

Dark Souls 3 - Covenants (Jumpchan)
by Ferrlovskar

The fire is dying. Fading-fading, perhaps, for the last time. As the lords abandon their duty the unworthy are now called upon to pick up the slack, to fight in their place. But, enough about that storied destiny that surely those who seek to visit this world already know all about, let's instead cast our eyes on the many factions that divide the land.

These Covenants, some of them nearly as old as light itself, are all unique. They differ both in goals and belief, in their faith, and what morals they uphold. Often they clash. Some rare times they find brief alliances blossoming. As unkindled ash flock to the covenants' banners, some in contempt of the purpose they were raised for and some in pursuit of that distant goal, they will find that their chosen factions are all but simplistic in their connections and dealings with each other, that there are secrets and plots, a sprawling web of intrigue and deceit—all hidden from the sight of the simple foot-soldier—that will decide their lives and the very fate of this world. Will you seek to unravel this convoluted mess of old and broken souls, or will you leave them to their proceedings and pass by unnoticed?

Take 1000 CP to help you on your journey.

Origins

Who have you sworn yourself to?
Choose Age & Gender Freely

Way of Blue
You are alone, not part of any real covenant. Somehow you found a certain blue sheepskin though, perhaps as a family heirloom passed down through generations or perhaps simply while rifling through some trash. The Blue Sentinels and Blades of the Darkmoon are sworn to protect those of the Way of Blue and now you fall under their protection. You are new to this realm of covenants and can still choose where you want to go, or just stay one of the protected while journeying through the land. *You awake on the High Wall of Lothric.*

Warriors of Sunlight
As a Warrior of Sunlight you are a follower of the firstborn of Gwynn. Wiedling miracles and a trusty blade you seek out those in need to provide a helping hand against challenges in their path or invaders after their head. *You awake in Lothric Castle.*

Blue Sentinels
Your order is old and serves the same purpose as that of the Blades of the Darkmoon, you protect the innocent and punish the guilty, actively seeking out those who bear the stain of sin upon their soul. In this land your own covenant has been lost to time, replaced fully by the Blades of the Darkmoon whose leader you now swear fealty to. *You awake in Anor Londo.*

Blades of the Darkmoon
A disciple of Dark Sun Gwyndolin, you serve your master by hunting down the guilty, wreaking vengeance upon them for their slights against the gods. You currently serve Company Captain Yorshka, the sister of your now vanished leader. While you sometimes take up the mantle of protecting those in need, such as those of the Way of Blue, your main purpose is reprisal against those who have disrespected the gods or their covenants. *You awake in Anor Londo.*

Rosaria's Fingers
A servant of Rosario, the mother of rebirth, you hunt down others, invading their worlds, and kill them for their tongues. Some serve your mistress to be reborn, others to grant her a voice. Whatever path you take is up to you. Know that your peers now are all killers, most caring naught if the tongue they retrieve comes from an innocent. *You awake in the Cathedral of the Deep.*

Mound-Maker
As a Mound Maker your Covenant houses mad men, often in the form of those left destitute by society long enough to go insane. While it might seem dangerous to have the clinically insane as your allies, and sometimes fights between you will break out, know that everyone of this covenant shares a common desire, to have a family and a place to belong. *You awake in the Undead Settlement.*

Watchdogs of Farron
A Watchdog of Farron guards the path to the Abyss Watchers, ensuring that those exalted warriors may sleep in serenity. Many are the unkindled ash that try and brave the forest that makes up your backyard and even discounting them there are dangerous creatures about, though some might be in accord with you. *You awake in Farron's Keep.*

Aldrich Faithful
Another Covenant that works at upholding the peace of a chosen lord, though the peace in this instant is more of a gluttonous slumber. Those who serve Aldrich have seen past fire to the age of the deep and now guard the ruined cathedral that makes up his home. Some of you might also be sent out to gather more victims for your lord to consume. *You awake in Anor Londo.*

Spears of the Church
As a Spear of the Church you protect the slumber of Princess Fillianore, ensuring that the ringed city stays closed off from the world, closed off from the fading of the flame, by slaughtering any who dare trespass. *You awake in the Ringed City.*

Perks

Perks are Discounted to their Origin,
100 CP perks are instead free.

-General Perks-

Ranking Up - 100 CP
Whenever you are a part of an organisation you will have many opportunities to increase your standing there. If doing so would require ripping out people's tongues then you would constantly come across acceptable and easy targets and if it instead requires solving prestigious cases for your firm then you would be presented with the opportunity to take on dozens of such cases each week. This doesn't increase your abilities in any way, just provides you with more opportunities.

Area Defender - 200 CP
The Watchdogs of Farron and Aldritch's Faithful. They have pledged themself to the defense of certain locations, being summoned when intruders dare trespass, and now you can do the same. You can mark an area, up to the size of a city, and instantly know when trespassers dare enter it. When this happens, you can teleport to their general area to defend it (you are summoned in your phantom form, meaning you are a bit weaker but that dying won't harm your real body).

Covenant Leader - 300 CP
You are able to create a small subspace in an area of the world. People in all alternate realities who enter the place this subspace takes in their world are transported to your subspace. You could, if enough swear their allegiance to you, have an organisation numbering in the thousands, consisting of lone warriors in different worlds, who spread your will throughout the multitude of worlds you have touched in this way.

The Might of Magic - 100/400 CP
100 CP will net you a basic knowledge in either Miracles, Pyromancies or Sorceries, possessing both theoretical background and the ability to wield a couple of simple spells. For 400 CP you are instead a fully fledged master of your chosen path, possessing knowledge of all the spells found in-game and perhaps a couple more. Your theoretical background has also increased to match this and you are one of the foremost scholars of this world in your area. You can also sense other people's strength or potential for your path, allowing you to feel the level of their Intelligence, Faith or the strength of their inner fire.

