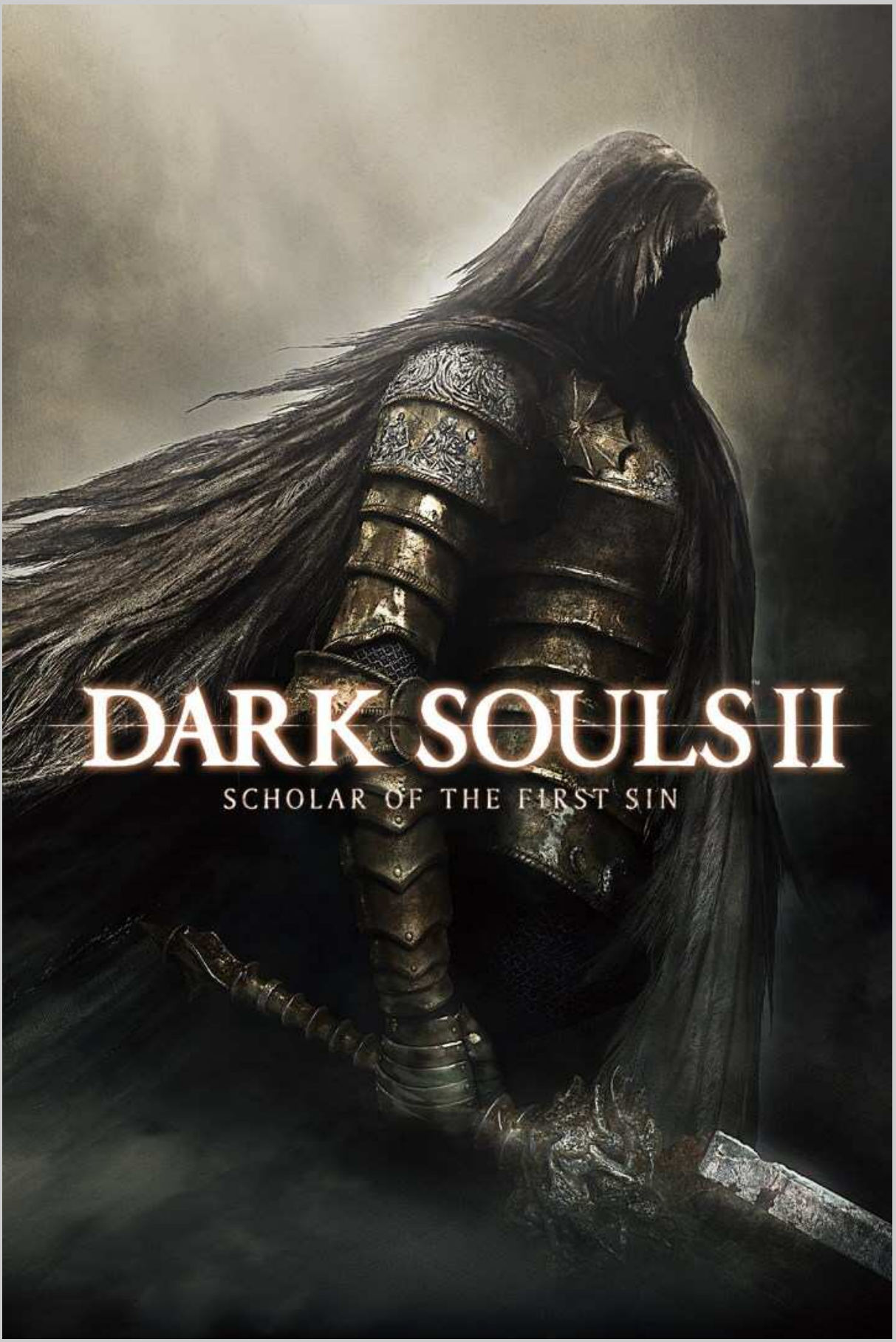
Dark Souls 2 Gauntlet



By KingPan1c

Dark Souls II Gauntlet

Welcome to Drangleic, a land where powerful souls rest. After a year, if you have retained your humanity, you will continue on your chain. Whatever your form or shape, you are a Human, and as such, you have both a Dark Soul and a Dark Sign of the undead curse. You begin in Thing Betwixt.

