Dark Souls (Basic) Gauntlet by Atma-Stand/Wandering Shadow V 1.0



Foreword

Ah, hello there, Jumper. I'm afraid to say that you have just recently died. Oh, don't worry, this isn't the end of your Chain, at least not yet. Through a deal I've made, you've got a second chance. You will find yourself waking up in a cold cell and discover that your body has withered considerably. Whether or not you recognize this cell from where it belongs, I'd like to welcome you to Lordran.

It would appear that the individual who was to become the true Chosen Undead has fully hollowed before Oscar of Astora could arrive at the Northern Undead Asylum. This means that you, Jumper, are the perfect person to fill those prophecy-bound shoes.

However, due to the fact that the means by which you were inserted here have protected your chain from failing, your outside Perks, Powers, and Items have been stripped from you, leaving you with only your Body Mod and a starting budget of **+0 Soul Points or SP**.

Your time in this world is not set, as this Gauntlet only ends when you defeat Gwyn, Lord of Cinder and make your final choice.

Drawbacks

- **Lessened Souls (+100 SP) –** Over the time of this world's lifecycle, it felt as though the souls of slain enemies had become worth more. Unfortunately, you begin this Gauntlet at an earlier point in the world's life cycle, and souls are worth considerably less than before. Hopefully, you can spend them accordingly and judiciously.

- **Old Endurance (+100 SP) –** Curse your old bones, Jumper. Despite your probable physical appearance, you feel that you are a bit weaker than before. From now until you complete this gauntlet, the weight which you can carry before becoming over encumbered has been reduced by a factor of 6 units.

- **Sealed Voice (+100 SP) –** It seems that your post-death resurrection did not fully restore you. Though you are physically whole in your capabilities to fight, you are unable to speak or vocalize beyond reactions to pain. Hopefully, you have a soapstone handy for writing.

- **A Hawk's Sense (+200 SP) –** In the early days of this world, the audio and visual senses of its inhabitants were stronger. Over time, they grew weaker, allowing non-Hollowed Undead the chance to get closer than before. However, these senses have all grown sharper as of late, and the inhabitants of Lordran have a greater sense of when and where an enemy is approaching them.

- **Depths Discharge (+200 SP) –** Eww, what is that over your weapon? It would appear that the caustic fluids found within the Depths have leaked out and coated the weapons you will find during your travels through Lordran. Outside of the obvious distaste present, this substance has weakened the durability of your weapons by a fair degree, meaning you will have to regularly repair them lest they break.

- **Disastrous Phantoms (+200 SP) –** Looks like your world has been visited by a servant of Gravelord Nito. Isn't that neat!? When a Gravelord Servant interacts with other worlds, they create Black Phantoms based on the enemies in the area. Stronger and more aggressive than standard foes, these black phantoms will remain in your world until you defeat Lord Gwyn.

- **Mimic Epidemic (+400 SP) –** When an old clan of gods that fell to the sin of greed was banished, they changed into the grotesque monsters known as Mimics. I'm assuming you have some prior knowledge of where these mimics might be hiding. However, now they have replaced every chest you will come across in Lordran. Be ready to fight, Jumper, for they do not give up their prizes easily.

- **Undead Wanderlust (+400 SP) –** Hollowing might take away much of what a person was individually, but it doesn't take away what was routine. Instead of keeping static positions and routes, the Hollows and other foes you encounter during this Gauntlet will actively patrol and roam the lands of Lordran, making it so you might not encounter the same enemies in the same location twice.

- **Cursed Existence (+400 SP) –** Whether by a chance encounter with a basilisk or two, or a particularly unfortunate run-in with the Pale Drake, you died via a curse. The result of this curse lingers after your resurrection in the form of affecting your vitality. From now until you defeat Lord Gwyn, it will take half as many injuries and attacks to kill you. If you are further cursed during your time here, only those subsequent curses can be lifted, not this one.

