Demon's Souls Jump Chain by Atma-Stand/Wandering Shadow Version 1.0



"Soul of the lost, withdrawn from its vessel. Let strength be granted so the world might be mended. So, the world might be mended."

"This is the Nexus. It holds together the northern land of Boletaria. Thou canst not exit the Nexus, but each of the five Archstones will connect thee to another node."

Foreword

These were the words you heard as your consciousness faded back into painful reality. Years ago, King Allant XII rediscovered the Soul Arts in the depths of The Nexus and ushered in an unprecedented golden age to the Northern Kingdom of Boletaria. However, all kings age, and with that age came a deep-seated despair that ate away at Allant. Seeking a means to do something with his power, he traveled into The Nexus once more. Soon, a deep, colorless fog enshrouded Boletaria and her surrounding lands. While many who attempted to discern the country's fate were seemingly lost in the deep fog, one managed to escape its grasp.

Vallarfax of The Twin Fangs breached the fog and told the world of what befell his country. Demons stalked the land, killing and draining the souls of humans. According to his account, when humans lost their souls to the demons, they would lose their minds, attacking the sane and bringing chaos to the land. However, a demon's soul would be invigorated by the act, and should a human slay a mature demon and take their soul, the power they would attain would be immense. Vallarfax disappeared back into the fog shortly afterward, and following him were those who sought glory, power, and perhaps… something else.

Of them were Biorr of the Twin Fangs, Yurt the Silent Chief, Saint Urbain, Scirvir the Wanderer, the Sixth Saint Astraea and her knight Garl Vinland, Sage Freke the Visionary, and… You, Jumper. With the fog threatening to one day engulf the world and the ever-present promise of power, you joined them. Whether it was by the hands of a soul-starved human or a demon, at some point during your trek to the capital, you died. Instead of an immediate chain fail, you felt yourself being dragged back to consciousness in a chamber you had never seen before, all the while feeling something that wasn't there before clasped around your ankle.

Here is **+1000 Choice Points**, Jumper. Prepare to die many times before these next Ten years are through, and always remember, *you have a Heart of Gold. Don't let them take it from you*.

Starting Locations

You have traveled to Boletaria from one of the lands that either neighbor, or know of, the kingdom. As such, the default starting location is one of the many Outpost Passages that lay along the fog-shrouded borders. That being said, you may throw a 1d6 to choose a specific location from the choices below.

- **The Nexus –** A sacred place that holds together the northern land of Boletaria. It connects to other locations throughout Boletaria through the five archstones present in the main chamber.

- **Gates of Boletaria –** The outskirts of the Boletarian castle. Soul-starved soldiers and dreglings stalk this land in search of souls, while dragons make their roosts upon the castle and the surrounding land.

- **Smithing Grounds –** A once great city of miners and giant tunnels. The burrowing miners once aided the kingdom's soldiers through their diligent work. Now, without souls, these miners have devolved into mindless, toiling wretches.

- **Prison of Hope –** Once the land of the Queen's Ivory Tower, it has been taken over by an exiled, vengeful old man. This man imprisoned many of the surviving nobility in the dark cells of Latria.

- **Island's Edge –** The island shrine of the Shadowmen who tend to the dead and worship the storms that buffet the island. Upon the appearance of demons, lost souls returned and began to inhabit skeletons that littered the land.

- **Depraved Chasm –** Afflicted by poisons and plague, the residents of this humid and forsaken place await their death. Upon the arrival of a woman in white, the residents have begun to offer souls for her blessing.

Origins

The following section will review the various Origins a Jumper can take for this Jump. Please be aware that any Origin can be considered a Drop-In and that certain Starting Classes will be available for certain Origins.

- **Warrior –** Throughout Boletaria's long history, it displayed a well-known culture of fighting between the Barbarians that sometimes appear, Boletaria's frontline soldiers, and its storied knights. Perhaps this strength can help you against the demons that plague the land. This origin can take the following classes: ***Knight, Soldier, and Barbarian***.

