DARK SOULS GAUNTLET

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In the Age of Ancients the world was unformed, shrouded by fog. A land of gray crags, Archtrees and Everlasting Dragons. But then there was Fire and with fire came disparity. Heat and cold, life and death, and of course, light and dark. Then from the dark, They came, and found the Souls of Lords within the flame. Nito, the First of the Dead, The Witch of Izalith and her Daughters of Chaos, Gwyn, the Lord of Sunlight, and his faithful knights. And the Furtive Pygmy, so easily forgotten

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

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

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

Welcome Jumper to **Lordran** more specifically welcome to the only remaining Cell in the Northern Undead Asylum. You're probably going to be here for a while.
You have 0 Souls (SP)

Given the nature of Dark Souls and the Undead Curse you do not fail your chain when killed instead you simply lose all Souls and Humanities you currently possess. For this Gauntlet the only ways for you to fail are to Go Hollow, or Die when you already had no Souls or Humanity to lose.

Now in a few minutes a nice guy by the name of Oscar of Astora is going to toss a corpse holding a key into your room so you can escape, in the meantime why don't you decide what you're going to need to survive in this world.

Dark Sign 0 Mandatory
The Dark Sign is a cursed mark on the flesh of the user appearing as a small ring of flames. The sign causes the bearers

to rise from death when killed but also curses them to eventually go Hollow.

CLASS SETS

Deprived 0

Club, Plank Shield. The Shield is crap and your Weapon is a literal stick but hey it's free

Warrior Gear 50

Longsword, Heater Shield, Standard Helm, Hard Leather Armor, Hard Leather Gauntlets, Hard leather Boots. Decent Armor, one of the better Weapons, and a very good beginning Shield.

Wanderer Gear 50

Scimitar, Leather Shield, Wanderer Hood, Wanderer Coat, Wanderer Manchette, Wanderer Boots. A light Weapon for quick cutting strikes it's good for quick offensive assaults but has substandard Armor.

Bandit Gear 50

Battle Axe, Spider Shield, Brigand Hood, Brigand Armor, Brigand Gauntlets, Brigand Trousers. The hardest hitting Weapon from the initial gear and good Armor make this set well

rounded, the Shield however is better at preventing Poisoning than stopping hits.

Knight Gear 100
Broadsword, Tower Kite Shield, Knight Helm, Knight Armor, Knight Gauntlets, Knight Leggings. The Best Armor available with a strong Shield and a good Sword it's simple but it'll keep you alive if you get hit.

Thief Gear 100
Bandit's Knife, Target Shield, Master Key, Thief Mask, Black leather Armor, Black Leather Gloves, Black Leather Boots. Light armor that doesn't hinder mobility and a small Shield that works better for Parrying than Blocking the gear isn't really great for taking a hit but the Knife is good for killing especially with sneak attacks and you get the Master Key free.

Hunter Gear 100
Shortsword, Short Bow, Large Leather Shield, Standard Arrow x30, Leather Armor, Leather Gloves, Leather Boots. Lightly Armored and an average Shield and Sword the selling point for this set is the Bow letting you pick off enemies from a distance early.

Sorcerer Gear 150

Dagger, Small Leather Shield, Sorcerer's Catalyst, Sorcerer Hat, Sorcerer Cloak, Sorcerer Gauntlets, Sorcerer's Boots, Soul Arrow Spell. Substandard armor and Shield along with the Weakest Weapon the only thing of real importance here is the Catalyst and Soul Arrow Spell which gives access to Magic and a good reliable ranged attack option.

Pyromancer Gear 150

Hand Axe, Cracked Round Shield, Pyromancy Flame, Tattered Cloth Hood, Tattered Cloth Robe, Tattered Cloth Manchette, Heavy Boots, Fireball Spell. The Shield is complete garbage but the Armor is surprisingly tough and good against Fire and Poison, the Weapon is strong as well but the real prizes are the Pyromancy Flame and Fireball Spell which let you set enemies on fire without needing to trek through Blighttown or get past the Capra Demon.

Cleric Gear 150

Mace, East-West Shield, Canvas Talisman, Holy Robe, Traveling Gloves, Holy Trousers, Heal Spell. Average Shield and Light Armor along with a Strong but Slow Weapon wouldn't normally be a great choice for survival but the Gear comes along with a

Talisman and the Heal Spell so you can fix your wounds with just a few seconds' time.