Lord of Cinder - 500 CP (Capstone Booster)
You are one of those exalted souls who linked the fire in ages past. This increases your physical abilities, natural defences/resistances and the power of your soul by a large margin, making you a truly mighty specimen to behold just with this! Two of the covenants are already directly associated with lords of cinder, the Watchdogs of Farron and Aldrich's Faithful, so either your ascension will bring more acclaim to them or perhaps it will increase the prestige of another covenant? Do take care though jumper, as with this unkindled ash will seek your cinders.
Should you wish to not have undergone the ascension of a lord then for 200 CP you will simply gain the Capstone Boosting parts of the above perk.

-Way of Blue-

Helpless - 100 CP
You appear helpless. This works both in the way of making others more likely to help or spare you, pity at your situation guiding their actions, both also in the way of making enemies underestimate you and more prone to play with their target for a while when that target is you. Can be turned off after this jump.

Hide and Seek - 200 CP
What can a poor newbie do when the scary phantoms invade? Hide away and wait for them to leave (or for help to arrive) of course! Sorceries such as Hidden Body, Spook and Chameleon are, apart from already being mastered by you, increased both in their length and effectiveness. You can also easily find hiding spots to squirrel away until danger has passed and have a good sense for when you have been discovered.

Beginner's Luck - 400 CP
You possess luck that helps you survive most deadly encounters, at least at first.
things you would have no way of knowing about, always gives you a fair chance to survive (unless, fighting god?)
stops you from dying to complicated techniques you have never seen before (backstabbing or riposte for example, or complicated weapon arts from the late-game, or powerful spells) the first time they are used on you. Beginner's Luck - managing to parry a complicated technique by mistake or stumbling in just the way needed to avoid the hammer of a hidden foe.

Ancient Accord - 600 CP
As the beneficiary of an ancient accord you are granted this blessing. When you are attacked, when you are not the aggressor, random blue phantoms will be summoned to protect you, following your wishes on how to deal with the threat. The amount of phantoms summoned will always be equal to the number of your enemies, meaning you will always have a number advantage of one (you). The phantoms are about as strong as the Blue Sentinels and Blades of Darkmoon in this world, possessing greater physical abilities than normal humans, having knowledge of miracles, pyromancy and/or sorcery and wielding absurd and/or magical equipment. If a phantom is slain, a replacement will be summoned in about twenty seconds to take their place.

-Warriors of Sunlight-

Sun Bro - 100 CP
Glowing golden, in the metaphorical sense, your presence brings hope and banishes the darkness! You possess a friendly, bombastic way that can bring joy and hope to even the most downtrodden of individuals, banishing despair even when facing nigh-impossible odds. Your personal faith in the possibility of a brighter future is also unshakeable, allowing you to continue fighting despite what hardships you go through.

Great Lightning Spear - 200 CP
You have mastered one of the essential weapons of your covenant, the great lightning spear miracle. It costs less for you to use and you can create and throw it in about one second. In your hands the spear is also more powerful, due to your familiarity with the miracle and the faith you place in its tale. Needless to say you are also capable of using the normal, weaker version of the lightning spear and you also have an easier time learning and using other miracles related to lightning.

A Warrior's Duty - 400 CP
It is the duty of the warriors of sunlight to deliver a great conquest to their summoner. To accomplish this goal you have the ability to grant great fortune to those you choose to serve/aid, this can only be applied to one single individual at a time though. With you by their side fate will stand behind them, essentially giving them a form of plot-armor for as long as you serve them and their cause.

Sacred Oath - 600 CP
A warrior's oath is a sacred thing. When you make an oath, or when you are on the receiving end of one, you can make it binding to a degree, giving those who took the oath increased determination to uphold their oath and making it hard for them to break it (something that requires great willpower). You can also constantly exude the power of the Sacred Oath miracle (to a much greater degree in both range and power than the miracle itself) and can bless those whose oath you have made binding with the same, this lasts for as long as they keep their oath. This aura increases damage dealt and decreases damage taken by yourself and allies close to you, about twenty meters, by fifty percent, this applies to all forms of damage.

-Blue Sentinels/Blades of the Darkmoon-

A Helping Hand - 100 CP
It is easy for you to notice when people need help. By throwing someone a glance or two you could quickly and accurately evaluate their physical and mental health and if they are currently under a lot of stress or pressure. Even creatures or other sentient things who act mostly emotionless without much to go on regarding physical tells, like robots or phantoms, can be read by you.

Shade of the Gods - 200 CP
The Blades of the Darkmoon were feared as the shades of the gods, dealing with the threats/nuisances against their masters in secret. To live up to this reputation you have become a master of covert operations, investigation, cold reading, the tracking of targets in urban environments and also both public and not so public assasination. May the enemies of the gods tremble in fear at your passing jumper!

Judgemental Beholder - 400 CP
At will you can summon a floating red eye which will seek out those guilty of sinning. Only you and the target can perceive this eye, though other sinners can feel its presence as an unsettling disturbance, and the target will feel the dread of their coming judgement when looking upon the eye. The eye shares its vision with you and it can fly at twice your top speed, though you can have it slow down if you want to. You can with time learn to summon more eyes at once and can grant their vision and the ability to see them to your compatriots.

Tales of Revenge - 600 CP
The main weapon of the Blades of the Darkmoon is fittingly enough the Darkmoon Blade miracle, enhancing their weapons with magic. You have internalised the miracle, allowing you to call upon it at any time without needing to expend any of your soul power, and can apply it instantly to whatever weapon you are currently holding. The power of the Darkmoon Blade when you call upon it also increases with the severity of the target's sins and with your own desire for vengeance against them, should someone have killed one of your friends in cold blood for example this balde could become several times as powerful as before.

-Rosaria's Fingers-

X-finger Jumper - 100 CP
Murderers, battle-maniacs, those who delight in bloodshed; these are the people you call comrades with this origin. Understanding and interacting with people like this is second nature to you, making it easier for you to manipulate and increase your reputation with those types-or simply to survive their passing. This perk also comes with a name for your background that clearly shows your allegiances to the fingers of Rosaria, examples are as follows; Ringfinger Leonhard, Longfinger Kirk, Yellowfinger Heysel.

Stolen Embers - 200 CP
Rosaria's Fingers, apart from their duty to the mother of rebirth, are entirely dedicated to hunting and killing other Unkindled Ash for the embers they possess. This perk allows you

something similar, to heal your own wounds through taking lives and also revitalizing you, returning your body to its optimal state, purging diseases, lifting curses and mending broken bones.