- **Roguish –** Not everyone in this land has the same approach to fighting demons as you do. You are fleet of foot and deft of hand. Perhaps these skills will help you in your greatest times of need. This origin can take the following classes: ***Thief, Hunter, and Wanderer.***

- **Mage –** King Allant XII became famous for his revival of Soul Arts. In the time of his reign, before demons came to the capital, you were one of the many individuals who studied the Soul Arts. Perhaps your skills and magic will give you the edge in future battles? This origin can take the following classes: ***Magician and Royalty.***

- **Cleric** – Despite the revival of the Soul Arts, the faith of God still held heavy sway in the land. The faithful have looked down upon magic under the belief that their miracles are greater. Can your faith shield you against the horrors to come? This origin can take the following classes: ***Priest and Temple Knight.***

- **Blacksmith –** Regardless of how you traveled your life, you one day took up the craft of blacksmithing and found you were quite good at it. The act of smithing has made you strong in body and… possibly more. This origin can take the following classes: ***Barbarian, Hunter, and Wanderer.***

- **Order of The Soul –** The revival of the Soul Arts led to unprecedented advancement in the industry. However, this has an unintended consequence as a cadre of individuals now seeks to remove their competition, and you happen to be one of their agents. This origin can take the following classes: ***Thief, Knight, and Royalty.***

- **Demon (-200 CP) –** Whether you were human before or not, you are now among the demons plaguing Boletaria and its lands. This accursed existence gives you a degree of strength that most humans could only dream of. Be careful, Jumper. While the soul-starved won't pay you mind, those humans who still come to this land will crave your soul as much as your kin crave theirs. This Origin can take ***All Classes*.**

Starting Classes and Body Type

The following section will go over your possible Starting Class and Body Type during this jump. In terms of your body, you may freely choose your gender or maintain your current one from your previous jump, and your age can be determined by **18+1d20**.

- **Knight –** A knight from the advanced southern region of Boletaria. Equipped with hard metal armor and a shield, they excel in defense.

- **Priest –** A soldier of God, they are equipped with chainmail, mace, and have the power to heal themselves through miracles.

- **Thief –** Hired by royalty, these thieves perform dark deeds for payment. They excel in stealth and ambushes.

- **Magician –** A commoner who learned spells such as flame spray and water veil. Despite their magical prowess, they don't excel at hand-to-hand combat.

- **Temple Knight –** A knight who protects the temples of God. These knights utilize heavy weapons and healing miracles.

- **Soldier –** A low-class soldier found on the frontlines of war. They are a standard soldier equipped with typical, but well-made gear.

- **Wanderer –** A lightly equipped but aimless soldier. Despite their shabby equipment, they are skilled with curved swords.

- **Barbarian –** A person from a primitive civilization, when compared to Boletaria. While they have weak equipment, their way of life has made them a hearty and strong fighter.

- **Hunter –** A specialist in hunting with bows, they are well-balanced fighters, who are more outdoors and at distance from their enemies.

- **Royalty –** An individual of royal bearing and life. Despite their proficiency with magic, their easier lifestyle has left them with the weakest soul among the starting classes.

General Perks

- **Souls of The Lost (FREE) –** While the exact nature of this ability is unknown, whether it be truly inherent to all humans and demons or something that manifested during the revival of the Soul Arts, you share this ubiquitous power. Upon slaying a foe, whether they be a beast, human, or demon, the power of their weaker souls will automatically and immediately become yours. These souls may be used to strengthen yourself in a myriad of ways through an appropriate medium, such as the Maiden in Black, as well as act as currency in Boletaria. In addition, the more powerful souls, like those held by named demons, may be held as physical and tangible items, which you can consume or use for other purposes. Post-Jump, you may be able to strengthen yourself through the power of souls in holy places or places you designate as safe havens and use them in place of currency.