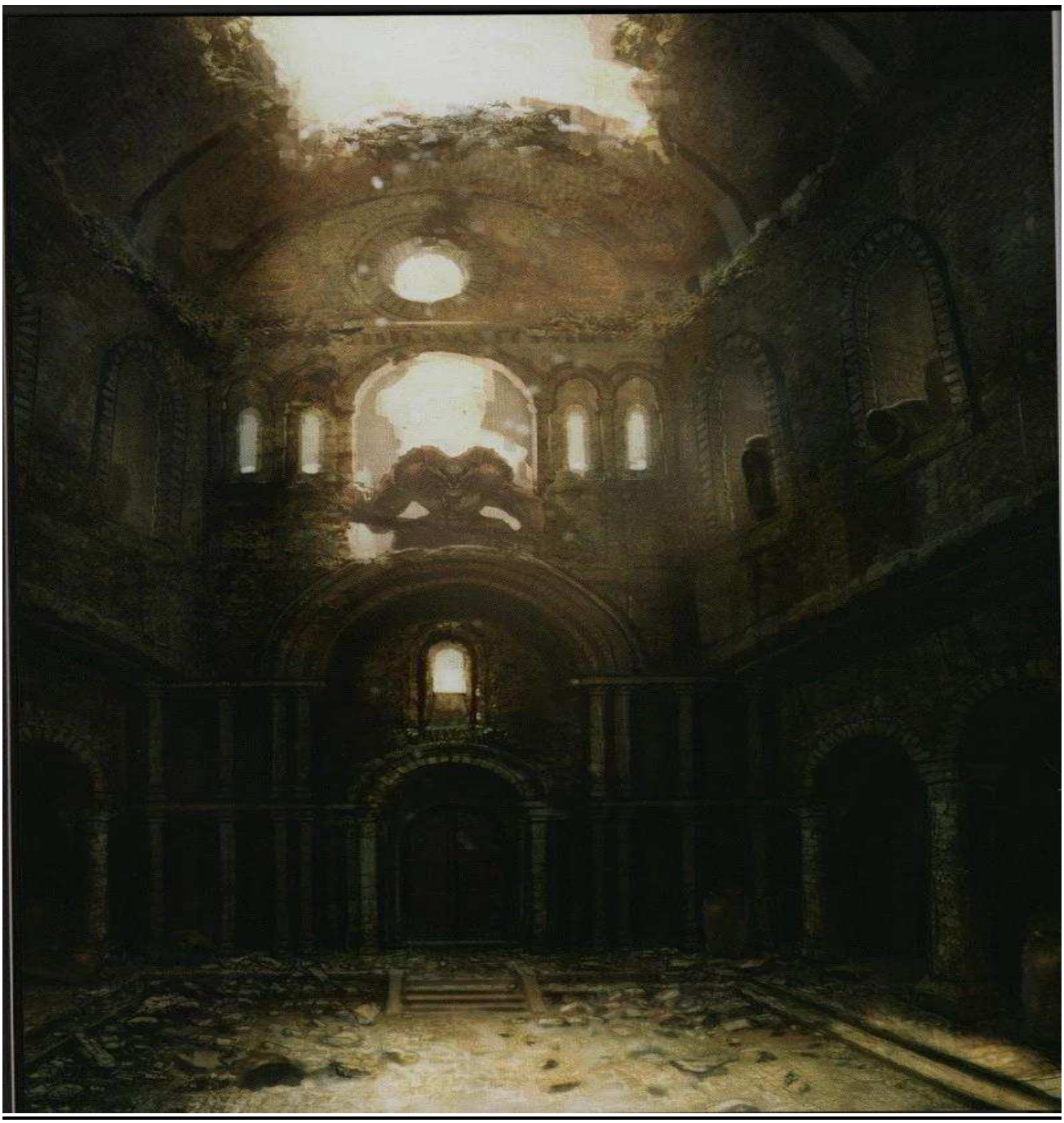
- **The Lost, Returned (+600 SP) --** Before you awoke in your cell, Lordran was host to more foes than currently exist. From an undead king to a mobile catastrophe, the convoluted flow of time has returned these enemies to Lordran in all their terrible glory, with one in particular replacing a powerful and chaotic soul.