Acclaimed Duelist - 400 CP
A master of the arena, before you joined your Covenant you were probably known far and wide as a legendary duelist. You have a very high degree of skill in fighting one against one, or against a small number of combatants at once. This is simple skill at combat, reading openings and adapting your rhythm, but also comes with great enough situational awareness to keep track of several enemies at once and a talent for small scale battle tactics, knowing when to retreat and how to use the environment to your advantage (guy with a big sword having trouble in a small tunnel for example). Now use these skills to triumph over others!

Mother of Rebirth - 600 CP
You have the ability to change how you look and alter your stats (sacrificing some of your strength for more speed or intelligence for example) and you can do this to other people who agree to it or are restrained. You can do this up to five times per person, doing it more will transform them into misshapen man-grubs, something you don't have to worry about for yourself. The process takes a couple of minutes and you also can't change someone's gender, only their looks.

-Mound-Makers-

Mad Spirit - 100 CP
You carry an aura of madness and chaos with you now. Aside from making you more intimidating it also makes it harder for people to discern your true motives or tactics, obscuring your tells and behavioral patterns through projected madness, both body language and tone of voice. This perk doesn't actually make you mad.

Battle Maniac - 200 CP
Well now you are slightly mad, at least by the standards of most others. You are no longer impeded or distracted by pain on any level and you find yourself utterly unafraid of whatever being or situation you face, though you can still fear losing people or things you love and such. When you are wounded you even seem to become slightly stronger and faster, a temporary boost, akin to the tale of the berserker fury.

Unshackled Madness - 400 CP
Madness, chaos, can't be chained down. Machinations surrounding you fall apart easier than a house of cards. Mind-control just slides off, the usual metaphors of trying to move a mountain or grasp smoke, and you can instinctively sense when someone is trying to sweet-talk you or otherwise verbally manipulate you into doing something. Trying to trap you through physical means is just as fruitless an endeavor. Locks fall off, ropes and chains slide of your form, doors fly open, barriers break and more as holding you trapped anywhere for long becomes all but impossible. As a side benefit you are also very capable of using chaotic

situations to your advantage, thriving in madness and chaotic situations where others would become overwhelmed.

Herald of Chaos - 600 CP
Your presence now turns the world mad as well. Monsters disrupting the flow of combat, weather turning bad as a sudden storm brews up, old buildings crumbling, wildfires breaking out and spreading, infighting due to old grudges coming up by chance just then, new groups or singular individuals being drawn into the conflict and more. When you want it the world around you will turn chaotic and while this increases the danger to you as well, one should not underestimate the capabilities of those who thrive in chaos and find reason in madness.

-Watchdogs of Farron-

Watchdog - 100 CP
Your duty comes with a need for being able to notice any enemies trying to sneak past your post. As a result, your sense of smell is equal to that of a bloodhound and your hearing and sight see similar increases in their potency, allowing you to easily suss out any trespassers. You can also smell, see and hear corruption, the abyss and similar dark/corrupting forces on creatures and places, allowing you to know when someone carries such taint.

Wolf Knight - 200 CP
You are a fully trained wolf knight. As a result you possess a great deal of agility, allowing you to perform spinning attacks that would make a normal man hurl at the attempt or run backwards across the most uneven of terrains with your eyes closed. A side benefit of this perk is that it also makes you very good at reading and using body language, knowing what someone is about to do and appearing more intimidating yourself at will. Lastly you also find yourself very skilled at wielding greatswords, having much innate talent and experience with them.

Pack Instincts - 400 CP
When you work beside people who are committed to the same cause as you, you get to know them and develop bonds of comradery much quicker than normal, a couple of days being equal to months of fighting side by side. You all also work much more effectively as a group, on the battlefield it will be like your subconsciousnesses are all connected, allowing you to easily predict the moves of your comrades and to flawlessly perform complicated group tactics without a word said.

Young Wolf - 600 CP
You have fully embraced the wolf's blood. At will you can transform; a dark, steel-like, fur covering your form and your features changing slightly to resemble a wolf, nails turning into sharp claws and your teeth becoming fangs to name a few changes. In this form your strength, speed and stamina recovery receive a substantial increase and your new hide offers good protection against physical blows and both ice and fire, making what would before have been a strong blow into a mere tap.

-Aldrich's Faithful-

Worn Out Places - 100 CP
Fighting trespassers in the same place over and over again has taught you a thing or two. You are very good at remembering the outlay of locations, knowing where the dead-ends are or where steep falls lie but a few meters away, and have a lot of talent and experience using this to your advantage. Getting the lay of the land of new locations quickly is also much easier with this.

Dreams of Grandeur - 200 CP
Just like Aldrich you can learn skills, a martial technique or a sorcery for example, through dreaming of people possessing those skills. These dreams will happen semi-regularly and their target depends on your proximity to people or people with a close connection to the target. If you had devoured a god, perhaps then would you dream of his sister or of a knight of his trying to find him, and if you were traveling with a scholar, perhaps your dreams would show you the face of the person hunting her and teach you their deadly bow-technique. Do note that not all visions will result in a new skill being learned, though seeing it once in the dream is often enough to gain basic ability and knowledge of its usage. If you are by yourself you default to dreaming about people with a strong connection to you (those you love or hate or the other way around).

Man-Eater - 400 CP
While dreaming about others to receive their powers is one way to do it there is also a darker path, the act of devouring others for more strength. Your human form has softened into a black abyssal sludge, the size and strength of which can be increased by consuming other beings. This form makes you immune to most poisons/toxins (and highly resistant to those that can still affect you) and increases your resistance to magic, bleeding and the cold but also makes you more vulnerable to fire and lightning. You are powerful though somewhat slow on land, able to wriggle about like a worm or throw yourself at enemies to crush them or envelop and consume them, but when submerged in water your speed, strength and maneuverability as well as your ability to manipulate your shape drastically increases. In a world under the ocean, your form would stand unmatched! If you are in the act of consuming someone you can use their body to attack, striking with their limbs or using their miracles to attack enemies from afar!
This becomes an alt-form after this jump.