- **Basic Training (FREE) –** Boletaria and her surrounding lands were not averse to martial action while in a golden age. Many individuals, from soldiers, priests, mages and even royalty were expected to learn the ways of war. So, in keeping with that, so have you. Throughout your life, you have learned the basics of wielding and maintaining the various weapons that were commonly found throughout Boletaria. This doesn't make you a master by any means, as your attacks will be somewhat formulaic, but like a tree, these skills will grow with time and experience.

- **Soul Form (SPECIAL: FREE/-600 CP) –** Upon your first death, you awoke in the depths of The Nexus in Soul Form. This spectral version of yourself can still interact with the world as though it were still flesh and blood, and you may use this new ability to effectively cheat death. However, there are several important factors to note about this new state. The first is that, yes, while it acts as a pseudo-life after death ability, each time you are killed in Soul Form, you will lose more of yourself until there is nothing left to come back from. That said, you can restore yourself from Soul Form and back to your body in one of two ways. You may either restore yourself by slaying a powerful creature, such as a mature demon, and consuming its soul, or by using a stone of Ephemeral Eyes. This perk is **FREE** for this jump, but should you wish to keep this power after leaving Boletaria, you may do so by spending **-600 CP**.

- **Parry and Riposte (-100 CP) –** Parries are a common skill taught in most, if not all, martial styles, and you probably already know how to parry an attack successfully. However, this will allow you to do something more with it. Now, when you parry an enemy, you put them into a brief state of extreme vulnerability. In this state, your next attack will do greatly increased damage to them. Should you either be stronger than your foe, be weaker in comparison to you, or both, you may kill them outright with this technique.

- **One Hundred Cuts (-100 CP) –** Many creatures, both demonic and human, tower over the sane in this land, and fighting them on even footing is impossible. However, perhaps it is due to your Nexial Binding or some other force, but you find that the wounds you inflict upon your foes are just as deadly as if you struck their vital points. Yes, striking said points will do the appropriate damage and end the fight more quickly, but this will allow you to slay even the most towering of foes while on foot.

- **The Duality of Beasts (-200 CP) –** Magic and Miracles. Two schools of Soul Arts that are at odds with each other. Those among the faithful see the practitioners of magic as nothing more than heretics, while those practitioners of magic see the faithful as close-minded fools. However, neither party is aware that their respective schools draw power from the same source, The Old One. Having come across this secret yourself, your connection with the Soul Arts has changed, allowing you to draw power from the demonic and divine with no loss of efficacy or backlash. All you need are the right materials, such as talismans and catalysts, to do so.

- **The Power of Humanity (-200 CP) –** Some may argue what the true power of the human spirit is. But to those who have delved deeply into the Soul Arts, they know it simply as luck. You will find that luck has begun to affect you in multiple ways. The first, is that you will more easily find items that can aid you in your quests like stones, herbs, weapons, and armor from fallen enemies. The second, is that you are incredibly resistant to plagues and diseases, so much so that you could wade through the bloody rivers of the Valley of Defilement with fewer issues. There was something else, something related to a noble weapon, but I cannot seem to remember…

- **Hues of The World (-400 CP) –** The metaphysical nature of the world seems to be slightly warped in Boletaria. Nowhere near the extent of other lands or kingdoms related to this world, but enough that it still matters. Performing certain deeds will shift this tendency towards either a Pure White or a Pure Black. To move towards pure white tendency, one would need to slay greater demons, black phantoms, and primeval demons. In a world leaning towards pure white tendency, enemies are weaker, more curatives can be found, and your strength in soul form is increased. To shift the world towards pure black, one would need to die in human form, kill named and sane humans, and slay the old heroes of the land. In a world leaning towards pure black tendency, enemies are stronger, your strength in soul form is diminished, rarer items may appear, and black phantom versions of those you have encountered will appear, allowing you to claim their weapons and armor upon their defeat.

- **Beyond The Shores (-400 CP) –** The Maiden in Black can use her connection and mastery over the Soul Arts to strengthen those within The Nexus. However, all those who seek the strength she provides have a limit, a point after which they can no longer grow stronger. That is not the case for you, Jumper. While more and more souls will be required, your strength no longer has a limit for its growth. I would caution you, however. There is a fine line between human and demon, and without limit, that line may irreparably blur.