- **Phantom Target (+600 SP) –** Whether you sinned against the gods, made enemies among the Dark Wraiths, or just have some terrible luck, you will find yourself regularly invaded by the black and blue phantoms of other Undead. This will begin the moment you leave Firelink Shrine for the first time, and end when Lord Gwyn is defeated.

- **The Weight of Prophecy (+600 SP) –** In your flight from the Northern Undead Asylum, you encountered a knight of Astora named Oscar. Saving him, the two of you will travel to Lordran, where you will soon part ways. Unfortunately for you, the weight of the Undead Prophecy will begin to weigh heavily on the knight, and he will become more and more obsessed with it. Over time, he will oppose you at every turn, invading and growing stronger compared to your own abilities, until your final confrontation at the Kiln of the First Flame, where whatever decision you intend to make, Oscar will fight for the opposite.

Starting Location

- **The Northern Undead Asylum –** A giant prison for the Undead, segmented by countless iron bars, this place has been the dumping ground of the Undead for many years. While most of the inhabitants here are so far gone that they pose little threat, the Stray Demons that roam the outer walls and lower reaches are still considerably dangerous foes.



Starting Class

The following section allows you to choose not only your Age and Gender for this Jump (1d20+18), but also which starting class you will begin your time in Lordran with. These starting classes will not affect your overall capabilities here, just what you start out with and how easy your initial journey is.

- **Deprived (+200 SP) –** A nameless enigma with an even spread of abilities. They start with a Club, Plank Shield, and no armor or clothes save for a loincloth and/or chest wrap.
- **Warrior (+/- 0 SP) –** A fearless warrior and a weapon expert who bore great strength and dexterity in life. This class begins with a Longsword, Heater Shield, a Standard Helm, and Hard Leather Armor.
- **Knight (-100 SP) –** A low-ranking knight from one of the many kingdoms that surround Lordran. This class begins with a Broadsword, Tower Kite Shield, and Low-Class Knight Armor.
- **Wanderer (-100 SP) –** An aimless wanderer who found themselves within the Northern Undead Asylum. They start with a Scimitar, Leather Shield, and Wanderer Set.
- **Hunter (-100 SP) –** A bow-wielding hunter who had once excelled in taking down foes from range. They start with a Short Sword, Leather Shield, Short Bow, 15 Standard Arrows, and the Leather Set.
- **Cleric (-100 SP) –** A cleric of the Way of White who was on pilgrimage. They start with a Mace, East-West Shield, Canvas Talisman, Holy Robe Set, and the Heal Miracle.
- **Sorcerer (-200 SP) –** A sorcerer of the Vinheim Dragon school. Wielding magic, their physical strength is weaker than others. They start with a Dagger, Small Leather Shield, Sorcerer Catalyst, and Sorcerer Set.
- **Bandit (-200 SP) –** A Savage bandit who was well known for their great strength. They start with a Bandit Axe, Spider Shield, and the Brigand Set.
- **Thief (-200 SP) –** A guilt-ridden thief who was known for their quiet footsteps. They start with a Bandit Knife, Target Shield, Black Leather Set, and the Master Key.
- **Pyromancer (-200 SP) –** A Pyromancer from the Great Swamp. They start with a Hand Axe, Cracked Round Shield, Rapid Pyromancy Flame, Fireball Spell, and the Tattered Set.

Starting Gifts

You may only choose one Starting Gift to begin your journey with, so choose wisely.

- **Binoculars (-100 SP) –** Binoculars made of brass which are used to look at distant scenery. Made by a famous craftsman of Astora, its use is singular and applications many.

- **Black Firebombs (-100 SP) –** A satchel containing ten black, bisque urns filled with a combustible black powder. When thrown, these urns will violently explode upon impact.

- **Divine Blessing (-100 SP) –** Holy water from the goddess, Gwynevere. When drunk, it fully restores one's health and purges their body of all poisons and toxins.

- **Master Key (-100 SP) –** A common tool among thieves, this universal key can open any basic lock. However, be aware that some doors are better left locked.