Saint of the Deep - 600 CP
You carry with you a deeper, more condensed, form of darkness than the rest of humanity, a strong connection to the deep. Like Aldrich you retain your sanity and this connection also allows you several benefits. You can enhance weapons you touch with the deep, turning them into dark variants like the Deep Battle Axe, which empowers their strikes with darkness. You yourself are also empowered by the deep, becoming more durable and being bestowed with unnatural stamina and strength. You can also create places of the deep, a process that goes quicker if you can get your hands on some human dregs, to spread its influence and can command and create deep-aligned creatures, your connection to the deep making most of them see you as a saint or a messiah. Your connection also massively

enhances the power of any deep sorceries, miracles or similar abilities you use and allows you to see perfectly in the dark as well as underwater.

-Spears of the Church-

Sacred Decree - 100 CP
When you choose to serve someone your loyalty to them becomes very hard to subvert, as long as serving them is still what you wish. This doesn't brainwash you, you can still see the faults in your chosen master and decide to leave them, but people trying to trick or tempt you are spurned by fate, their ploys falling through easier than normal, and met with an unshakeable willpower, when it comes to you staying loyal at least.

A Spear's Spear - 200 CP
You truly live up to the name of your covenant! This perk makes you highly capable of fighting using spears, and other polearms. You are well versed in fighting while protecting someone or something, able to halt enemies' advances and block attacks aimed at your charge, and also very knowledgeable about first-aid, able to quickly assess wounds and administer what aid you can give in the moment.

Sworn Defender - 400 CP
Using this perk you can swear yourself to the protection of someone and receive a couple of benefits from it. Firstly this allows them to summon you when they need you, teleporting you to their location, and allows you to summon yourself to them when you desire. You are also always aware of their state of health (both physical and mental) and can feel when dangers approach them, like a spidey-sense focused on them instead of you. You can decide to swear yourself to someone new, but this leaves you without the benefits of this perk for a couple of days.

Blessing of Protection - 600 CP
The Spears of the Church are bestowed with a blessing of protection when summoned to do their duty. You are a special case though as the blessing has been permanently applied to you. The blessing doubles your stamina and the power of your soul, allowing you to fight longer and use more techniques or spells that rely on your soul. Its main focus though is perseverance as it cloaks your body in an invisible force field that weakens all attacks made against you and also enhances the innate resistances of your body, meaning things like curses, poison, bleeding, frostbite and more have a harder time affecting you.

Items

Items are Discounted to their Origin,
100 CP Items are instead Free.

-Way of Blue-

Homeward Bone - 100 CP

A bone that when crushed, will warp you back to the last safe place you visited that is also currently safe, will default to bonfires in this world. It will repair itself each new day, allowing you to use it again and will return to you if lost or stolen.

Better Estus - 200 CP
This special estus flask possesses two qualities that makes it superior to others of its kind. The first is that its liquid is imbued with powerful regenerative qualities, blessing those who drink from it with a few minutes of constant healing, and the second is that it slowly but surely replenishes itself over time. Should you drink it empty you need but wait for about ten minutes before it is full again!

Blue Tearstone Ring - 400 CP
This curious ring boosts the defense of their wearer when they are in danger, increasing their defences several times over when they are close to death and persisting until they have recovered from this state to a more stable one. This version of it also allows you to survive a single blow, no matter its strength, as long as you were mostly healthy before it hit you (if you had more than 50% of your health in game terms before the attack). This still leaves you with only a sliver of health, on the verge of death, but also allows you to survive great falls and dangerous traps that someone unaccustomed with the area would be unaware of.

The Way of Blue - 600 CP
A pale blue sheepskin parchment detailing the moon of an ancient accord. It allows one other person, who has this on their body, to be protected by blue sentinels/blades of the darkmoon in their time of need. If someone steals this, a constant stream of summons will appear to slay them and return the parchment to you or the person you had gifted it to. You are also able to tear off pieces of it and give them to people, to allow them a single phantom protector each, it will restore itself with every new jump.

-Warriors of Sunlight-

A Warrior's Tools - 100 CP
If you strive to be a part of this blessed order you have to look the part! You receive the armor of the sun set, the sunlight straight sword, the sunlight shield and the sunlight talisman, all well made but ordinary equipment.

Lightning Clutch Ring - 200 CP
A blessed ring granting you a greater ability to smite your foes with lightning. It provides a dramatic boost to lightning based attacks, whether that be a miracle or a lobbed lightning-urn or something else entirely. While the normal version of this ring would only provide a slight increase to the power of your lightning attacks and would also lower your defenses this one has been improved far beyond that!

Dragonslayer Swordspear - 400 CP
A replica of the weapon wielded by the founder of your order, the Nameless King. This weapon was the earliest form of the cross spear and serves as both sword and spear, allowing for both effective thrusting and slashing attacks. The spear is of high quality,

capable of slicing through most armor and able to pierce even dragon scales, and is imbued with the power of lightning. When it is held high in the air and stimulated with the power of your soul it can also summon a fierce bolt of lightning to descend upon distant foes. This is a mighty weapon worthy to be wielded by a god of war.

Legendary Tales - 600 CP
The Sacred Oath miracle was created through the story of a knight's diligence and faithfulness to his lord. Now your legendary deeds will generate miracles that are given to you through this item. Hold a bridge against a horde of enemies seeking to pass and the miracle created could grant increased poise and stamina recovery, single-handedly shatter a door keeping your side from entering and the miracle created could greatly enhance strength for one attack. The actions taken have to be at least somewhat of legendary status for this Item to activate, perhaps you held the bridge so that your allies could escape with the princess you rescued or perhaps the door was enhanced by magic and known as unbreakable. Any miracles created through this item will be quickly mastered by you and seem stronger and much more cost effective when wielded by you, your status as their source helping you greatly there. You begin with one such miracle, and the reputation that comes with it.