Take +0cp and try not to lose your souls.

Drawbacks

Don't you Dare Go Hollow (Mandatory):
As an Undead, you are naturally drawn to souls. The soul is where one's memory is stored, the knowledge of who you are, something highly coveted by the Hollow you are trying not to become. You will always value souls, and losing them will always feel like you've lost something integral. Thanks to your existence as a jumper, you will not lose literal parts of yourself every time you die, but you will feel a significant loss. This almost guarantees that if you continue to die without progress, you will lose your will to live and go Hollow eventually.

Busted Bonfires (+50cp);
Your safe spots aren't so safe. Despite normally superseding the rest of the world through the power of the first flame, your bonfires are weaker. You cannot use any of the powers of a bonfire while enemies are nearby.

Stinky (+50cp):
You have an awful stench. People don't like talking to you or being near you, which will make gathering long-term allies hard. People would still work with you for something they dearly want; those who are still around by now know how to endure. This also makes it harder to sneak.

Wet Effect (+50cp):
Your body constantly acts as if it has recently been dunked in water to your detriment. You take more damage from electrical attacks, although you don't gain any resistance to fire. You also leave footprints everywhere, making you easy to track. Luckily, this is not very uncomfortable for an undead like you.

Withered (+50cp):
Death and the curse have begun to take their toll upon your flesh. Your appearance resembles either a rotting, fleshy zombie or a gnarled, tree-like shriveled husk. Everyone around will recognize this as a mark of Hollowing and treat you like anyone who looks like a feral, violent zombie.

Unlucky (+100cp):
You are an unlucky son of the abyss. Things just don't go your way. The equipment you can salvage from enemies never seems to be what you want. Hazards you never would have thought of will be a hassle, like uneven tiles tripping you or dry bones on the ground alerting enemies to your position.

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Bridge Spiders (+100cp):
Despite being part of the name, rather than the common Dragons on bridges, in this day and age, it seems their will is carried on by spiders affected by a dragon's soul. Giant spiders similar to the Duke's Dear Freya will attack you on every bridge you cross. Even on the small ones, a spider might try to sweep you off.

Hollow Health (+100cp):
You've been through the wringer. Like a hollow who's gone through many deaths and, as such, has lost their will to live, your health and resilience are permanently at 50% of their maximum capacity.

Frigid Outskirts (+100cp):
At inconvenient moments, violent snowstorms descend upon you. Visibility drops to almost nothing. Worse still, powerful horse-like beasts will hunt you through the storm, charging you from beyond your sight.

Scholar's Tricks (+100cp):
Your enemies have learned new tactics. You will encounter more gimmicky tricks like foes hiding out of sight to attack you, ambushes of large groups of enemies, invisible fighters you simply can't track visually, and reinforcements joining louder ongoing battles from across the map are normal occurrences in your run.

Weapon Durability (+200cp):
Has the curse that has spread across the world. The armaments you wield seem to break after a few dozen strikes. This damage will be restored like the rest of the world when resting at a bonfire, but between them, a single weapon will not be reliable.

Gank Fights (+200cp):
There are no fair one-on-ones in Drangleic. Every major Boss fight or fog-walled enemy you encounter seems to have allies or backup of a thematically relevant sort. Sinners of the Old Witch Soul will have Pyromancers guarding her, while the already crowded Ruin Sentinel Room will have a few to fill up space.

Crystals in the Brain (+200cp):
Sorcery in this world was born of a mad outcast trying to achieve immortality. It seems all your spells follow the legacy of Seath's spells. Using the full depths of your spell reserves will inevitably lead to you losing your mind. Casting too much of any type makes you lose your mind between bonfires. Weapons durability drawback, but for your brain.

Daily Duel (+200cp):
The bell tolls, and another challenger answers. Every day, an invading warrior phantom will seek you out with the singular purpose of testing themselves against you in battle. These opponents will be appropriate to your current level of power, ensuring that the challenge remains meaningful as you grow stronger, and they may possess unusual builds, weapons, or fighting styles.

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Loneliness (+300cp):
Drangleic is a graveyard of broken dreams, and everyone you meet is following a similar path. Companions, allies, and even beloved friends inevitably suffer tragedy, lose hope, or succumb to Hollowing unless you actively involve yourself in helping them fulfill their deepest ambitions. Simply keeping them alive will never be enough.