- **Old Witch's Ring (-100 SP) –** An old ring that once belonged to a witch. Engraved with indecipherable script, it seems useless. In truth, it allows you to understand those transformed by Chaos.

- **Tiny Being's Ring (-100 SP) –** A ring made with a tiny, ancient jewel. When worn, it increases your vitality by a small amount and applies a weak healing effect.

- **Twin Humanities (-100 SP) –** A rare, tiny black sprite found among corpses. When crushed in the hand, it greatly heals injuries and grants two humanities.

Special

- **Darksign (Mandatory) –** This small ring of flames brands you as an Undead. This allows you to continually return from death until you eventually and inevitably go Hollow. As such, death does not mean you fail this Gauntlet. Rather, you simply lose all the accumulated souls and humanity you may have acquired up until that point. You will only fail this Gauntlet should you go Hollow or die when you have no souls or humanity left. Post-Gauntlet, the Darksign shall be removed from you, restoring you to a normal life.

General Perks

- **Soul Consumption (FREE and Mandatory) –** As an Undead, you may automatically consume the souls of your slain foes and use them to strengthen yourself or as currency. You also have the chance to passively absorb Liquid Humanity, though that is more determined by luck than anything else.

- **Jolly Cooperation (FREE) –** Perhaps it is your sunny disposition, or prior battlefield experience, but you have a great deal of experience when it comes to fighting alongside others. When engaging in jolly cooperation, you become unconsciously aware of the positions of your various allies, what attacks they might be using, and where best to position yourself to not get in their way. This effect can extend to three other people during a battle.

- **Bowman's Sight (-100 SP) –** Before your death and resurrection, you were relatively skilled with bows and crossbows. When you use such weapons, you will see a rudimentary crosshair appear in your vision. While not having pinpoint accuracy, this sight will allow you to know where your arrows or bolts will be going when fired.

- **Loved By The Sun (-100 SP) –** In Lordran, sorrow weighs upon all, and a strong arm and a stronger heart may be the very things that stand between Undead and hollowing. When you display feats of strength and cooperation, you provide a small but noticeable spark of hope in others that keeps them from falling into despair. It's not much, but maybe those that you provide this spark can carry it to others.

- **Iron Strength (-200 CP) –** It seems that you have become a physical match for the legendary Black Iron Tarkus. Not only do you have incredible endurance, but you can wield any weapon that requires two hands in a single hand without suffering from a loss of speed, handling, or power. You will also find that your physical blows stagger enemies far more easily than they did before.

- **Maneater's Resistance (-200 SP) –** You have developed the same resistances to specific environmental hazards as Maneater Mildred. Simply speaking, you are incredibly resistant against poisons and toxins, allowing you to wade through the swamp of Blighttown for hours without issue, and incredibly resistant to flame and heat, allowing you to walk through lava as though you were wearing the Orange Charred Ring.

- **Parrying Knight (-400 SP) –** The knights of Carim are well known for forgoing the use of shields in favor of parrying daggers. Whether you were trained as a knight of Carim or followed in their footsteps, you have perfected the art of parrying enemy attacks. Not only will parrying provide you an extended window to counter with a devastating riposte, but you will also find that your counterattacks are significantly stronger than they were before.

- **Paladin's Might (-400 SP) –** As the first Undead produced by the Way of White, Paladin Leeroy bore inhuman strength. You seem to exhibit this same strength as well as a unique blessing. Similar to that which is found on Leeroy's legendary weapon, Grant, you will find that your strikes are more potent against all forms of Undead and Hollow alike, even preventing the skeletons raised by necromancers from constantly resurrecting.

- **Abyss Walker (-600 SP) –** For reasons unknown, the Witch Beatrice braved the Abyss alongside the Knight Artorias without a covenant to protect her. Like Beatrice, you may freely walk through the Abyss and other similar planes without fear of being taken by it. In addition, your exposure to this dark place has granted you the knowledge and ability to infuse your sorceries with the Abyss' power, granting them greater strength, a dark coloration, and an actual physical weight than before.