GIFTS

Pendant 0

Trinket. No effect, but fond memories comfort travelers. As it says, it doesn't do anything but at least you don't need to pay for it.

Old Witch's Ring 0

Gift from a witch. Ancient ring with no obvious effect. An old ring that lets you speak with and understand a single crippled Demon Fire Keeper who lives in Blighttown. Has no real benefits and the girl could really use a friend so it's free.

Binoculars 50

Binoculars. Use to peer at faraway sights. Lets you see a bit further off, probably not worth the Souls.

Goddess Blessing 50

Divine holy water. Fully restores HP and status. 3 vials of water that restore you to full health and cure any ailments except Curses when drunk.

Twin Humanities 50

Tiny sprite called humanity. Sometimes found on carcasses. A pair of small Black sprites that when crushed in your hand give a pair of Humanities just enough to reverse your Hollowing and Kindle a Bonfire. Also fully heals any wounds you may have.

Black FireBomb 100

Explodes upon impact when thrown. More deadly than std bomb. 10 powerful incendiary Explosives that will make short work of most enemies you're going to find in the Asylum.

Master Key 100

Opens any basic lock. Initial equip for thief. Lets you get into places you really shouldn't be yet good for getting around but doesn't work on any decent locks.

Tiny Being's Ring 100

Special tribal ring. HP recovers slowly while equipped. Doesn't actually give any kind of recovery effect but it does make you a little bit harder to kill.

COVENANT

Only 1 Covenant may be Purchased

Way Of The White 0

Costs nothing but also gives nothing in return. You have no leader nor chance for advancement.

Warrior Of Sunlight 100

Grants the Lightning Spear Miracle. Doesn't have an actual leader instead simply basing themselves around a broken altar in the undead parish behind the hellkite drake. Offering Sunlight Medals to the broken altar will allow you to learn the Great Lightning Spear Miracle and increases the power of your Lightning Spear Miracles.

Praise The Sun

Princess Guard 100

Grants the Ring Of The Sun Princess as well as the Bountiful Sunlight and Soothing Sunlight Miracles. Your leader is Gwynevere Princess of Sunlight in Anor Londo but as she is an illusion there is no chance for advancement.

Darkwraith 100

Grants Dark Hand. Your Covenant Leader is Darkstalker Kaath in the Abyss. Offering stolen Humanity to Kaath will see you given a Red Eye Orb, Dark Sword, and Darkwraith Armor in that

order and will of course progressively increase the Power of your Dark Hand.

Forest Hunter 100

Grants Cat Ring. Your leader is a cat living in the woods. After killing people for the cat it will give you a Divine Blessing and then a Ring of Fog.

Path Of The Dragon 100

Grants Dragon Head Stone and Dragon Eye. The Leader of this Covenant is the last Everlasting Dragon in Lordran. Giving the Dragon more Dragon Scales will see you given the Dragon Torso Stone (completing your transformation from undead into a mini dragon) and will steadily increase the Power of your Breath Attack and the range and strength of your roars and claws.

Blade Of The Darkmoon 100

Grants Blue Eye Orb and Darkmoon Blade Covenant Ring. Servitors of Gwyndolin last deity in Anor Londo. Your job is to find those guilty of sin, kill them, and chop their ears off. Bringing severed ears of the guilty to Gwyndolin will have him grant you the Darkmoon Talisman and the Darkmoon Blade Miracle, afterwards it just boosts the Power of the given Miracle.

Gravelord Servant 100

Grants Gravelord Sword and the Gravelord Sword Dance Miracle. Servants of Gravelord Nito who wishes you to spread death and dispair by tracling people down killing them and ripping their eyes out. Gifting these eyes to Nito will grant you the Gravelord Greatsword Dance and progressively increase the power of your Gravelord Miracles.

Chaos Servant 100

Grants the Chaos Fireball Pyromancy. A loose covenant of servants for the lady Quelaan of Izalith seeking to bring her ever increasing amounts of Humanity to ease her pain. After bringing the lady Humanity you will be gifted the Chaos Storm Pyromancy and all Chaos Pyromancies will become more powerful.

WEAPONS

Gargoyle Tail Axe 50

Sliced tail of the gargoyle guarding the Bell of Awakening in the Undead Church or patrolling in Anor Londo. Can be used as a bronze battle axe. Bends dramatically during large attacks, owing to its nature as a tail. The severed tail of a Gargoyle works like an

axe head at the end of a whip, and can be a powerful weapon but it'll take some practice.