Soft Edition (+300cp):
The cycle has shifted once more. Familiar enemies occupy unfamiliar places, new dangers lurk behind once-safe corners, and powerful foes appear far earlier than they ever should. Even if you were a veteran of thousands of cycles, the world would still find a way to surprise you.

Four Directional Rolling (+300cp):
It seems the curse has robbed you of more than just your memories. Your movements are stifled, as if lashed to the systems of an infuriating video game. Your dodge roll only works in four directions, and vertical movement is limited entirely to climbing ladders, elevators, and jumps with a running start.

Git Gud (+300cp):
The art of Adaptability has forever eluded you. Avoiding attacks demands near-perfect timing, leaving only the briefest moment of safety, even if you successfully get out of range of a swing. Many blows seem to strike through empty air itself, as though reality has already decided you should have been hit.

Aggro Radius (+400cp):
Something about your soul provokes immediate hostility. Every enemy within an area immediately becomes aware of your presence the moment combat begins. They will pursue you relentlessly until either you or they are dead, turning every encounter into a battle against the entire zone.

Soul Memory (+400cp):
The world knows when you get stronger and responds in kind. Your growing power leaves a permanent mark upon the soul. Every soul you gather strengthens not only yourself but the attention the world pays to you, drawing ever mightier foes, greater dangers, and more terrible challenges into your path. The world will always answer strength with strength.

Jump Mode (+1000cp):
You may take this as a normal jump.

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Starting Gear

All choices but Deprived also begin with 10 Lifegems.

Deprived (Free):
You begin with almost nothing: a simple Club and a Loincloth, leaving you dependent upon whatever weapons and armor you can scavenge

Warrior (-50cp):
Your weapons are a Broken Straight Sword and Iron Parma, accompanied by Leather Armor, Leather Gloves, Leather Boots, and a standard helmet.

Bandit (-50cp):
Your weapons are a Hand Axe, a Shortbow with 30 arrows, and a Bandit set of armour with a spiked helm.

Knight (-50cp):
You wield a broadsword, as well as Falconer's Armour, gloves, and boots.

Swordsman (-50cp):
You carry both a scimitar and a shortsword, as well as the Wanderer's full set of gear.

Cleric (-100cp):
Your gear is a mace, a Chime catalyst, the Heal spell, and the Archdrake robes.

Sorcerer (-100cp):
You wield a dagger and a sorcerer's staff, the Soul Arrow spell, and Black Hollow Mage Robes and imported Trousers.

Explorer (-50cp):
A Dagger for weaponry and a travelling Merchant's set of clothes; the real draw is the supplies. 10 more lifegems, 8 Witching Urns, 4 aromatic Ooze, Prism Stones, Rusty Coins, Pharros Lockstones, Repair powder, and Crossbow Bolts.

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Gifts

You receive one for free, 50cp for each after that.

Life Ring
A simple ring bearing a modest blessing that strengthens the vitality of its wearer. While worn, it increases your maximum health slightly, providing a little more room for mistakes in the dangerous battles ahead.

Human Effigy
An effigy shaped in the likeness of a human, containing a fragment of Humanity within it. Using the Effigy restores you to your true human state, reversing the effects of Hollowing.

Healing Wares
A collection of medicinal items, herbs, and other consumables gathered from across Drangleic. You receive 10 Lifegems, 3 Radiant Lifegems, 1 Old Radiant Lifegem, and 5 Common Fruits, giving you several methods of recovering from wounds, poison, and other inconveniences.

Homeward Bone
The remains of an Undead warrior reduced to little more than a fragment of bone. Breaking it causes the power of the bonfires to seize upon you, transporting you back to the last bonfire at which you rested, consuming it in the process.

Seed of a Tree of Giants
A strange seed taken from a tree that has witnessed countless invasions and conflicts. When planted near one of your bonfires, it causes hostile creatures to recognize intruders as enemies, turning the monsters of the surrounding area against those who would normally be considered their allies.

Bonfire Ascetic
A strange tool capable of forcing a location to advance further along the world's endless cycle. Burning one at a bonfire effectively raises the local area to a more dangerous state, causing its enemies to become stronger and restoring foes and treasures that had previously been exhausted.