- **Cleansing Light (-600 SP) –** When the Knight Artorias tried to slay Manus the Father of the Abyss, he was defeated and greatly scarred. Thinking not of himself, but rather his companion, Sif, he used his great shield to erect a magical barrier around her for the purposes of protecting her from the Abyss. Somehow, you studied an example of the seal that Artorias created and figured out how to recreate it. When doing so, the seals you create around individuals can protect them from all forms of darkness and steadily purify them of all manners of corruption that may afflict them.

General Items

- **Estus (FREE/-600 SP to Keep) –** A dull, green flask containing water, ash, and flame. Treasured by Undead everywhere, this flask restores the health of those Undead who drink from it before it needs to be refilled through a bonfire. Starting with only enough contents for five drinks, more can be added with more Fire Keeper Souls and Kindling. Should you purchase the Estus outright, it can be used Post-Gauntlet to heal the living and the Undead and will refill itself at the dawn of the next day. In addition, in each successive Jump going forward, five shards of Undead bones will be scattered throughout the world. Burning these shards into ash and placing them within the Estus Flask, will incrementally increase its efficacy.

- **Repair Box (-100 SP) –** A specialized, large, reinforced box made from wood and metal. Containing a specialized mortar and pestle, it utilizes a specialized compound created from ground up repair powder. When sitting at either a bonfire or a place of safety, one can transfer a small amount of souls to repair weapons and armor to perfect condition. The compound within the repair box will refill upon resting at a bonfire and post-Gauntlet, at the dawn of the next day.

- **Elizabeth Mushrooms (-200 SP) –** A collection of large, medicinal mushrooms originally found in the Oolacile Royal Woods. When consumed, the effects of the mushroom greatly invigorate the flesh, causing a steady regenerative effect that lasts for thirty seconds. Upon purchase, you will find a small bag containing ten of these mushrooms, and new mushrooms will automatically be added to replace those used every three days.

- **Silver Pendant (-400 SP) –** A large, heavy silver pendant that was one of the ancient treasures of Anor Londo. Originally presented to Artorias as a tool for facing the threats posed by the Abyss, it was thought to be lost during the tragedy of the Oolacile. Now found, this pendent allows the bearer to create a dome of light around themselves which can repel all manners of dark sorcery and the darkness of the Abyss.

Forgotten Items

- **Smoldering Ash (-100 SP) –** A small pouch of still smoldering ash that was taken from a bonfire. You may reach into this pouch and throw a handful of this heated ash into the eyes of your enemies, temporarily blinding them and leaving them open for a single attack. There's enough ash inside for ten uses, and it will refill upon resting at a bonfire. Post-Gauntlet, this pouch will refill itself at the dawn of a new day.

- **Green Moss Clump (-200 SP) –** A medicinal green moss clump, found in the Darkroot Garden. When consumed, you will find that the rate at which you expend your stamina is significantly reduced for a limited amount of time. Upon purchase, you will find 10 clumps of this moss in a small container, and new clumps will automatically be added to replace used amounts every three days.

- **Crimson Blossom (-400 SP) –** A uniquely bitter herbal weed that tastes like iron. Found very rarely in the Darkroot Garden, this weed is greatly treasured by warriors who know of its existence. When consumed, you will find that the strength of your physical and magical attacks is increased for a limited amount of time. Upon purchase, you will find 10 shoots of this blossom in a small container, and new shoots will automatically be added to replace those used every three days.

- **Demon Flame (-600 SP) –** A nameless mass of souls whose power is almost akin to that of a Lord Soul. Useless on its own, it is instead an additive smithing material. When used by a well-trained smith, the Demon Flame can be infused into a weapon of your choice and act as a means of further enhancing it beyond its limits. The resulting weapon becomes considerably stronger as a result. Depending on the type of weapon, the blade, tip, or surface will take on a unique Damascus pattern. This Demon Flame will reappear in your warehouse once per Jump or every ten years.