Sorcerer's Catalyst 50

Sorcery catalyst used by sorcerers of Vinheim Dragon School. Equip catalyst to use sorceries. Attune sorceries from a scroll at a bonfire. Most sorceries have limited number of uses. It's a Stick. A magic stick that lets you shoot tiny lasers at people, among other things. Comes with a Scroll for the Soul Arrow Spell that shoots a bright blue blast of magic from your fist at whatever you happen to be looking at.

Canvas Talisman 50

Medium for casting miracles of the Gods. Canvas Talisman is for clerics on a pilgrimage.
Equip talisman to cast miracles. Attune miracles from a scroll at a bonfire. Most miracles have limited number of uses. A small bit of cloth wrapped in a ball and tied off with a bit left hanging down. The talisman lets you learn how to heal, and chuck lightning bolts at people. Comes with a scroll for the basic Heal Spell which, well it heals you.

Pyromancy Flame 100

Flame medium used by Great Swamp pyromancers. Pyromancers arouse this flame to produce various fire arts. Equip pyromancer flame to produce pyromancy. Attune pyromancies from a scroll at bonfire. Most pyromancies have limited number of uses. Your hand is now on fire. The Pyromancy Flame is a simple tool for magic; it lets you set stuff on fire, or even more on fire. Sometimes it does poisons as well, but mostly fire. Comes with a Scroll for the Fireball Spell which basically lets you chuck firebombs at people for free.

Astora's Straight Sword 100

Straight sword of an unknown knight, likely one of Astora's superiors. High-quality weapon with a powerful blessing. A simple but powerful holy sword that will make short work of everything you're going to find in the asylum and for a good bit of what you'll find once you get out.

Demon's Great Hammer 150

Demon weapon built from the stone archtrees. Used by lesser demons at North Undead Asylum. This hammer is imbued with no special power, but can merrily beat foes to a pulp, providing you have the strength to wield it. Realistically speaking this is a petrified tree ripped from the ground and used as a club, it

weighs more than you do and is over twice your own size but it will easily kill most things you manage to hit with it.

Demon's Great Axe 150

Carved from the bones of fellow demons. Wielded by the lesser Taurus demons. This axe is imbued with no special power, but can merrily beat foes to a pulp, providing you have the strength to wield it. Even heavier than the Hammer the Axe is a bit smaller but hits even harder.

Drake Sword 200

This sword, one of the rare dragon weapons, is formed by a drake's tail. Drakes are seen as undeveloped imitators of the dragons, but they are likely their distant kin. The sword is imbued with a mystical power, to be released when held with both hands. A one handed blade formed from the severed tail of a Wyvern its light and powerful. When used as a two handed blade it releases a magic shockwave that further damages enemies but which also damages the blade itself.

Shields

Wooden Shield 50

Knight's Shield 50

Dragon Crest Shield 100

Grass Crest Shield 100

Armor

Gargoyle Helm 50

Bronze helmet taken from the head of a Gargoyle mostly for show but it has decent damage resistance for every type of damage.

Fanged Boar Helm 100

A Helm made from the Severed head of a giant armored Boar. Offers good physical defense the tusks can be used as a makeshift goring weapon. Smells like Bacon and compels you to introduce yourself as "Ganon The Great King Of Evil" if worn while carrying a Trident.

Steel Armor 150

A full set of the heavy steel armor worn by the Berenike Knights has strong defenses but it's extremely heavy and slow.

Souls

Fire Keeper's Soul 50

Soul of a long-lost Fire Keeper. Each Fire Keeper is a corporeal manifestation of her bonfire, and a draw for the humanity which is offered to her. Her soul is gnawed by infinite humanity, and can boost the power of the precious Estus Flask. Reinforced Estus Flasks capture denser Estus, allowing for increased restoration of HP. A Fire Keeper Soul can be used to upgrade your Estus Flask increasing the Healing powers it contains. This one uniquely doubles the Healing provided by the Estus Flask rather than the lesser improvement found by normal Souls. Can also be used to restore life to a killed Fire Keeper.

Priscilla Soul 100

Soul of Priscilla the Crossbreed, trapped inside the painted world of Ariamis.