Goddess Blessing
A precious healing tincture associated with the distant and mysterious Goddess of Love. Consuming it completely restores your health and cures poison, bleeding, and other common physical afflictions, making it considerably more powerful than ordinary restorative items. Its rarity means that such blessings are best reserved for moments when ordinary healing simply will not suffice.

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Black Firebombs
A collection of crude but potent incendiary bombs filled with volatile black powder. Throwing one produces a violent explosion and intense flames, making them effective against groups of enemies and creatures vulnerable to fire. Their destructive power also responds somewhat to the strength of the person throwing them, allowing a powerful warrior to make considerably greater use of these seemingly simple explosives.

Binoculars
A simple but surprisingly useful optical instrument. When held to your eyes, the lenses magnify distant objects, allowing you to scout dangerous locations, examine distant enemies, and carefully observe areas before committing yourself to an approach.

Pendant
A small pendant whose purpose has been forgotten. It appears to have no obvious function, and neither examining nor wearing it reveals any immediate benefit.

Old Witch's Ring
A ring bearing the lingering presence of an ancient witch. Its enchantment allows you to communicate with beings who cannot normally speak, whether because they lack mouths, have forgotten how to communicate, or exist through some supernatural medium.

Fire Gem
A fragment of crystallized elemental power capable of being used to infuse a weapon with fire. Given access to an appropriate blacksmith or infusion process, you can alter a compatible weapon so that part of its physical power is converted into destructive flame.

Rusted Coin
A battered coin whose original kingdom and ruler have long since been forgotten. Tossing one into the flames or carrying it while searching for treasure subtly bends fortune in your favor, temporarily increasing the likelihood that defeated enemies will leave behind valuable items. Can be used once a day,

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Covenant

Each comes with a minor perk effect, a ring, and an item reward for joining. You may take one for free.

Heirs of the Sun (-100cp):
Warriors of sunlight live for cooperation and glorious victory. Those who fight beside you quickly develop respect and camaraderie, and cooperative fighting comes naturally. You receive the Sun Seal ring that boosts the power of miracles and the Sun Sword.

The Way of Blue (-100cp):
A humble prayer rather than a developed religion, this seal denoted you as a protector. Goodhearted defenders naturally come to your defence if you are under attack. You receive the Blue Seal ring that boosts your health and ability to survive damage.

Brotherhood of Blood (-100cp):
A brotherhood of warriors dedicated to duelling each other. You have a knack for finding people who will help you improve through fighting them, spotting a perfect sparring partner from across the room. You receive the Crest of Blood ring that adds bleed to the equipped weapon, and the Curved Twinblade.

Blue Sentinels (-100cp):
An order devoted to protecting the innocent and hunting those who prey upon the weak. You possess an instinctive awareness of when someone nearby is being unjustly attacked and can answer such a call for aid with remarkable speed. You receive the Guardian's Seal, a ring that strengthens your ability to survive punishment, as well as the miracle Wrath of the Gods.

Bell Keepers (-100cp):
A strange brotherhood charged with protecting the Belfries of Drangleic. While within a territory you have claimed or been assigned to defend, you become remarkably alert to intruders and can sense disturbances even when the trespasser attempts to sneak past you. You receive the Bell Keeper's armor and the Hidden Weapon spell, allowing you to temporarily conceal your equipped weapon from sight while retaining its full functionality.

Rat King (-100cp):
You have sworn yourself to the Rat King, lord of the warrens beneath Drangleic. Vermin and creatures adapted to subterranean environments are naturally less hostile toward you, while you possess an uncanny understanding of traps, poisons, and fighting within cramped environments. You receive the Crest of the Rat, a ring that increases poison damage, as well as twenty Pharros' Lockstones that you may use to activate Pharros' contraptions and reshape certain environments to your advantage.

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Dragon Remnants (-100cp):
You have been accepted among those who seek communion with the ancient dragons and the remnants of their power. Your body becomes somewhat more resistant to the ravages of battle, and you possess an instinctive affinity for draconic creatures and their ancient magic. You receive the Ancient Dragon Seal, improving the effectiveness of healing from your Estus Flask, along with a Dragon Head Stone.