-Blades of the Darkmoon-

Darkmoon Ring - 100 CP
This ring helps attune the wearer more to the magic of this world, allowing them to attune to several more spells; to as such bring a greater repertoire of miracles and sorcery to bear against their enemies. This ring allows the attunement of (3) more spells, and curiously will allow you to attune to as many extra spells in future similar systems; such as the spell-slots of DnD. This is (3) extra spells for every system simultaneously, ignoring the usual constraints on memory, your soul, etc.

Book of the Guilty - 200 CP
A book containing two sections. The first section is a list of the 1000 worst sinners in the current world and shows their name, location and what sins they have committed and to whom they did it. The second section shows the same information but for those who have been indicted by your order, oathbreakers who abandoned their post or went against the sacred decrees you follow.

Darkmoon Longbow - 400 CP
The longbow of Dark Sun Gwyndolin created from the remnants of his soul, this golden bow is imbued with powerful magic and is most impressive with Moonlight Arrows. Arrows fired from the bow are infused with Darkmoon essence, granting them magic damage and allowing them to pierce shields and armor. Infusing the bow with the power of your soul allows you to fire swifter and more powerful projectiles. Eventually, with enough study and a knowledge of miracles, you might be able to replicate Gwyndolin's arrow rain using this weapon. This item also grants you an endless quiver of Moonlight Arrows, golden arrows of highest quality imbued with a magical silvery light.

Ring of Condemnation - 600 CP
A ring lost to the sands of time. It is curious that you would have this here...
It automatically performs counterattacks on those who attack you, forcing them to face the force of their own attack as well. The damage of this is not decided by how much you were hurt, but by the strength of their own attack (meaning that even if you dodge the attack or block it the attacker is punished for the act of daring to strike against you). Should they normally be immune or resistant to their way of attacking then the counterattack will bypass this immunity or resistance entirely, such as a powerful fire drake still having its flesh cooked by its own fire-breath. Those most able to deal with this ring are towering behemoths who can easily weather the strength of their own blows, while those small and quick who or glass cannons are most disadvantaged by its effect.

-Rosaria's Fingers-

Pale Tongues - 100 CP
When you kill someone you will receive a pale tongue from them, which can also be done by defeating someone and ripping out their tongue if you want to avoid killing them. You can transform tongues gifted to you into pale tongues as well. If someone holds this tongue they can speak with the voice of the one the tongue belonged to and if they eat it, they are granted the ability to use that person's voice permanently. For those who have lost their voice and/or tongue, this can restore it.

Crescent Moon Sword - 200 CP
A type of shotel imbued with the power of the moon. Its strange shape makes this weapon hard to master, requiring a dexterous and intelligent wielder to truly shine, but also means that opponents will have a harder time defending against such an unusually shaped weapon. It has a special technique where the power of your soul can be used to fire off fast-moving crescent-moon blades, blasts of green magic, along with a normal slash. Hitting someone with both the slash and the projectile at the same time can cause incredible damage as the open wound explodes with magical energy.

Obscuring Ring - 400 CP
An upgraded form of the common Obscuring Ring. Its obscuring qualities have been extended from just sight to cover other possible ways you can be detected from afar. Your scent, the sounds you make, your 'magical signature', the disturbance in the air your passing leaves and more are obscured from anyone more than ten meters away from you. Even your footprints are obscured from the outside and later erased when they leave the area this ring creates.

Black Eye Orb - 600 CP
A black orb with an eye on it. While holding the orb you can control the eye and see out of it. If you focus the eye on a corpse it will show you visions of the corpse's murderer, how the murder happened and where the murderer is now, and the orb can then allow you to transport your spirit to the murderer's location, allowing you to avenge the victim if you so wish it (this works even if they have traveled to another world). Furthermore, if used within

24 hours of their death, victims can be revived using this, essentially ‘stealing their soul back’ from their killer, maybe sometimes even literally.

-Mound-Makers-

Untrue White Ring - 100 CP
Often used to trick those new to the world of covenants. This ring hides your mad presence, masking all of your bloodlust and evil intent. While wearing it an illusion warps you, making you look and sound trustworthy; everything from your body language to the tone of your voice and the glint in your eye. You can at any time do away with the illusion, shocking any lambs you’ve lured to the slaughter with the bloodlust that lies beneath.

Bloodlust - 200 CP
A vicious katana with a serrated edge along its back. When drenched in your blood, it temporarily becomes much sharper and leaves wounds that bleed profusely, gushing vital essence to an unnatural level. This is the blade of the first Mound-Maker, treat it with the respect it deserves.

Flame of Harmony - 400 CP
An ever burning flame that glows with a gentle and warm yellow-light. It constantly heals everyone close to it and can bestow pyromancy flames to those who touch it, while also instantly bestowing the knowledge of how to use the pyromancy that is its namesake; The Flame of Harmony. Over time this gives rise to a sense of family between those who carry the flames granted by this or even just those who spend enough time in its presence. The flame itself can be picked up by anyone part of this “family” but will burn outsiders.

Personal Mound - 600 CP
A small mound of dirt and bones. Vertebra Shackles placed here add to the family, eventually giving rise to dark, mad spirits that will defend your home should invaders find their way there. Spirits possess most of their old abilities, though they fight more viciously and with little regard for their own health. If slain, the spirits will reform back at the mound as long as their vertebra shackles are still intact, though they need time to regain their strength.

-Watchdogs of Farron-

Wolf Medallion - 100 CP
A medallion showing your allegiance to the Watchdogs of Farron. While wearing this you find that animals tend to leave you alone, able to sense that you have the protection of the Old Wolf and unwilling to attack you unless they would dare fight him, and that they might even join you in fighting your enemies, wolves biting calves and birds pecking out eyes.

Old Wolf Curved Sword - 200 CP
A weapon bearing the soul of the old wolf that stays with the Watchdogs of Farron.
This curved greatsword has two giant ridges on its back, resembling the fangs of a wolf, which are covered in fur-like metal fibers. While wielding the sword you feel more agile and your beastly instincts are enhanced, both of which can be further improved by using the

blade with the power of your soul backing the techniques. Each consecutive attack with the sword also slightly heals you and increases the damage you deal, making any chain of attacks progressively deadlier to your enemies.