Special beings have special souls. Use the soul of this crossbreed bastard child and antithesis to all life to acquire a huge amount of souls, or to create a unique weapon. Can be used to create a copy of Prisculla's Lifehunt Scythe out of any Scythe or Whip weapons, can also be used to gain twelve thousand souls or to revive Priscilla if she is killed.

Moonlight Butterfly Soul 50

Soul of the mystical Moonlight Butterfly, which flitters in the Darkroot Garden. Special beings have special souls. The butterfly's soul is a creation of Seath the Scaleless. Use to acquire a huge amount of souls, or to create a unique weapon. Can be used to create a unique spear or shield or to create a new Moonlight Butterfly under your command.

Soul of etc

Consumables

Estus Flask 0

The Undead treasure these dull green flasks.
Fill with Estus at Bonfire. Fills HP. The Estus Flasks are linked to the Fire Keepers. The Dark Tales also make reference: An emerald flask, from the Keeper's soul. She lives to protect the flame, and dies to protect it further. A green colored flask that fills with a healing liquid when exposed to a Bonfire, the healing effect can be increased by a Fire Keeper if you provide them a Fire Keepers Soul to do so.

Titanite Shard 50

A small stack of 5 Titanite Shards these ones are different from normal as they automatically Upgrade any Weapon or armor they're used on without needing any other materials.

Twinkling Titanite 100

Not at all like the kind found normally, this chunk of Titanite allows you to add Scaling Divine, Occult, Lightning, or Fire Damage to any weapon immediately. Or increase the Damage Scaling it uses to A for those who wanted to use their beginning gear to kill Gwyn.

Companions

Oscar of Astora 0

A simple Knight who meets his end guiding the Chosen Undead out of the Asylum, or we can change that and have him live and accompany you out of the Asylum. Well armored and armed with an Astora Straight Sword, Oscar is a simple but powerful ally.

Anastacia of Astora 0

Fire Keeper of Firelink Shrine Anastacia had her tongue removed so she couldn't curse the gods for her fate and her feet removed so she couldn't run from it, and then she was thrown behind bars under the Bonfire she maintains. With this she'll have both

tongue and feet returned to her and the bars will vanish. She's still liable to remain in Firelink until your stay in Lordran is over but at least she can stretch her legs out now.

Andre of Astora 50

Andre is both a skilled Smith and a skilled Brawler living between the Darkroot Woods and the Undead Parish. He's more than capable of fixing any gear you may have and can improve on most of them as well.

Solaire of Astora 100

Praise the Sun. Solaire is a powerful Knight with sturdy but mundane armor and a decent if standard blade, he makes up for his lack of impressive gear with sheer skill and the ability to throw Lightning Spears at anything that moves. Has a disappointing tendency to put anything that glows onto his head living or not.

Free Warrior Of Sunlight

Siegmeyer of Catarina 100

A friendly man wearing an iconic suit of onion armor and carrying a rather large sword. Siegmeyer is a knight searching for adventure, and would normally find it trying to save his daughter before going hollow and trying to kill her. With this

he'll instead find his adventure following you around, and to ensure he doesn't end up going hollow you can bring his daughter Sieglinde with you as well.

Rhea of Thorolund 50

Young Cleric Girl recently turned Undead, arriving in Lordran shortly after you do. Her companions are sadly destined to turn Hollow in the Giant's Tomb after Petrus Betrayal traumatizing the poor girl in the process. Regardless shes nice enough if a bit shy and is very good at healing and teaching Miracles

Griggs of Vanheim 50

Student of the Big Hat Logan thank you very much. Griggs is a decent Sorcerer and teacher if a touch overconfident, has an odd and disappointing tendency to accidentally lock himself in a room without a way out.

Big Hat Logan 100

Powerful Sorcerer and inventor of several spells, Logan is searching for Seath the Scaleless' Archive and will be happy to follow along with you and teach what he knows of magic if you help him get there.

Witch Beatrice 50

A strong Witch capable of slaughtering a Boss such as the Moonlight Butterfly by herself in under a minute. Normally she'd only show up to help in a few Boss fights before being killed off, but now she's available to help out all the time. Begin Magic Nuke Armageddon.

Laurentis of the Swamp 50

A decent though not very impressive Pyromancer, Laurentis is friendly, willing to share his Pyromancy Flame to help out and able to teach a good number of spells to beginning Pyromaniacs. Laurentis is found stuck in a Barrel waiting to be cooked and eaten; you should probably rescue him before then. Also you may want to keep him out of Blighttown or he'll go Hollow trying and failing to find the inventor of Pyromancy.

