifically, whatever mistakes you make along the way have ways of spiraling out of control as they ripple away, and eventually returning.

Sometimes it’s as simple as trusting the wrong primordial serpent and having your home subsumed by the abyss. Sometimes it’s a bit more subtle and complex like helping your friend who prides themselves on quick wit and strength too much and then needing to face them in mortal combat after they’ve lost all confidence in themselves and hollowed out.

You didn’t really think killing that merchant for his uchigatana was the perfect crime, did you? Whatever missteps you make here will not go unpunished. If there is nothing else to be said, then think your actions through, and prepare for the worst.

-“Beginning of an Age” (+300CP): This certainly doesn’t look like the ruined, dead lands you expected to arrive in. In fact, things seem far too active and unlike what you remember.

By taking this drawback, the location and time you arrive is now, well, different. You’ve been thrown into the sweet spot between the Age of Dragons, and the Age of Fire, right smack dab in the middle of the war against the dragons.

In addition to the immortal, colossal dragon race on one side, you have the holders of the lord souls like Gwyn, Lord of Sunlight, and Gravelord Nito both at the height of their power on the other.

Instead of the old, dead or weathered enemies in the present, everything you find here is incredibly strong and in its prime. Be careful where you stand in this brawl between gods and dragons, or you’re likely to become collateral.

((This cannot be taken with scenarios that dispense you in this period in time by default. If taken with other scenarios you will return to this period the moment you complete said scenario instead of lingering in the time detailed in it))

End of Jump

Congratulations, contrary to expectation you didn't die. As a result, you're in the clear, drawbacks have faded like the flames eventually will and you're granted a new choice.

-"New Age": You choose to stay. By staying within this world, you're ushering in a new age for your life, and perhaps the world if you so have the potential. What a bleak place to call home though, how dreary.

-"You May Rest": You choose to go home. After venturing through harrowing lands where nothing is as it seems, down to the laws of the universe themselves. A simpler, safer place in your heart calls you back, the place you called home once upon a time.

-"Bigger Things": You choose to continue your adventure. Your legend hasn't ended here, there is still a road to travel, you will do more, see more and fill your life with more moving experiences.

Notes

[Version 2.0]

-1: This Jump was a remake of the original Dark Souls Jump, which was at the time adopted from Rukipedia. I'd like to give special thanks to them and the different encouraging anons and names that helped me get started with Jumpmaking since it led to lots of happy moment later down the line.

Special thanks to the always amazing and awesome and talented Valeria as well, the cutest and most helpful assistant and girlfriend in the world. I really wouldn't have been able to push this far and hard without her. (For anyone who might have questions in the future, ask for "NuBee".)

-2: Most abilities that would require "souls" may also use sufficient amounts of spiritual energy of a greater cost compared to the cost in souls.

-3: For those curious about the details and differences between Slabs and Embers for the purposes of equipment, it's like this. An ember is great for transforming existing equipment into specialized equipment or just working with it in general. They can't just make it 'more' on their own though.

The Slabs, however, are a crafting and upgrading material. You can make shit out of the various forms of Titanite, or improve upon/reinforce existing equipment with them. When the right Ember and Titanite are used together, that's when the best results are made.

That being said, you're in a real world, not the game, so by no means does this mean the different Embers and Titanites are only good for one thing and locked into their roles. Being creative can often open new doors for these things that weren't available due to game mechanics or new influences.

-4: The additional eyes given by Eyes of Seath can be dismissed as desired.

-5: As a God with a chunk of Gwyn's soul, you no longer strictly need a Talisman for Miracles, able to perform them on your own power, but it does help.

-6: True God has a grace period of a few minutes where you're able to absorb the essence of someone who just died. Contact with someone or something that died can be done through secondary contact, such as through a melee weapon.

-7: If Strange Journey is used to take Scenarios that would directly conflict with each other, such as "God of War" and "Eternal Dragon", those scenarios will happen in different worlds or timelines in order to make sense of things and make clearing them possible despite clashing goals.