Company of Champions (-100cp):
You have taken the path of the Company of Champions, rejecting the easy road in favor of proving your strength through hardship. Defeating stronger opponents becomes more rewarding, be that in more souls, prize money, or just finding something you want in their pockets after you knock them out. You receive the Vanquisher's Seal, greatly increasing the power of your unarmed strikes, as well as the Great Magic Weapon sorcery.

Pilgrims of the Dark (-100cp):
You have entered the service of the mysterious Darkdiver Grandahl and been permitted to walk the hidden paths of the Abyss. Your senses become more attuned to the Dark, allowing you to perceive supernatural phenomena and creatures that would otherwise remain hidden, while your mind is unusually resistant to the fear and disorientation caused by the Abyss. You receive the Darkbite Ring, which amplifies the power of your Dark-based attacks, and the Lifedrain Patch hex.

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Armaments

Black Knight Greatsword (-50cp):
One of the charred holy weapons wielded by Gwyn's black knights when they waged war on the Demons of Izalith's Chaos. The massive, heavy slab of metal deals increased damage to Demons and other Monstrosities of Life.

Dragonslayer's Axe (-100cp):
A weapon once used against dragons, still crackling with traces of ancient lightning. Its blows carry holy lightning that excels against draconic creatures and beings of timelessness.

Partisan (-50cp)
A simple spear with a broad head, combining the thrusting reach of a polearm with the slashing moves of a long-edged blade. Suited for sweeping, stabbing, and spinning moves. Simple and Clean.

Red Rust Swords (-50cp):
Twin blades once wielded by a legendary headless warrior before his body left him to wander without purpose. Stained with blood and age, they remain deadly, especially when paired and used by a warrior of high quality, benefiting from both strength and dexterity.

Bluemoon Greatsword (-100cp):
A painstaking imitation of the legendary Moonlight Greatsword created through sorcery rather than dragon scales. While it lacks the mythical origins of the original, every swing unleashes crescents of condensed magical force capable of striking distant foes.

Staff (-100cp):
A simple catalyst originating from Melfia, suitable for beginners and masters alike. It faithfully channels the soul's power into sorceries with excellent efficiency while remaining forgiving of imperfect technique. Though lacking exotic abilities, few staves are as dependable across a lifetime of study. Comes with the Soul Arrow spell.

Canvas Talisman (-100cp):
A humble talisman carried by countless clerics of Lindelt. Rather than drawing upon scholarly understanding, it resonates with genuine conviction, making miracles flow naturally through sincere prayer. Healing and protective miracles are particularly stable when cast through it. Comes with the Heal miracle.

Pyromancy Flame (-100):
Unlike sorceries or miracles, pyromancy draws upon neither intelligence nor faith but the primal fire dwelling within all life. This enchanted flame serves as both teacher and catalyst, allowing even ordinary people to command destructive fire through practice alone. It grows reinforced as its wielder's strength grows. Comes with the Fireball pyromancy.

Mace of the Insolent (-100cp):
A Mace that strikes with both lightning and dark damage. Within the hammer is a sacred chime that can cast miracles and hexes.

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Armour

Grass Crest Shield (-50cp):
Though weathered by untold years of a dark, rotten land, faint traces of living greenery still cling to its surface. This kite shield invigorates its user, speeding up their stamina recovery speed

Alva Set (-50cp):
The armor of Alva, the Wayfarer, who crossed kingdoms in search of a woman. Forged to balance mobility and protection, it remains one of the finest examples of practical knightly equipment.

Invisible Armour (-50cp):
Created through rare alchemical techniques, this armor bends light around itself until it appears almost entirely invisible. While offering only modest protection compared to heavier plates, it conceals the wearer's equipment surprisingly well.

Havel's Set (-100cp):
Forged for Havel the Rock and his loyal followers, this legendary stone armor embodies immovable resolve. Its immense weight would cripple ordinary warriors, yet those capable of bearing it become walking fortresses nearly impossible to stagger or knock aside. Few armor sets offer greater protection against physical force.

Looking Glass Shield (-200cp):
The treasured shield of the Looking Glass Knight, polished until its enchanted mirror reflects more than mere appearances. It easily turns aside hostile spells and miracles, while its mirror may briefly open into another world, allowing a loyal phantom to answer your call.