Forgotten Weapons

The following Items are a combination of those you may already be familiar with and those you may not. This is due to the recent rediscovery of them among the forgotten recesses of Lordran. Should you have a weapon tied to your Body Mod, you may Import it into the appropriate type of weapon. Otherwise, Post-Gauntlet, these weapons may be imported a single time into a weapon you choose to transfer their effects.

- **Blackened Zweihander (-100 SP) –** A curious Zweihander found among the ruins of Oolacile. Looking as though it had been broken and reforged in the past, the weapon is surprisingly light. However, its black blade hints at its true power. This shortened zweihander has the ability to touch and attack ghosts and spirits as though they were flesh and blood.

- **Gwynevere's Talisman (-200 SP) –** A curious talisman that appears to have been crafted from a Dragon Scale and wrapped in golden thread. While some have solely attributed this talisman to the gods and others to dragons, both may be true, as this talisman allows the bearer to use both spells and miracles as they would with a dedicated catalyst or talisman.

- **Hollow Killer (-400 SP) –** A whip made from old leather and topped with a spiked ball. Created by an unknown craftsman, this whip was used as an incentive to better corral the Undead to the far North. The fear it created has seeped into this weapon, allowing it to deal increased damage against Hollow enemies.

- **Dark Wraith Dagger (-600 SP) –** A simple, if elegant, black dagger that was found along the edges of the New Londo ruins. Well-balanced and easy to use, this dagger appears almost normal. However, the dagger was stained by being exposed to a heavy concentration of the Abyss. As a result, this dagger is incredibly effective when used against gods or divine beings of all shapes and sizes.

Forgotten Rings

The following Items are a combination of those you may already be familiar with and those you may not. This is due to the recent rediscovery of them among the forgotten recesses of Lordran. Should you have a ring tied to your Body Mod, you may Import it into the appropriate ring. Otherwise, Post-Gauntlet, these rings may be imported a single time into a ring you choose for it to transfer their effects.

- **Ring of Blind Ghosts (-200 SP) –** A ring that belonged to one of the Guardians of the Seal within New Londo. When worn, it prevents the wearer from being seen by the accursed ghosts that haunt New Londo's ruins. Perhaps this was how the Sealers were capable of safely moving to and from within the ruins.

- **Ring of Condemnation (-400 SP) –** A ring of blackened metal and set with a black diamond. Typically granted to those who enter into a covenant with the goddess of sin, Velka, you will find that it unleashes a small but potent blast of occult energy when you receive an injury from a foe.

- **Ring of Displacement (-600 SP) –** A ring that was created to be the physical form of a miracle born in New Londo. Though the city is now lost, this ring and its effect remain. When worn, this ring takes on the damage you would receive from the attacks of your foes. However, due to age and the elements, the ring is very fragile and will break before long, so regular repairs will be in order.

Companions

All Companions Purchases will receive half of the total SP you receive from Drawbacks and will have the Perks **"Soul Consumption"** and **"Jolly Cooperation,"** and the FREE version of the **"Estus"** Item.

- **Familiar Cooperator (-400 SP) –** If you want a longstanding ally to aid you during your travels in this version of Lordran, then look no further. With this option, you may import one companion from prior Jump or Gauntlet into this one.

- **Knight Lautrec (-200 SP) –** A knight of Carim that was locked away in a small cell of the Undead Parish's church. A shrewd man with an unknown mission, he is an incredibly capable and vicious fighter, although one who tends to overestimate himself. He comes with the **Parrying Knight** Perk.

- **Maneater Mildred (-200 SP) –** A cannibalistic eater of men and crag spiders that roams the swamp of Blighttown. While not very talkative, she has taken an odd liking to you and is willing to fight by your side. Despite her appearance, she is well experienced with the proper preparation of meat. Just be careful of where it comes from. She comes with the **Maneater's Resistance** Perk.

- **Black Iron Tarkus (-200 SP) –** A legendary knight who fought along the Knights of Berenike in their attempt to conquer Sen's Fortress. Approaching each conflict in a measured and professional manner, Black Iron Tarkus has been known to be able to cut down even the mightiest of giants. He comes with the **Iron Body** Perk.