-8: As the Zenithal Peak item is seen as a bit too indirect and fluff intensive by some, this note will explain its effects and intent. To be clear, the fire burning in the brazier is a reference to the First Flame, but its power is not on the scale of such a thing, and it only endures from its existence. In future worlds it will be maintained by the current world's life; not degrading it, but staying alive as a product.

-8A: "The remains of fire and light collect here before drifting away entirely, and form this final, temporary lifeline before everything fades away." The brazier at the top of the tower is representative of the First Flame, and can act as a 'backup generator' of sorts for a dying world.

That means when whatever 'life' the planet has is expended, this brazier will start dwindling and keep it alive for a short time. This could be anywhere from a few hours to a few weeks depending on the nature of the degradation in question, but it might help avoid total ruin.

-8B: "Embers from the brazier will float away and fall down on the world, reinvigorating the light within it, as flame cannot truly destroy. There is a residue in what is burned that escapes. Similarly, that which is burned in the brazier will be reintroduced to the world through ember, if only a little."

Similar to how the First Flame introduced disparity to the world with concepts like light, dark, life, and death, the brazier found within the Zenithal Peak is also able to share new things with the world on a much smaller scale.

It doesn't create anything new simply by being introduced to the world and existing. Things have to be burned within it first. Burn a human's corpse in a world without them and small pockets will start to crop up here and there. Burn a bit of magic and wisps of that magic will start to manifest.

Since the mountain is supposed to be 'outside space and time' the embers 'falling down' will fall down everywhere. It will influence the whole world and how it ticks, just not all at once. You could, however, keep burning the same thing over and over to introduce more though.

-9. The various embers in the game were each - with a proper Blacksmith's skills - able to imbue a weapon with unique new abilities. The Large and Very Large Embers were could improve normal weapons, and start them on different, basic paths such as Magic or Fire.

Divine Embers could turn normal weapons into 'Divine' weapons which could deal magic damage, improved with 'Faith,' while lowering their scaling with physical stats, and prevented skeletons/undead animated by necromancy from getting back up again.

The Dark Ember could turn a Divine weapon into an 'Occult' weapon which was similar (magic damage, Faith scaling, lowered phys scaling) but more intense in how it influenced scaling, and allowed a weapon to deal more damage against gods/divinity.

The Magic Ember could further improve 'Magic' weapons which dealt magic damage, scaled with 'Intelligence,' and lowered physical stat scaling. It had no auxiliary effects but held superior damage to 'Divine' weapons which filled similar roles against most enemies.

Enchanted Embers could turn Magic weapons into 'Enchanted' weapons which further improved Int scaling and magic damage while lowering phys scaling and phys damage.

Crystal Embers could turn normal weapons into 'Crystal' weapons which crystallized the weapon, drastically improving the physical damage it could do, but making it more brittle, and making it so it couldn't be repaired at all. Essentially made weapons a consumable.

Flame Embers could improve 'Fire' weapons which bestowed fire damage upon a weapon but removed all 'scaling' essentially meaning it didn't matter how well you swung the weapon.

Chaos Embers could turn 'Fire' weapons into 'Chaos' weapons which were essentially the same, but could scale their fire damage off of how much 'humanity' they possessed.

Shields could also be imbued with various powers and would be more effective in protecting from associated damage types. This is simply how these things worked in the game, and how they work in a 'real life' scenario is up to you. Infuse armor with different embers if you want. Say the 'magic' damage of Divine weapons, Occult weapons, and Magic weapons are also different. It's all you.

-10. Normal Titanite is used for performing normal upgrades to various weapons. It can also improve various forms of infused weapons to a point such as Crystal and Lightning weapons. Lightning weapons, by the way, could only be obtained by visiting the Giant Blacksmith.

Green Titanite was only found in shard form within the game and was used as the initial upgrade material for Magic, Divine, and Fire weapons. It could be seen as a generalist 'special' material.

Blue Titanite was associated with magic and could upgrade magic weapons beyond what Green was capable of, as well as being required for improving Enchanted weapons. It was the 'magic' material.