Quelana of Izalith 100

Speaking of the inventor, say hello to Quelana of Izalith, daughter of the Witch of Izalith and the only one of her siblings not mutated into a Demon. Not normally visible to anyone who isn't already a master of Pyromancy but more than willing to teach new ways of burning stuff down to anyone who can see her. Tends to be a bit Depressed given her family are all either Dead horrifying monsters or both, she'd be very grateful if you could

put the remaining members of her family out of their literal living hell, but will be friendly enough regardless if you can't.
Discount Chaos Servant

Quelaan of Izalith 50

Also known as the Fair Lady, Quelaan is the Firekeeper in Blighttown and is both half mutated into a Demon and infected by the illness of most of Blighttown's population. She has an entire Covenant dedicated to easing her pain but just for you Jumper I'll give the option to remove it entirely. If purchased Quelaan will be cleansed of all Disease Illness and other issues and returned to her fully Human Body without Mutations.
Free Chaos Servant

Quelaag of Izalith 150

The last remaining Daughter of the Witch of Izalith Quelaag is the Boss guarding both the Second Bell of Awakening and her Sister Quelaan. If purchased Quelaag will still try to kill you when you enter her lair but after she has been Killed she will be returned to Life again as your companion with the ability to change between her current Demon form and her former unmutated Human form at will.
Discount (50CP) Chaos Servant

Priscilla the Crossbreed 150

A Unique existence in this world Priscilla is half dragon half god and is seen as an abomination by both. She resides in a pocket world hidden inside a Painting full of violent and insane beings who she insists are actually peaceful and kind. Priscilla comes with a powerful Scythe that carves out half the total Lifespan of a being with a few strikes and which was rumored to be able to kill the gods. Also comes with Prisculla's Dagger so you don't have to cut her tail off for it.

Drawbacks

Prepare To Die 50

This is of course Dark Souls it's expected for you to die... a lot. So fittingly this is a mix of sheer bad luck and fiat backing to make the enemies you'll find just a little bit faster and luckier, not any stronger or smarter thankfully but they should give you a decent challenge.

Cursed 50

You Jumper have been cursed, well more cursed than being undead already isas a result of the Curse your Maximum Health has been effectively halved and you cannot heal this damage nor does it vanish from exposure to a Bonfire. The Curse is fairly

easy to remove once you get out of the Asylum normally but if you want an extra +50 Souls the Curse cannot be removed until both Bells of Awakening have been rung.

Petrus 50

Petrus of Thorolund is a Cleric found near Firelink Shrine. He is also a routine traitor and cold blooded murderer. Petrus' typical methodology is to direct young clerics new to Lordran into the Catacombs then follow after them and either throw them off a cliff or bash their heads in. Of course you won't be able to remember that if you take this, you'll just know him as that somewhat rude cleric who taught you how to heal yourself, so why wouldn't you agree to head down into the Catacombs to fetch something for him? If Perrus succeeds in tossing you into the Giants Tomb you will not be able to escape via Homeward Bone use or by dying and returning to a Bonfire as normal you will be stuck until you manage to fight your way back out, then upon returning to Firelink Shrine Petrus will promptly attempt to bash your head in.

"Bridge" Wyvern 50

You know that giant flying lizard you see on the first bridge in the game, the one that spits flames across the entire bridge and burns through low level characters entire HP bars? Well now

there's one just like that on every bridge. Admittedly most are going to be a lot smaller and easier to kill but they're still going to make travel more annoying.

Patches 100

This is similar to the above in that it involves bridges. Patches the Hyena now has access to a button that when pushed wil flip any bridge nearby onto its side. For some this won't do much and for the Wyvern Bridge is even beneficial as it'd block the beast's breath, but the thing is it affects every bridge and Patches is going to be following you around from the moment he first meets you until the Jump is done.

Necromancers 100

In the Catacombs there exist unique enemies called Necromancers that don't respawn. These enemies when alive cause all Skeletons nearby to infinitely revive themselves. Now handfuls of Necromancers are going to be found in every area of Lordran and their powers will revive Hollows as well. Have fun with that.