- **Solaire of Astora (-200 SP) –** Jolly of heart and strong of arm, this Undead knight has travelled to Lordran to find his own sun. As a proud knight and leader of the Warriors of Sunlight, Solaire is a very capable ally in most battles. He comes with the **Loved By The Sun** Perk.

- **Paladin Leroy (-400 SP) –** The first Undead created by the Way of White and sent into Lordran on an unknown mission. Inhumanely strong in body and faith, this paladin is a righteous warrior who, while meaning well, tends to rush headlong into battle without care. He comes with the **Paladin's Might** Perk.

- **Witch Beatrice (-400 SP) –** A self-taught witch of unknown origin who once braved the Abyss to fight alongside Knight Artorias, the Abysswalker. Somewhat bookish, she has a wealth of magical knowledge and experience that is only matched by her crusade against the Dark. She comes with the **Abysswalker** Perk.

- **Grey Wolf Sif (-400 SP) –** A large, ash-grey furred wolf that once fought alongside Knight Artorias, the Abysswalker. With a mind that rivals most humans, Sif is a capable battlefield companion that can change her size from that of a typical wolf to a great wolf that towers over others. She comes with the **Cleansing Light** Perk.

- **Chaos Witch, Quelaag (-400 SP) –** One of the Daughters of Chaos that survived the creation of the Chaos Flame. Partially corrupted by her mother's folly, she has made her home at the base of Blighttown with her sickly sister and uses the Bell of Awakening as a lure for foolish Undead. As a daughter of the Witch of Izalith, Quelaag is a master Flame Sorceries and can act as a Pyromancy teacher for those who ally with her.

- **The Would Be Chosen (-600 SP) –** In a neighboring cell, you spy an Undead who still has their wits about them. Professing their thanks upon being freed, they have promised to fight by your side during your travels throughout Lordran. Despite their inauspicious beginnings, they have an incredible potential for growth in both power and skill. Easily capable of taking the role of the prophesied Chosen Undead, they come with two of the eight priced Perks found in the General Perks sections of this document. Roll a 1d8 twice to determine these perks (See the Notes Section for the number and related perk) and a 1d10 to determine their starting class.



Rewards

Upon reaching the Kiln of the First Flame and defeating Gwyn, Lord of Cinder, you are presented with a choice. Either assume Lord Gwyn's role and Link the Fire or reject Lord Gwyn's title and become the Dark Lord. Depending on your choice, you will receive one of the following Miracles/Spells to aid you in your future travels.

- **Sunlight Spear –** For taking Gwyn's place and Linking The Fire, you will receive the knowledge of how to manifest and use the Rays of Sunlight wielded by Gwyn in the war against the Dragons. Not only are these Sunlight Spears incredibly powerful, but they are capable of stripping immortality from those that are struck by them and are highly effective against all dragon-kind.

- **Abyssal Shot –** For rejecting Gwyn's duty and Becoming The Dark Lord, you will be embraced by the Abyss and receive an understanding of one of Manus' most fierce attacks. Known as Abyssal Shot, this spell allows you to throw three rows of Dark Bead in front of you in a fan-like formation. Not only is this attack a stronger variant of Dark Bead, but as the Abyss is anathema to all forms of deities and the divine, it is incredibly effective in either the slaying of gods or corrupting them into madness.

Afterwards

- **Stay –** Something about Lordran has entranced you, and you decided to make this land your new home. Regardless of your decision, you will find yourself back in Firelink Shrine, in a world now shaped by your choices.

- **Leave –** You have decided that this journey was not enough for you. Choosing to move on, you appear back in your warehouse and ready to fill out a new document.

- **Go Home –** Your time in Lordran has certainly left its mark on you. I won't besmirch your decision, Jumper. It's time to head home.