Wolf Knight's Greatshield - 400 CP
This shield allows you to wield whatever weapon you hold in your other hand with the same strength, finesse and skill that using boths hands for it would grant you. This allows you to do things such as wielding heavy greatswords with one hand, even if before you would need two hands to lift it, or use complicated techniques usually requiring a two-handed grip. The shield also possesses divine protection, in the form of an invisible barrier around the user, that wards against various elements and status effects, chief amongst them being the corrupting power of darkness which this shield grants considerable defence against.

Old Wolf's Blood - 600 CP
An ancient, nigh unbreakable, urn depicting the duty of the Undead Legion on one side, and that of the Watchdogs of Farron on the other. It is quite large, about one meter tall, and is filled with the Old Wolf's blood. Weapons drenched in the blood will change and become more powerful, creating things like the Old Wolf Curved Sword, and those who drink of the blood, if given your permission, will gain beastly agility and instincts. Someone who takes the blood without your permission will be driven mad by the blood and turn into a feral were-beast. The blood in the urn will fill up again each jump and can be replenished by pouring the blood of creatures you have personally hunted in it, either beast or man.

-Aldrich's Faithful-

Dreg Extractor - 100 CP
A strange tool this is for sure. Human Dregs are the heaviest things within the human body and will sink to the lowest depths imaginable. The strange contraption this item offers you, small enough to be carried with one hand, can extract these dregs from corpses (even in future jumps). Gathered in large enough amounts, these dregs can create a place of the deep, a glorious bedrock for the world that can start spreading the influence of the deep. Other uses for dregs include experimenting with them to create deep spells or miracles and consuming them to increase one's connection to the deep.

Deep Tome - 200 CP
What used to be a divine braille tome, intended to teach divine protection to the deacons of the deep, has been turned into this accursed thing. The book is shrivelled and blackened, the pages turning a murky dark-blue after much time under water. The old miracles this tome contained have been washed away and on its pages are now scribbles of sacrilegious deep sorceries and miracles. The scribbles also tell of half developed ideas for new castings associated with the deep and can be used to further your own study after you have mastered the finished products.

Deacons of the Deep - 400 CP
This here is a religious organisation serving you and worshipping the deep. They are all empowered by the deep, both clerics and large knights, which takes them far above the

common soldier in power and blesses their weapons and equipment with its dark power. The organisation also possesses some tamed monsters aligned with the deep, such as the Deep Accursed, among their ranks. They number in the hundreds and they will respawn when killed a couple hours later, once again at your behest, though hollowing more and more with each death (this can be reset at the start of each new jump).

Corpse of a God - 600 CP
You have here the corpse of a mighty god, on the level of Gwyndolin or the first son of Gwynn. They will possess powerful miracles and equipment and will be a great boon to your power should you consume them. Though, should you stave off your hunger and halt the consumption you will also find great use of their abilities and equipment, puppeteering their body if you possess the right perk. Have you no interest in consuming them perhaps you can nurture them back to life somehow or give them to another for great favor. In each new world you go to you will receive a new one, either the body of a god from this universe or one from the current world. These new corpses will never equal the head of their pantheons; taking PJO as an example you would not receive a copy of Zeus' corpse but perhaps one of Apollo or Ares.

-Spears of the Church-

Filianore's Spear Ornament - 100 CP
Embellished gold cloth woven with the crest of young grass, the knights of the princess proudly display these ornaments on their spears. Tie this to a weapon of yours and you will find that your skill and familiarity with the weapon increases faster than normal and that your attacks using the weapon takes less stamina, as if it lies lighter in your hands. The ornament won't easily come off unless you wish it and can bedazzle opponents with its almost hypnotic whirling.

Young Grass Dew - 200 CP
Stone honoring the Spears of the Church, this one is more powerful than normal and has a slightly different purpose. It slightly increases the blessing of protection granted to the spears and also seems to be tuned to the divine spear of the church itself. If you possess it, this stone will allow it to create and shoot more spears with each casting, doubling the amount.

Divine Spear of the Church - 400 CP
A divine, golden spear gifted to you. While it is a sharp implement that can slide through steel like butter, it also has the unique ability of being able to summon lightning infused spears. These spears can either thrust up around the wielder, impaling those in melee range and protecting the user somewhat from ranged attacks, or can erupt in a row from the user in whatever direction they choose. The spear can also summon six copies of itself hovering in the air around the user that can be shot towards enemies, the speed depending on the user's throwing strength and their faith. All these abilities can be used without the need for the wielder to expend any soul power but they have a short cooldown of about ten seconds between each casting, this cooldown can be bypassed by activating the techniques using the power of the soul.

Angel's Egg - 600 CP
This large egg, requiring both hands to hold it safely, stops time from affecting an area as well as outside factors (like the planet breaking, magic dying or the last flame going out) from causing any differences. The egg can preserve an area up to the size of a large city but will break easily, so keep it safe! With this you can always have a small area of the old world. In new universes you go to this can be set to already be preserving an earlier age.

Companions

Canon Companion - 100 CP
Take a member of one of the covenants with you on your journey! One free for those of the same covenant as you. One of Rosaria's Fingers could take Yellowfinger Heysel, a Blade of the Darkmoon-Sirris of the Sunless Realms and a Mound-Maker could do the same but for Holy Knight Hodrick.

Covenant Partner - 100 CP
Import or create a companion of the same covenant as you. They gain 800 CP to spend on perks and items. Their history in this world is up to you but they probably joined the covenant with you, maybe even because of you.

Of Different Cloth - 100 CP
Import or create a companion of a different covenant than yours. They gain 800 CP to spend on perks and items. You can decide what their history in this world is but the two of you probably know each other, maybe they are a spy for your covenant or you are one for theirs.

The Master - 300 CP
Take your covenant leader as a companion. For Blades of the Darkmoon this can be either Dark Sun Gwyndolin, who you will have to save from Aldrich, or Company Captain Yorshka, who is trapped elsewhere. Some covenants, like the Way of Blue or the Mound-Makers have no real leader and can as such not benefit from this option. Look to the Notes* section for a list of which characters this option is applicable to.

Drawbacks

Take as many as you dare.