Capra+Dogs=Rage 100

The Capra Demon is one of if not the hardest early game boss for 4 reasons first it's attacks are fast and fairly hard second it's

behind a fog gate so it has several seconds to move before you can react third the fight takes place in an enclosed space fourth it has a pair of dogs helping it. If one or two of the above reasons weren't true it wouldn't be a hard boss at all. So now every boss has taken Capra's advice and added a pair of Hollow Dogs to the arena to help out. Good luck with that.

Bell Gargoyle 100

The Bell Gargoyles are important for 2 reasons: first they guard one of the Bells of Awakening and second the Boss battle has 2 Bosses, I'm sure you can guess where I'm going with this. From the Gargoyle itself onwards almost every Boss you Fight will have a smaller weaker copy of itself to help out. The only exceptions will be the Capra Demon as it already has dogs for that, The Bed of Chaos as it isn't a traditional Boss, the Four Kings as there's already multiple Bosses in that, and Ornstein and Smough because there's already 2 of them.

Fog Gates 100

Fog Gates are unique walls of white fog that form across doorways or similar in this world. Usually with a Boss Monster hidden behind them and they usually prevent you from backing out after the fight starts. They also always take several seconds to fully pass through so the Boss has some extra time to act before

you can. Now any Boss that didn't have a Fog Gate will as will any Mini Bosses and they will all take advantage of that several second lead they get in your fights.

Logic Fail 150

Most Enemies found in the Game this is based on have certain points that they'll follow you to but will never cross over themselves, they also have scripted behavior and attack patterns so players can learn to predict what they'll do next. Guess what isn't a thing anymore, enemies will follow you endlessly until destroyed or hou pass somewhere they physically cannot reach, flight capable species will actually fly in an attempt to get to you if needed for example (Blue Drakes in the Valley of Drake) and attack patterns are no longer a thing for any enemies except for the basic Hollows if something doesn't seem to work or gives you an advantage then your enemies will adapt to that and not do it anymore. Notably this will make things like repeatedly shooting the Bridge Wyvern from under the bridge impossible as it will go under the bridge to get at you, or possibly through it as the beast is large enough for that.

Dark Souls 150

Well now we can't have you leaving Lordran behind until you've gotten the entire experience now can we? You've effectively

replaced the Chosen Undead already so why don't we make that official. You will take their place in this world and you will follow their path to completion, during this jump you must ring both Bells of Awakening obtain the Lordvessel and kill Seath the Scaleless, the Witch of Izalith, and Mannus of the Abyss, then in the end you must face Gwyn Lord of Sunlight in single combat and destroy him. Whether you choose to link the Fire or usher in the Age of Dark is irrelevant after that but between you and me I'd go for the option that didn't end with me burning alive until the end of the decade.

New Game+ 150

I hope you enjoyed running through Lordran getting killed all the time for the decade because you're doing it again with one small difference. Every enemy you fight is 50% more resilient and hits twice as hard as they did before. Can be taken multiple times each time adds another decade onto the gauntlet and increases enemies power furter for the next iteration. Gain another **50** for each time taken after the first. **Requires Dark Souls Drawback.**

The Trilogy 200

I hope you like the Series because you're going to be living through it all. After finally killing Gwyn you'll find yourself waking up in an empty field in front of the home of a few old

ladies. You're going to run through each game in this series from start to finish from the Asylum to the Soul of Cinder. Oh and of course you won't be able to take those shiny toys you pick up into the next games cycle, they'll be stuck into the Warehouse out of reach until the Gauntlet us done. If taken with **New Game**+ you must beat each of the game's once for each time taken. **Requires Dark Souls Drawback.**

Hollow Victory 200

A good portion of time in Dark Souls games for many players is spent backtracking and repeatedly killing the same enemies for Souls and Rare Drop Items. You will never be able to do this, whenever you kill an enemy they give their Souls and maybe an Item the first time you kill them but that's it. From the second death onwards no enemy will drop any items or Souls, so be careful how you spend your now very limited supply.

Finding Your Sun 200

Rule 1 of Dark Souls you will die, Rule 2 of Dark Souls there are no happy endings in Dark Souls. You are now going to be hit by Rule 2 hard, everyone you meet and I do mean everyone is going to go hollow and attack you at some point. The more you like them and the more they like you the faster the process will be, though it will never cause them to go Hollow before the earliest

possible point when they would have in game. Sure you'll get any Companions back good as new once the Jump ends but can you really stomach having to kill all your friends or going a decade without any?