Red Titanite was associated with fire and could upgrade fire weapons beyond what Green was capable of, as well as being required for improving Chaos weapons. It was the 'fire' material.

White Titanite was associated with the gods and could upgrade Divine weapons beyond what Green was capable of, as well as being required for improving Occult weapons. It was the 'divine' material.

Twinkling Titanite never came in any specific sizes, and was used for upgrading especially strange or unique weapons like Grant or the weapons of the Black Knights wandering around. The specifics are unclear beyond it hosting 'powerful energies.'

Demon Titanite as harvested from a Titanite Demon was used for improving 'Boss Soul' weapons; weapons produced with boss souls like Quelaag's Furysword, or the Lifehunt Scythe.

This is simply how these things worked in the game, and how they work in a 'real life' scenario is up to you. There aren't any 'Green Titanite Slabs' or 'Twinkling Titanite Slabs' and what those do ends up being left entirely in your hands. What does an object made wholesale from titanite do? I don't know.

-11. DS1 (2.0) Changelog
>General Format Updates. In some places because of document issues, and in other places because of personal preference.
(Origins)
>New Origin: Blacksmith
>New Origin: Giant

(General Perks)
>Drifting Hollow (Heavily changed|Free/200 price|Effects resembling actual Hollow status)
>Soul Collector (Price Reduction: 200CP -> 100CP)
>Mystic Ember Smith (Moved to the Blacksmith perk line, and broken up into the 100 and 400CP perks of that line.
>Strange Journey now has a discount reallocation mechanic added to it for build diversity. / Altered to proc 'Wandering Spirits' with too many purchases.
(Firekeeper Perks)
>Bonfire Creation receives synergy bonus from A Nice Long Rest
>Gnawed By Infinity receives synergy bonus from Soul Growth
(Darkwraith Perks)
>Dark Hand (100CP -> 600CP/Buffed with Lifedrain ability, among other things./Synergy bonus with Lambs to Slaughter.)
>NEW Darkwraith Perk: Serpent's Tongue (100CP)
>Dark Slumber now receives its synergy bonus from Serpent's Tongue.
(Gravelord Servant Perks)
>Gravelord Vassal (Removed)
>NEW Gravelord Servant Perk: Sincerest Flattery (200CP)
>Eye of Death's synergy bonus changed in light of new 200CP perk.
(God Perks)
>Ancient Tradition fused with Lord Splinter 400CP perk, renamed True God
>NEW God 600CP Perk: Miraculous Intervention, synergy bonus with True God

(General Items)
>Armor & Weapon Smithing Boxes (Moved to Black Smith Items)
>Green Titanite Slab (Removed/Moved to Black Smith Items)
>NEW General Item: Fashionsouls (200CP/100CP)
(Undead Pilgrim Items)
>Titanite Slab (Removed/Moved to Black Smith Items)
>Zweihander (Moved to Undead Pilgrim from Firekeeper)
(Firekeeper Items)
>Very Large Ember (Removed/Moved to Black Smith Items)
>NEW Firekeeper Item: Heavy Torch (100CP)
>NEW Firekeeper Item: Flame Stoneplate Ring (100CP)
(Archive Scholar Items)
>Blue Titanite Slab (Removed/Moved to Black Smith Items)
>Seath's Embers (Removed/Moved to Black Smith Items)
>Logan's Catalyst (300CP -> 200CP)
>NEW Archive Scholar Item: Catalyst Studies (100CP)
>NEW Archive Scholar Item: Capricious Archives (300CP)
(Way of White Items)