Point-Downs: +100 CP
Enemies are much more disrespectful, throwing insults (or dung) and being much more provocative than normal. If you lose, even if the one you fought had help enough to outnumber you several times over, expect them to act as if you should be ashamed of your performance.

Broken Windows: +100 CP

Wherever your covenant holds up seems to have been under a relentless assault by petty trolls. Graffiti in the form of glowing messages cover large areas, even in your inner sanctum somehow, and getting rid of it is only a stop gap measure as new insults against your covenant and propaganda for the others quickly reach to cover the walls, ground and ceiling. Should your covenant have no real base then this is instead applied to a lesser degree to the whole world.

No Dex Allowed!: +100 CP
It seems that the warriors of this land are all of the belief that their chosen way of fighting is the only honourable one; whether that be the might of sorcery, the swiftness of those preferring dexterity over strength or even those wielding bows as their main weapon. This Drawback will cause more division both between the covenants and inside of your own. While it won't often lead to open fighting, perhaps a drunken brawl or two between covenant allies, it means that many here will disrespect you and their peers simply for the way you fight.

Covenants A Plenty: +200 CP
Have you ever heard of the vicious Bloodshades jumper? Have you perchance spotted the Groove Crusaders patrolling Archdragon Peak, or perhaps faced the army of cactus men that makes up the Tumbleweeds covenant? With this Drawback you will get plenty of chances to as many player/fan-made covenants now grace this world with their presence. The addition of these extra covenants means that more of the land you walked is claimed by someone or fought over by those of different covenants, adding more chaos and strife.

Soul of a Weary Warrior: +200 CP
Burdened with depression and hopelessness, a series of past traumas and failings have left you emotionally destitute. Perhaps you burned in the first flame and the pain still haunts you, or perhaps you lost people close to you to hollowing and had to put them down. Either way you will have trouble gathering any motivation or strength of will to do much more than sit around or fulfill basic tasks for a while. Going hollow will be a real threat with this perk until you can find a purpose or perhaps a friend to drag you out of your funk.

Generous Benefactors: +200 CP
With this it would seem that every Covenant apart from yours suddenly got a hell of a lot richer… Their chosen warriors are all much better equipped than before, all of them carrying high quality disposable items (such as embers, lightning urns, etc) and equipment.

Viper's Nest: +300 CP
For some reason your covenant is wracked by political intrigue, both from the outside and the inside but especially within its walls. Opposing factions in the covenant will try to undermine others, blood-feuds and disputes will constantly break out, secret plots to change the current leadership and more will go off during your time here. And you will inevitably be wrapped up tightly in this web of intrigue. The form this takes depends on your covenant, as the Warriors of Sunlight might have more open duels or defemation campaigns while Rosaria's Fingers have to deal with assassination attempts and ambushes by their peers.

Dogmatic: +300 CP
Whatever your Covenant's goal is, you are now fully dedicated to it. For the ten years you spend here you will be fanatically devoted to your covenant. For you, the covenant leader (should they exist) are as a god to be revered and worshipped. For you, enemies of your covenant are vile monsters in human skin who deserve little to no consideration apart from the small chance of conversion. For you, your own health and well-being comes second to fulfilling the tasks set before you by your covenant and while you won't willingly go to your death-you'll still take on more danger than you probably should to be of use to your covenant.

Like Moths...: +300 CP
..to the brilliant ember that rests in your chest. Invaders will hound your steps doggedly, ensuring that little rest is to be found here. If you picked *War of the Covenants* then this becomes more confrontations with people of other covenants as their numbers are bolstered somewhat and you become a known priority target, especially if you have a directly opposing covenant.

Gank Squads: +400 CP
You will almost always find yourself outnumbered when fighting. When before a single opponent might have blocked your path, they might now be joined by three of their fellows. When you and those of your covenant clash with another, your side is always the smaller one. If you have the Ancient Accord perk you will only get half the points of this perk, as you are still fighting in larger groups but without being outnumbered.

Lonely Devotee: +400 CP
Imagine large and grandiose halls where only a single person's footsteps echo, empty of all life but one. This is the fate that awaits you in this world as your covenant is only with only a singular (or a few if your companions share your banner) devotee. While this will probably improve your relationship with your covenant's leader, seeing as you are their only follower, you will still be grossly outnumbered by the other covenants.
Can't be picked with *Devourer Rising*.

The Nine Saints: +400 CP
The Knight, the Mercenary, the Warrior, the Herald, the Thief, the Assassin, the Sorcerer, the Pyromancer, the Cleric. These monikers might seem familiar to you, and they should. They are the starting classes of Dark Souls 3 and now they will join in this world of covenants. Each and every one of them is a legendary warrior; each an unkindled ash who could, on their own, unite the souls of the lords and defeat the soul of cinder. That is not their goal. They will join up with a covenant that you did not choose and become their foremost champion, in some cases even taking the role of the covenant leader. These legendary warriors will be great boons to their covenants and if you can't measure up, your own will be at a great disadvantage. One more thing before you continue. Some might notice that there is one class missing from the above…

War of Covenants: +600 CP

The covenants now all exist in the same world and have to fight each other for territory. Aldrich's faithful guarding him by the hundreds while scores of their numbers hunt the world for worthy "food", blades of the darkmoon fighting a guerilla war for their leader's freedom, the full force of the watchdogs of farron guarding the path to the abyss watchers, mound-makers spreading chaos everywhere and so on. By default each covenant will have about an even number of members, though this can change with your and other people's actions during the course of the jump. Beware the butterfly and its wings…

Devourer Rising: +600 CP
Aldrich's faithful seem to have been more competent than expected. When awoken again the former lord found not one god to feed upon, but a whole pantheon of them. [The Dark Sun] Gwyndolin, [The God of War] Gwyn's firstborn, [The Princess of Sunlight] Gwynevere, Filianore and even Gwynn himself somehow…
Greatly strengthened by the weight of their souls, and wielding their bodies and equipment like puppets sticking out of his mass, Adrich is now a threat that cannot be ignored. He has begun to aggressively spread the Deep's influence and seeks the souls of the other lords to further bolster his might. He can also sense the particularities of your own soul and seeks it just as feverishly as those of the lords of cinder; aided, of course, by his faithful servants.