Notes

- General
    - I intend for this Gauntlet to be the most basic and normal version of the three Dark Souls Gauntlets I have/plan to made/make, with Remastest as the easiest and Scorched Contract as the hardest.
- Perks
    - Jolly Cooperation is based on the idea of instinctual teamwork between a player and summoned NPCs.
    - Most of the perks found in this Gauntlet were based on characteristics and lore from the summonable NPCs in DS1.
- Forgotten Items
    - The Items of this Gauntlet are all based on Cut Content from the original game. Because many of these items do not have any form of description, I fanwanked what they could do based on items that we would see in future titles.
    - Demon Flame was supposed to be a fifth Lord Soul, but without a description, I decided that it would act as a sort of semi-unlimiter on a weapon, boosting its stats beyond its max and giving whatever it's used on the same Damascus pattern as the Chaos Blade without the health loss effect.
- Forgotten Rings
    - These rings were based on cut content rings. Unlike the previous sections, these actually have descriptions that I could use here, instead of fanwanking.
    - I've only added a little bit of additional flavor to add to their story. Everything else taken straight from the Wikidot.
- Drawbacks
    - I decided to add additional drawbacks here so that Jumpers could get at least one or two of the capstone Perks, Items, or Companions.
    - The Drawbacks are based on a combination of Cut Content, Patch Changes, and General Woes that might befall a player during their game time.
        - The Lost, Returned will include enemies like Claw Hollows, Brain Bugs, Unnamed Barbarian Type Enemies, Undead King Jar Eel, and a mobile version of the Bed of Chaos. Oh yes, that's a thing.
    - The following video by BertoPlease details the changes in Soul Values from Version 1.00 to the last patch in both video and Docs format.
        - https://www.youtube.com/watch?v=JGAPk0Z1K-c&t=540s

- Forgotten Weapons
    - These are based on other Cut Content weapons that I did not include in the Dark Souls Remastest Gauntlet.
        - Blackened Zweihander is based on the weapon the Cut Content version of Chester uses. Due to sharing a blackened blade with the Cursed Artorias Sword, I decided to give the weapon an anti-ghost effect.
        - Gwynevere's Talisman is based on a cut talisman that is named Gwynevere's Talisman but is described as Dragon's Talisman, hence why you will be able to use both Miracles and Sorceries with it.
        - Hollow Killer is based on a cut whip, and because it has no description, I decided to give it the same Anti-Hollow abilities as the Old Whip from DS2, but with more durability.
        - Darkwraith Dagger is based on a cut dagger that some speculate could have been a dagger belonging to Darkwraiths. As such, I gave it Occult damage to be more effective against gods or divine enemies.
- Companions
    - These are based on the summonable NPCs from DS1. There's less than I realized.
    - For the two Would Be Chosen's rolled perks, please see the list below.
        - 1 – Bowman's Sight
        - 2 – Loved By The Sun
        - 3 – Iron Body
        - 4 – Maneater's Resistance
        - 5 – Parrying Knight
        - 6 – Paladin's Might
        - 7 – Abysswalker
        - 8 – Cleansing Light
    - Yes, Lautrec is a rather cheap companion option, all things considered. But let's be real here, no one keeps Lautrec around for any longer than necessary. He has something that every DS1 player wants.
    - Also, yes, I did throw a Leeroy Jenkins reference in here.

Changelog

- **8/2/2026 – Version 0.9 Created**
- **8/9/2026 – Version 1.0 Created** – Special thanks to Blackscorp98, Absimilard21, and xion930930 for their input and feedback.
    - Document Changes
        - Grammatical and Spacing changes have been made throughout this document.
    - Special
        - Added additional text to Darksign, stating that it will be removed from a Jumper Post-Gauntlet.
    - Items
        - The General Items section has been added, and the “Estus” Item has been moved here.
            - Added the detail that Post-Gauntlet, Estus Flasks will be refilled at the dawn of a new day and that Undead Bone Shards can be found in future worlds which act as Estus upgrade materials.
    - Forgotten Items
        - Added text stating that the Smoldering Ash will refill itself Post-Gauntlet at the dawn of a new day.
    - Forgotten Rings
        - Added text stating that the Displacement Ring can be repaired.
    - Companions
        - Lautrec’s price has been increased to 200 SP.
        - The Companion, Chaos Witch, Quelaag has been added for 400 SP.