Warrior Perks

- **Limits of Power (-100 CP, FREE for Warrior) –** Whether against men or demons, any warrior worth their salt must know how to maintain themselves for long battles. Through your own experience, you know how to pace yourself properly and, more importantly, properly rest after a fight. When resting, or better yet sleeping, the physical and mental strain you experience from battle will significantly diminish, allowing you to continue the fight better.

- **The Vaulting Knight (-200 CP, Discount for Warrior) –** There is a myth that a fully armored knight is a slow and cumbersome being. That myth only exists for those not knowledgeable about the proper way of wearing armor. No matter the weight and design, you will have the full range of motion that knights are expected to have, allowing you to easily leap, vault, and wrestle foes. More interestingly, you will also notice that you do not feel as much physical exertion when wearing full armor.

- **Sharper Than Scholars (-400 CP, Discount for Warrior) –** While understated, Biorr praises his fellow Twinfang, Vallarfax, for his mind, claiming that the man was smarter than most scholars. You, too, have this profound intellect. Not in the scholarly field per se, but rather in strategy, and more importantly, priorities. When looking at a crisis, you may objectively see the far-reaching consequences and how one could either stop the crisis or alleviate the worst of it.

- **The New Legend (-600 CP, Discount for Warrior) –** Of the many legends of Boletaria, none were more known than that of Old King Doran. Known as the Last Hero, King Doran founded Boletaria and was hailed as a demigod. While this claim is curious, it does not change the fact that you appear to have a similar bloodline to the Old King. You are a demigod of pure physical might, and your blows can rend even the strongest of demons in twain with terrifying ease. Let your strength forge a new legend from the fog.

Roguish Perks

- **The Soft Step (-100 CP, FREE for Roguish) –** You were never a warrior who would act the role of an aegis. That's fine, as there are more ways to survive a fight. With that in mind, you have worked towards mastering one of the most critical assets of any truly discerning warrior: footwork. You know how to move incredibly lightly and quietly, thus allowing you to more easily sneak up on or around your various foes.

- **Grave Release (-200 CP, Discount for Roguish) –** There is a degree of sacredness regarding the departed and their effects. Shame that you don't care about that. When observing a corpse, you can immediately tell what item they hold would be valuable to you, both monetarily and practically. In addition, you do not need to rifle through their pockets to get it. A small mote of light will appear above their bodies and merely picking that up will transfer that item or items to you.

- **A Clever Rat (-400 CP, Discount for Roguish) –** In Boletaria, there is an emphasis on honor and piety. That's not you at all, is it? No, of course not, you know better than that. You have the experience of a thoroughly low-minded individual and a capable actor, which in turn allows you to easily convince others of your supposed innocence, create simple yet terribly effective traps, and, most importantly, how to talk others down when the emotions are running far too high for your tastes.

- **Piercing Counter (-600 CP, Discount for Roguish) –** You may never be considered the strongest or most noble warrior of Boletaria, but you will be considered one of the most dangerous. Throughout your many years of battle, you have not only developed a keen eye for seeing the pattern by which your foes move, but also how to punish it. By exploiting that, your ripostes and backstabs do considerably more damage than your peers. With enough power, your counters may be able to destroy the greatest of demons with ease.

Mage Perks

- **Magical Endurance (-100 CP, FREE for Mage) –** The Soul Arts are as wondrous as they are widespread. Despite the misgivings of the Church, you have sought and received training at one of the many schools that teach the Soul Arts. Of those lessons, the most important one you learned was how to manage your magic better. As such, you do not experience physical or mental strain and/or exhaustion when using magic, even when you run out.