Age of Strife: +600 CP
No longer will the world simply sit still, waiting on whatever end the unkindled ash seeks to bring it to. War between Irithyll and Lothric, Orbeck of Vinheim proclaiming himself Lord of Hollows and gaining a following, old champions such as Champion Gundyr leaving their resting place to join factions or start their own and amidst all of this chaos: unkindled ash seeking the souls of the lords... The world will be markedly more active than before and wherever you go you will find that this activity drags you into one happening or another. Chaos awaits you in this world, but what else could one expect from the converging of so many different lands?

Notes*

-Most Items, like the Old Wolf Curved Sword and Bloodlust for example, are stronger when bought here compared to their in-game versions.
-Multiple Sacred Oath auras together do stack but with diminishing returns, rapidly diminishing returns when concerning the damage reduction in particular.
-Angel's Egg examples: if you go to the Fate universe it can preserve the age of gods in a city-wide area, people born there would be capable of feats from the earlier age and magical/divine beasts would still walk the land.
-Ancient Accord is good at dealing with a large number of weaker enemies, as they have to face a never ending stream of opponents. It suffers when it comes to opponents that are very threatening/powerful just on their own, like giants or dragons, as only one phantom is summoned for each opponent.

-Ancient Accord only remains active during a battle. Should you be restrained/knocked unconscious/killed it will despawn the summons until you are free/alive again and actively fighting/running from someone trying to fight you or similar.

Capstone Boosts - Perks

-Sacred Oath

You can't very well engage in jolly cooperation if your compatriots are dying all the time now can you!? As a lord of cinder you fulfilled the destiny laid before you by the gods and were as such one of those great warriors that were blessed by the princess of sunlight. You still carry this blessing with you and your aura now also heals you and allies close to you. This effect mimics the Bountiful Sunlight miracle of Gwynevere, though several times more powerful, as wounds will heal visibly and swiftly while in your presence. This second blessing can also be shared with others similarly to the first. But also face diminishing returns when several of you stand together.

-Ancient Accord

As a lord is it not obvious that you should have more influence over your phantom protectors? You can now call upon them anytime, even if you were the one who initiated combat. Where before it was mostly random, the phantoms summoned will now also have abilities and equipment perfectly chosen to deal with your current enemies, arrows and lightning-spear miracles for dragons or long pikes and pyromancy for a cavalry charge for example.

-Tales of Revenge

You are now able to summon the Darkmoon Blade without needing a weapon to apply it to, able to create and maintain a magical weapon that can mimic any weapon you know of in shape and function (though if the weapon far surpasses the power of those found in this world the replica will be but a shadow, unless your own personal power is great enough). Doing it like this leaves it weaker than if you had a weapon to apply it to but allows you to quickly change what weapon it mimics, giving you increased versatility. Another benefit of your status as a lord of cinder is that you are now able to use other people's desire for revenge to increase the power of the Darkmoon Blade, as long as they are a part of the same group as you. If someone had captured and doomed your leader to a horrible fate then the combined wrath of you and your fellows could be used to enhance your blows against him. This works even with larger groups, like a country, as you become the instrument for their vengeance.

-Mother of Rebirth

You are capable of 'rebirthing' people as many times as you like without them becoming man-grubs, unless you wish to make it so. The speed at which you can rebirth yourself is also increased enough for you to use it while in combat, sacrificing strength for the vigor needed to take a blow or for dexterity enough to avoid it in the heat of the moment, and to instantly change your looks. You are also now capable of changing your or other people's gender with these rebirths, completely rebuilding their body from the scratch up should they wish it.

-Herald of Chaos
But a herald no more! You lord over the chaos your presence can bring. All this chaos and extra danger is no longer dangerous to you, buildings falling on everyone except for you or monsters finding your opponent a more tantalizing prey, and will actively aid you, wind blowing your opponent's arrow off course or a fallen tree creating a bridge for you to pass over a river to pursue a fleeing foe for example. You can also direct it somewhat, leaving out allies and focusing it on a specific enemy or object/building. You can even curse one target at a time (whether that be a creature, a place or an object), meaning that the chaos will hound them for a couple of days even after they leave your presence, often more than enough to bring death to most targets.

-Young Wolf
Your new status as a lord allows you to rule over the wolf's blood in others as well as yourself. With a howl you can transform those in your presence who bear the wolf's blood into similar forms as the one the unboosted perk offered you. This transformation provides them with the same benefits, though to a somewhat lesser degree than you, offered by that perk and lasts until you change back.

-Saint of the Deep
A lord presides over the state of his realm and your word will bring about the age of the deep sea, at least temporarily. At will a dark, deep, light can explode out of you, shifting the world "forward" in time to the age of the deep sea. This allows you to temporarily create an environment around you, in an area of about 50 meters to start with but growing with the power of your soul, that mimics the deep sea, the air acting like water (hard to move in and providing little oxygen to human lungs) and the light being much dimmer from any source (almost completely snuffed out if the only source is the sun high above). Needless to say but your sludge form, if you have it, becomes very powerful in an environment like this.

-Blessing of Protection
The Blessing of Protection now increases slightly for every enemy you face, eventually making you nigh invulnerable and with seemingly endless supplies of soul power and stamina if enough foes seek to try their blades on you at once. If an army wanted to slay you, their best bet would be to restrain you and then drown you, a task easier said than done when dealing with a lord of cinder. This only works based on the number of people actively targeting you at the moment, fighting in a war between two sides wouldn't net you the benefit of the entire opposite side unless they mostly ignored everyone except for you.

-Covenant Leaders-
Warriors of Sunlight: The Nameless King
Way of Blue: N/A
Blades of the Darkmoon: Dark Sun Gwyndolin & Company Captain Yorshka
Rosaria's Fingers: Rosaria
Mound-Makers: N/A
Watchdogs of Farron: Old Wolf
Aldrich Faithful: Aldrich & Archdeacon McDonnell (everyone's favourite pick I'm sure…)
Spears of the Church: Princess Filianore & Judicator Argo