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Perks

One 50% discount per price tier. 50cp entries are free when discounted.

The Power of Disparity (Mandatory)

You live in an era of disparity, and as such, have been born with a soul. This white flame represents your memories and identity. Upon death, you will lose any souls you have collected from others, as well as a portion of your own soul. These portions can be recollected from the place where you last died, but if you die again without recollecting them, then they will be lost forever. When you slay an enemy, you will absorb their souls. Carrying a large number of souls will have you grow holistically, increasing specific traits. In future worlds, living and undead beings you encounter will also drop souls upon their defeat.

Accursed Dark Soul (Mandatory)

Beyond just a normal soul, you bear the Dark Soul of Humanity, defiled and sealed by a solar eclipse brand. When slain, you will rise again in a short time, losing only the souls you have collected. Even though you don't suffer from the loss of yourself, if ever you lose your will to fight or keep pressing on, you will never rise again, going Hollow.

You can also store weapons, armour, and items in your souls as memories, able to draw them from nowhere with some focus as the need arises. Beyond this, you can learn about the world and the history of each item by ruminating on them, reading the past from the 'memory' of the item. As such, you only feel the weight of that which you physically carry on your person rather than items stored in your soul.

Sharing this power with another is as easy as putting your hand to their chest and thinking about what makes you human. Being granted a Dark Soul defines one as human, as well as whatever other species they happen to be, and grants the levelling and memory storage abilities to all users, although spreading the curse and revival power it brings is prohibited.

Adaptable (Free):

You can make use of an ancient human technique, the art of the dodge roll. This move will make you immune to all damage for about a third of a second, allowing you to survive combating beings far above your weight class.

Conditioned (-50cp):

Clothes and gear will work perfectly until they are completely broken, guns or crossbows won't jam, blades won't dull, and armour will not rust or weaken. You can always tell how much durability the item has, and there may be a visual indicator, but it will always function at full capacity.

Ashen Empty Hand (-50cp):

In the future, beings like you will be reborn by the First Flame, born for the sole purpose of violence against those the Flame has touched before. Like these ashen beings, you can parry weapons with bare hands if you get the timing correct.

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Mental Map (-100cp):
You possess an uncanny sense of direction and memory when it comes to geography. Complex ruins quickly become familiar after a single exploration, and you naturally remember shortcuts, hidden passages, and useful landmarks even in what looks like a barren cave. This applies to other forms of expedition, like sailing the seas or exploring the stars.

Hollow Resilience (-100cp):
The Hollow may be a thing of decay, but it is also a thing that endures. Your body possesses the unnatural resilience of those who have suffered countless deaths without allowing pain or exhaustion to stop them. You can withstand tremendous physical discomfort, resist disease and bodily deterioration, and continue functioning despite injuries or exertion that should leave you helpless; given a secure handhold, you could cling to a ledge for hours without your muscles giving out, even if you possess little physical strength.

Conqueror King (-200cp):
Vendrick did not become king merely by sitting upon a throne. You possess the same talent for turning victory into dominion. When you defeat a powerful individual, organization, settlement, or territory, you naturally gain influence over what you have conquered, making former enemies more willing to acknowledge your authority and allowing you to gradually incorporate them into your realm. The more thoroughly you establish your supremacy, the more permanent that control becomes.

Blacksmith (-200cp):
You possess the skill necessary to repair, reinforce, and upgrade weapons and armor, working with ordinary metals as readily as Titanite and other supernatural materials. With sufficient materials and an appropriate forge, you can improve equipment far beyond its original quality, allowing even humble weapons to remain viable as the user's power increases.

Transposition (-300cp):
The souls of great warriors and monsters contain the remnants of everything that made them exceptional. Like Straid of Olaphis and other masters of soulcraft, you can draw out those memories and reshape them into unique weapons, armor, and magical techniques. Given the appropriate Boss Soul, you can reproduce the signature equipment or abilities associated with its former owner, creating supernatural armaments that preserve something of the original being's power and identity. You may experiment with the souls you possess to discover new creations.