- **Magical Handicraft (-200 CP, Discount for Mage) –** There are many visionaries who have come about due to the study of Soul Arts. Of them, one of the most famous was Geri, whose specialty lay within creating items imbued with magic. You have learned under Geri at some point and have taken his lessons to heart. At present, you may create small items such as trinkets or small weapons imbued with a unique effect. These effects will not slay demons with a honeyed whisper but will help in small ways that you may never notice until after they have saved your life.

- **Accursed Child (-400 CP, Discount for Mage) –** Upon the moment of your birth, it was discovered that in your hands lay a magical ring. Deemed a practitioner of the darkest arts since that moment, you found yourself cast out from society. However, there was some degree of truth to this. Your magic is inherently different from others, as you may be able to infuse your spells and rituals with your emotions. This will allow you to bypass the restrictions between magic and miracles, not only allowing you to cast each type with your intelligence alone, but to also increase the power of your spells significantly.

- **Sage From Within The Fog (-600 CP, Discount for Mage) –** Many practitioners and visionaries of the Soul Arts have travelled to Boletaria. With your knowledge and experience, you may consider yourself a peer among them. Your knowledge of the Soul Arts is such that you have taken to understanding and studying various Demon's Souls to their absolute limit. Through these intensive studies, you have learned how to convert a Demon's Soul into magic whose power can create legends.

Cleric Perks

- **Holy Words (-100 CP, FREE for Cleric) –** Before venturing into Boletaria, you were a fully trained and ordained cleric in the Church of God. As such, regardless of whether you are a Priest/Priestess, you have a great deal of knowledge in the basic miracles of the faithful like Antidote and Hidden Soul.

- **Miraculous Discoveries (-200 CP, Discount for Cleric) –** Perhaps the voice of God calls to you in your moments of simple wandering. Similar to the grandfather of the Worshiper of God, you seem to gravitate towards sites and locations who hide items tied to faith. No, not long-lost artifacts or treatises, but rather more mundane items like smithing stones, or other such items which may be used to improve upon the arms and armor of the faithful. The higher your faith, the greater the worth of materials you will discover.

- **Defiled Relief (-400 CP, Discount for Cleric) –** There is a terrible rumor that the Sixth Saint, Maiden Astraea and her faithful knight, have fallen to corruption and use the power of demons to heal the sick within the Valley of Defilement. Surely, this is a vile lie… and yet, this lie has inspired something within you. Using the power of souls, you may touch an individual and heal them of their wounds and illnesses/ailments. Be aware that you must maintain physical contact for this to work, and breaking that contact may unravel this miracle before it is complete.

- **Saint From Beyond The Fog (-600 CP, Discount for Cleric) –** Many legendary figures have travelled to Boletaria. Of them, there were originally two saints. With your understanding of miracles, you may now consider yourself the third. Your understanding of faith is such that you have pursued the idea of creating counter signs against the wicked. In doing so, you have learned to purify demonic souls and knowledge into something far more beneficial and create miracles from the most profane of souls.

Blacksmith Perks

- **Journeyman Smith (-100 CP, FREE for Blacksmith) –** What's that? Sorry, you must not have heard that over the sound of your hammer striking steel. Before coming to Boletaria, you were an accomplished journeyman of a blacksmith, whose services were well respected. Not only can you craft solid examples of arms and armor, but through the simple act of grinding a weapon against a grindstone, whether a small one or a wheel, you may be able to repair any and all damages it may have received up until that point.

- **Scalebound (-200 CP, Discount for Blacksmith) –** Like the famed blacksmiths, Baldwin and Ed, you grew up within the Stonefang Tunnels. Perhaps it was your connection to this place, but when the Ancient Dragon God was roused from its slumber, you discovered dark scales growing along your body. Not only do these new scales make you much more resistant to slashing attacks, but you will be incredibly resistant to all sources of heat, from the flames of a forge to the molten rock that flows throughout the depths of Stonefang Mines as well as display a greater degree of strength than your body would imply. You could even wrestle a bugbear and win if you wanted too.