>Large Divine Ember (Removed/Moved to Black Smith Items)
>Gold Coins (Removed)
>Lloyd's Talismans (100CP -> 50CP)
>Sanctum (200CP -> 100CP)
>Thorolund Talisman (300CP -> 200CP)
>NEW Way of White Item: Good Book (100CP)
>NEW Way of White Item: Pilgrimage Road (300CP)
(Chaos Servant Items)
>Large Flame Ember (Removed/Moved to Black Smith Items)
>Red Titanite Slab (Removed/Moved to Black Smith Items)
>Gold-Hemmed Black Clothes (200CP -> 100CP)
>Knight of Thorns (300CP -> 200CP)
>NEW Chaos Servant Item: Bundled Silk (100CP)
>NEW Chaos Servant Item: Diseased Hole (300CP)
(Forest Hunter Items)
>Enchanted Ember (Removed/Moved to Black Smith Items)
>NEW Forest Hunter Item: Giant Kitten (100CP)
(Painted Heathen)
>Dark Ember (Removed/Moved to Black Smith Items)
>Bloodshield (200CP -> 100CP)
>Xanthous Cloth Armor (Minor Update)
>NEW Painted Heathen Item: Priscilla's Dagger (200CP)
(Dark Wraith Items)
>Covenant of Artorias (Expanded effect and description. Price swapped with Catalyst of Manus)
>Catalyst of Manus (Price swapped with Covenant of Artorias)
(Blade of the Dark Moon Items)
>Leo Ring (Moved to God Items/50CP -> 100CP/Updated description)
>Twinkling Titanite (Removed/Moved to Black Smith Items)
>Book of the Guilty (100CP -> 50CP)
>NEW Blade of the Dark Moon Item: Throwing Knives (50CP)
>NEW Blade of the Dark Moon Item: Demon's Spear (100CP)
(Demon Items)
>Chaos Flame Ember (Removed/Moved to Black Smith Items)
>Titanite Demon (Moved to Black Smith Items)
>NEW Demon Item: Demon Great Machete (100CP)
>NEW Demon Item: Centipede Demon (300CP)
(God Items)
>Hawk Ring (Moved to Giant Items)
>White Titanite Slab (Removed/Moved to Black Smith Items)
>Dragonslayer Greatbow & Dragonslayer Arrows (200CP -> 100CP)
>Dragonslayer Spear (300CP -> 200CP)
>NEW God Item: Zenithal Peak (300CP)
(NEW: Black Smith Items)
>NOTABLE: All Slabs are one item, all Embers are another. These items function in a way as to allow you to buy the original items individually, or bulk purchase them at a cheaper price.

(Companions)
>Summon Friendly Phantom (Price reduction, 150CP - 50CP./Same origin discount removed./Bulk Purchase added./Equipment lock like S&S added.)
>OC Companions (Price Reduction: 300CP OC Companions -> 200CP./Price Reduction, Eternal Dragon Ally 400 -> 300./One time discount mechanic added.)
>Destined Meeting (Variable Prices -> Flat 100CP/Companion Selection Limits Removed/One time discount mechanic added.)

(Scenarios)
>Companions may take scenarios, however rewards are locked to them.
>NEW: Shared Blacksmith & Giant Scenario

(Drawbacks)
>Drawback Limit (Removed.)
>Cackling Stalker (Adjusted./Potential to catch Patches after being caught in a trap once./Potential to recruit Patches as a companion.)
>Crestfallen Warrior (Removed, replaced with something that better inspires stories and stuff, rather than just being a fiat bad time.)
>Grounded (Removed, replaced with something that better inspires stories and stuff, rather than just being a fiat bad time.)
>PRAISE IT (Dropped into open 100CP slot. Made somewhat less severe as a result.)
>Ruptured (Removed, unfun and a hassle rather than challenging.)
>Unwanted Visitors (Reworked into 'Wandering Spirits' Drawback following similar themes)
>All Mimics (Renamed, Oops All Mimics)
>Disrespect (No longer requires Grounded./Made less severe in general.)
>Welcome to the Bone Zone (Dropped into open 200CP slot./Reduced in severeity; skeletons are simply much more common rather than being everywhere all the time.)
>Vanquished (Removed, just seemed unfun.)
>Kindling (Removed. Doesn't feel right, seems blatantly unfun. Replaced with something new.)
>NEW Drawback: Goddamn Poison Swamps (+100CP)
>NEW Drawback: Life Last (+100CP)
>NEW Drawback: Jealous Goddess (+300CP)
>NEW Drawback: One's Demise (+300CP)

(Notes)
>Three new notes (Zenithal Peak Details, Ember Details, Slab Details)