Golem Arts (-300cp):
The art of giving life to lifeless matter is one of the greatest achievements of the scholars and artificers of Drangleic. You have learned to bind Souls into physical materials, creating artificial beings such as Golems, animated constructs, and creatures comparable to the Smelter Demon. Through your arts, Souls can also serve as a power source for just about anything that needs it, empowering the creation as souls empower living things.

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Do Not Forget (-400cp):
You possess perfect, comprehensive memory and can deliberately revisit your own memories as though entering fully realized worlds, allowing you to examine forgotten events from every angle. More remarkably, you can read the memories embedded within objects, locations, and even other beings, reconstructing events that occurred long before you arrived. With sufficient concentration, these memories can become interactive memory worlds, allowing you to walk through echoes of the past and potentially uncover truths that have been lost for centuries.

Weapon Artist (-400cp):
You are a maestro with any armament, possessing an intuitive understanding of the intended technique behind every weapon you wield. Even weapons you have never seen before quickly reveal their hidden potential to you, allowing you to fight masterfully with anything from a humble dagger to an enormous Ultra Greatsword. You can instinctively draw out special techniques that would normally require years of practice to master. More remarkably, your mastery can be transferred into the weapons themselves. By deliberately imprinting your own techniques and martial knowledge upon an armament, you can cause that weapon to reproduce those techniques whenever it is wielded, allowing a sword to perform a master's swordsmanship or a completely mundane weapon to imitate the uniquely supernatural attacks of another armament.

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Souls

Sell for souls, trade for weapons, or summon a version of the owner of the soul

Soul of a Giant (-50cp):
One of the lingering souls left behind by the Giants who crossed the sea to lay waste to Drangleic. Their hatred of King Vendrick and his kingdom burns within it even after death, allowing you to strike them with far greater force. It can also be consumed for 10,000 souls.

Ruin Sentinel Soul (-150cp):
The soul of one of the enchanted guardians that endlessly patrol the Lost Bastille. Born from artificial means common in Drangleic, you may use this soul to create two Ruin Sentinels under your command. Can be sold for 6000 souls, or traded for the Heavy Homing Soul Arrow sorcery.

The Duke's Dear Freja (-200cp):
The Great Soul of the malformed spider worshipped by Duke Tseldora. The spider became a vessel for the Lord Soul of an ancient Dragon, bolstering the spider's form and abilities. You can use this soul to summon a version of the same spider under your complete control. Can be sold for 25,000 souls, trade for Spider Fang curved sword or Spider's Silk thrusting sword.

Smelter Demon Soul (-300cp):
A soul overflowing with unnatural flame, born from the iron and ambition of a human craftsman. You can use this soul to summon a version of the Smelter Demon under your complete control, with the colour of its flame and the shape of its horns up to your choice. Can be sold for 8000 souls or traded for the Smelter ultra greatsword.

Old Lord Soul (-400cp):
You own one of the four great Lord Souls. Claiming one of these souls denotes a being as a mighty and core part of the cycle of worlds, while claiming all four marks one as the heir of the current era. This may be any of the four, granting some dominion over the qualities engraved into the souls by their previous owners. Crystal breath and magical might, the power of SunLightning and some dominion of light and time, the ability to create new life and dominion over the primordial power of flame, or control over rotting miasma and the concept of death.

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Rings

Quartz Rings (-50cp)
You receive one Quartz ring of your choice: Fire, Magic, Lightning, or Dark. Each ring greatly increases your resistance against its element without diminishing your vulnerability to others, nearly halving their effect on you.

Bite Rings (-50cp)
You receive one Bite ring of your choice: Poison, Bleed, Curse, or Petrification. Each ring hardens your body and soul against that affliction, letting you shrug off conditions that would cripple lesser undead.

Ring of Blades (-50cp)
Forged around the philosophy that victory belongs to decisive offense, this ring subtly reinforces every physical strike you make. Whether wielding a dagger or an ultra greatsword, every blow lands with noticeably greater force, scaling up your strength.

Ring of Binding (-50cp)
Originally prized by Undead determined to stave off Hollowing, this ring anchors body and soul together against gradual decay. Any effect that would slowly erode your physical condition, maximum health, or sense of self is significantly weakened while it is worn. Though it cannot cure curses outright, it prevents them from becoming nearly as debilitating.