- **Amazing Stones (-400 CP, Discount for Blacksmith) –** As a blacksmith, your skills have only grown within Boletaria. Through your experience, you may be able to take the more specialized stones found in Boletaria and her surrounding lands and utilize them in improving arms and armor. By doing so, you can impart specialized effect onto these improved items without diminishing their original capabilities.

- **Soul Smithing (-600 CP, Discount for Blacksmith) –** It would appear that your skills in blacksmithing have reached an equal level to that of Ed. Provided that you have the necessary soul and a weapon that best corresponds with it, you may be able to use that soul to stoke the flames of your forge and infuse it into that weapon. This will destroy the identity of that soul and pour its power into the weapon, creating something utterly new. Be aware, however, that not every soul corresponds with every weapon, and you may need to experiment a bit before finding the right match.

Order of The Soul Perks

- **Important Work (-100 CP, FREE for Order of the Soul) –** Your status as an agent of the Order of the Soul, means that you have to engage in some rather clandestine activities. In these instances, there might be many people who have been targeted by your superiors, and you now get a sense of who needs to be eliminated first to better proceed with your mission.

- **Silent Killer (-200 CP, Discount for Order of the Soul) –** Unlike the many thieves and cutthroats that roam the dark corners of Boletaria, you hold yourself to a higher standard. While no less quiet or stealthy as they are, your kills are almost noiseless. This will provide you with a small window of time with which you may move to another location and prevent others from connecting you to the scene of the crime.

- **Offer and Reward (-400 CP, Discount Order of the Soul) –** On occasion, you may discover that a subordinate of yours has been slain by some self-righteous do-gooder. Still, setbacks happen and you have options. You may, with some small degree of time and investigation, discover individuals who bear murderous mindsets, and recruit them to handle your missions with the offer of various items and goods. Of course, you may have to eliminate them for even knowing of your existence, but they'll never expect that from you until your blade pierces their heart.

- **Banishment of Knowledge (-600 CP, Discount for Order of the Soul) –** The Order of The Soul has but one purpose, to maintain the monopoly on the trafficking of human and demon souls. To that end, they seek to eliminate all those who know deeply of the origins of Soul Arts. By doing so, they would be the sole holders of that wealth of knowledge. By eliminating those most knowledgeable in certain mystical fields, but not aligned with your views and goals, you may relegate the common knowledge of that information to myth and legends. Effectively making you and your allies the masters of an unseen and all-powerful art.

Demon Perks

- **Demonic Form (FREE/-200 CP/-400 CP/-600 CP, Exclusive for Demon) –** As a demon created by the Old One, you are a beast with the ability to devour human souls. With those souls, you feed your own, growing in incomparable power as you do. This power is further shaped by your vessel or body. There are several types of demons that roam Boletaria. With the proper amount of points, you may choose the level of physical or magical strength that your new demonic form bears. As an added bonus, because you paid for this origin, you are not bound to the will of the Old One, nor to the hunger for souls, and this new state will be considered an alt-form post Jump. Be aware, however, that you are not a unique being, as with the right amount of souls or influence anyone or anything can become a demon.
    - **FREE –** You are a demon commonly found among the soul-starved humans that roam the lands of Boletaria. This new form you take can be anything from a Blue-Eyed Knight to a Silver Skeleton.
    - **-200 CP –** You are a demon that can be considered an elite variant of the more common ones. As a result, your strength and durability are much greater, and you have access to more innate techniques and skills through which you can consume souls. Examples of this type can be found in the Red-Eyed Knights, Black Skeletons, and Fat Officials.
    - **-400 CP –** You are an extremely dangerous demon born from the very land itself. Stories have been written on how scores of knights were required to take down one of your kind. You may now count yourself among demons like the Drakes, Vanguards, Fool Idols, and even the ancient Primeval Demons.
    - **-600 CP –** You aren't just any demon, you are an Archdemon, one of the few directly chosen and crafted by the hand of the Old One. You are one of the greatest examples of your kind, and your power is the basis of legends. You may consider yourself kin to the Dragon God, Old Monk Robe, Storm King, Saint Astraea, and the False King.