Stat Ring (-50cp)
Choose one of the classic enchanted rings: the Knight's Ring, Strength Ring, Dexterity Ring, Southern Ritual Band, Clear Bluestone Ring, Priestess Ring, or a similar equivalent. Each grants a modest but genuine improvement to one fundamental aptitude or aspect of your abilities.

Covetous Serpent Rings (-50cp):
Choose either the Silver Serpent Ring or the Gold Serpent Ring. One causes fallen foes and completed challenges to reward you more generously with wealth, souls, or equivalent currencies, while the other subtly bends fortune toward uncovering hidden treasures and unusually valuable spoils.

Ring of Restoration (-50cp)
An old miracle from a maternal goddess woven into metal. So long as you remain alive, your wounds slowly knit themselves together over time, restoring health at a gentle, continuous pace.

Silvercat Ring (-50cp)
Purchased from a kind cat, this ring softens the force of every fall and improves the wearer’s grace. Heights that would cripple or kill ordinary people become survivable with little more than bruises, making dangerous descents a simple matter. It also provides a boost to balance. May you never lose your step.

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Ring of Resistance (-100cp)
A masterpiece of defensive enchantment that protects against nearly every common affliction encountered by the Undead. Poison, toxic substances, bleeding, curses, and petrification alike struggle to take hold upon your body.

Dispelling Ring (-100cp):
A favorite among veteran adventurers who expect the unexpected. Rather than resisting physical harm, it strengthens your defenses against fire, lightning, magic, and dark simultaneously, making hostile spellcasters and enchanted monsters significantly less threatening.

Illusory Ring (-200cp):
One of either a ring of the Conqueror worn on the left hand, or a ring of the Exalted on the right. These rings grant Invisibility to equipment in their respective hands. A poignant reminder not to underestimate adversaries, even those who appear unarmed.

Third Dragon Ring (100cp):
One of the finest rings ever crafted in Drangleic, created in imitation of the everlasting dragons. Wearing it reinforces the body in every meaningful way, increasing endurance, vitality, and raw physical strength simultaneously without upsetting its balance.

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Companions

Shanalotte the Emerald Herald (Free):
Created through the union of dragon and human arts, she possesses an unusual understanding of Souls, the Curse, and the cycles surrounding the First Flame. She can strengthen your soul through accumulated Souls, guide you toward places where powerful Souls await, and serve as a knowledgeable companion throughout your journey, though much of her true nature remains hidden even from herself.

Import (-100cp):
Import one of your existing Companions into Drangleic, where they receive a suitable background and +200cp along with freebies. They may also take Drawbacks to gain additional CP. World Drawbacks will be shared.

ZullietheWitch (-100cp):
A curious scholar fascinated by the hidden mechanics underlying reality itself. She constantly uncovers obscure interactions and secrets that could only be noted with a detailed eye. She fights using crystal spellcraft and a moonlight greatsword, wearing an outfit that normally wouldn't be found in this era.

ChasetheBro (-100cp):
A relaxed veteran who treats violent, deadly combat with his fellow undead as casual entertainment. He's remarkably skilled at fighting other people, happy to punish their innocence or arbitrary ideas of honour, always willing to help so long as everyone keeps things fun. He's comfortable using almost any battle style, often asking you what he should try on a given day, switching it up often. Wear knight armour with the helmet bearing a crown.

Ymfah (-100cp):
A complete madman whose plans should never work, and yet somehow always do. Donning a tracksuit and a red hood and cape through which only his beard is visible. He fights using strange sets of armament, like only using poisonous poop, but when push comes to shove, he can manage to defeat many enemies in one strike or without avoiding hits.

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The End

Rewards

Crown of the Old King (Item)

Corruption and Curse Immunity; you are beyond the natural cycles of the world and rules that come with such, as well as curses and maledictions of the supernatural variety, as long as you wear this. Unfortunately, this only affects you, and this effect cannot be replicated. You alone will endure.

Fragment of the Dark (Companion)

A young, weak girl with a dark elemental power. Perhaps in the image of a Fragment of Dark you've met in this jump, perhaps someone entirely new. She will always be loyal and will help you gain strength. Even bereft of any power, she will kill enemies with her bare hands and give you the souls to grow strong. Free import with 1000cp.