- **Environmental Embodiment (-100 CP, Discount for Demons) –** As stated earlier, demons take form from anyone or anything. In your case, your creation drew more from your surroundings than others. As such, may further customize your new self, based on the conditions and environment of your starting location, influencing your abilities and resistances. In each successive Jump, you may alter your affinities based on your starting location, creating a new and unique demonic powerset per Jump.

- **Demonic Commander (-200 CP, Discount for Demons) –** As stated before, when a demon consumes a human soul, the human may still be left alive as a crazed soul-starved warrior that attacks their former allies with abandon. Something about you though gives these soul-starved husks a degree of cohesion. You may now control the soul-starved you personally create and utilize them for a variety of tactical assaults and ambushes, as well as defending certain locations that are important to you.

- **Soul Invigoration (-400 CP, Discount for Demons) –** When a Demon claims a human soul, its own soul is invigorated by that power. When you fully consume a human soul, not only do you take power from it, but you are further invigorated. This manifests as fully healing both your physical and spiritual injuries upon consumption. As an additional effect, your own power grows exponentially based on the amount you consume, with greater heights of power, requiring a greater number of souls.

- **The Demon Inside (-600 CP, Discount for Demons) –** You may take, and take, and take soul upon soul, but there is more you can do. With your innate knowledge and power over souls, you may imbue an individual with that power, making them more than they ever were before. While some may caution against this, as it may irrevocably change an individual's nature, you may do so willingly, altering the receiver of this channeled power until they are just as demonic as you. While you may perform this act in your full demonic glory, you can also now adopt a perfectly passable human form to gull those who are desperate in the face of the demonic onslaught.

Starting Gifts

The following section details the gifts one may receive at the beginning of one's journey. Please note, however, that you may only choose one item and that these items will not respawn upon use or destruction. Should these items be used or destroyed, you need to find another version of your chosen Starting Gift throughout Boletaria.

- **Augite of Guidance –** A Stone That Radiates a Guiding Light.
- **Grass Jelly –** A Jelly compound that, when ingested, slowly restores your health for a limited amount of time.
- **Elixir –** When consumed, this elixir temporarily raises the rate at which your stamina recovers.
- **Bright Water –** A vial of water shining with Bright Light. When imbibed, your magic will regenerate for a limited amount of time.
- **Providential Ring –** A gold ring with a blue stone set within it. When worn, it improves the chances of you finding rare items.
- **Kunai –** A set of ten throwing knives from an eastern land. Handle carefully, as each knife has been dipped in a potent poison.
- **Firebomb –** A set of 5 firebombs commonly used in Boletaria. When thrown at a target, they will produce a large amount of flame with a small area of splash.
- **Soul Remains –** The remnants of a once heroic soul now drifting aimlessly in Boletaria. These remnants can be thrown and, when doing so, will attract demons and soul-starved alike.
- **Fire Arrows –** A set of ten arrows whose heads have been tipped in flammable pine resin. This pine resin ignites when the arrow is fully pulled back, allowing one to rain fire upon a foe.

General Items

- **Nexial Binding (FREE, Mandatory For All Save Demons) –** Appearing as an intricately carved, dark metal anklet, you found that it had been clasped around one of your ankles shortly after entering Boletaria and falling in battle. This seal binds you to the Nexus, trapping your soul within the lands of Boletaria. While at first glance this is a metaphysical binding, you may use this item to instantly warp back to the Nexus at any time, at the cost of all the souls you currently have. Post-Jump, this binding will lose its power and can be freely worn or taken off.

- **Starting Set (FREE) –** Regardless of your starting equipment, you will always receive an Augite with it. An Augite is a crystal that can be worn across your neck or side. It produces a soft but noticeable light source around you, driving back the darkness just a little. However, be wary as this light may draw unwanted attention.

    - **Knight –** Long Sword. Mail Breaker, Kite Shield, and Fluted Set

    - **Priest –** Mace, Heater Shield, Chain Mail Set, Talisman of God, and Heal Miracle

    - **Thief –** Dagger, Buckler, Short Bow, and Black Leather Set

    - **Magician –** Short Sword, Leather Shield, Wooden Catalyst, Wizard's Set, Flame Toss and Water Veil

    - **Temple Knight –** Halberd, Heater Shield, Talisman of God and Heal Miracle

    - **Soldier –** Broadsword, Short Spear, Soldier's Shield, and Plate Set

    - **Wanderer –** Falchion, Dagger, Wooden Shield, Leather Armor, and Hard Leather Boots

    - **Barbarian –** Two Clubs, Wooden Shield, and Barbarian Set

    - **Royalty –** Silver Catalyst, Rapier, Buckler, Fragrant Ring, Wizard's Set, Silver Coronet, and Soul Arrow

    - **Hunter –** Battle Axe, Long Bow, Leather Shield, and Leather Set

- **Basic Wares (FREE) –** Every starting class in this Jump also receives a basic set of curative wares to assist them at the beginning of their journey. Do note that these items do not respawn. More can be found throughout Boletaria should you know where to look and who to buy from.
    - **Knight –** 6 Crescent Moon Grasses, 4 Half Moon Grasses, and 1 Noble's Lotus
    - **Priest –** 3 Crescent Moon Grasses
    - **Thief –** 20 Arrows, 10 Throwing Knives, and 8 Crescent Grasses
    - **Magician –** 6 Crescent Moon Grasses and 6 Fresh Spices
    - **Temple Knight –** 3 Crescent Moon Grasses
    - **Soldier –** 10 Crescent Moon Grasses, 4 Soldier's Lotuses, and 20 Bolts
    - **Wanderer –** 6 Crescent Moon Grasses and 2 Solder's Lotuses
    - **Barbarian –** 5 Crescent Moon Grass and 3 Soul Remains
    - **Royalty –** 4 Half Moon Grasses and 3 Soldier's Lotuses
    - **Hunter –** 50 Arrows, 10 Crescent Moon Grasses, and 10 Augites of Guidance
- **Incendiary Pine Resin (-100 CP) –** Also known as turpentine, this is a resin that was harvested from pine trees. When rubbed against a non-wooden weapon, said weapon will be coated in fire for one minute. Upon purchase, you will acquire a pouch worth ten uses. This pouch will refill once every morning.
- **Sticky White Stuff (-100 CP) –** Despite the connotations of its name, this is possibly a waste product of the phosphorescent slug. When applied to any weapon, this wax-like substance will imbue a weapon with additional magical power for one minute. Upon purchase, you will acquire a pouch worth ten uses. This pouch will refill once every night.
- **Cat's Ring (-200 CP) –** A silver ring that has been engraved with the seal of a cat. When worn, you will find that you can fall from any height without fear of suffering any injuries.

- **Silver Bracelets (-200 CP) –** Elegantly made bracelets meant for the nobility of Latria. When worn, you will discover that you will receive additional souls for each enemy slain. While you may not be sure of the exact number, it is, in truth, a flat ten percent bonus.

- **Nexial Agent (-400 CP) –** An anklet that seems to be the twin of the Nexial Binding. This item will allow you to return to any Archstone that you have activated in the past or the Nexus, without having to return to the Nexus first or losing your acquired souls. Unlike the Nexial Binding, the Nexial Agent can be worn or removed at your discretion.

- **Blueblood Sword (-400 CP) –** A white, iron straight sword that was discovered among the filth and refuse of the Valley of Defilement. Its blade is not only incredibly sharp, but it is both imbued with a strong magic, and something else. It seems that an aspect of humanity has been woven into it, and its physical and magical powers grow in relation to the luck of the wielder.

- **Crow's Nest (-600 CP) –** Appearing as a massive bundle of twigs, branches, bark, and plant fibers, this empty nest looks absolutely useless at first glance. However, it is actually home to a giant, sentient crow named Sparkly. Approaching the nest, you will hear Sparkly call out to you and ask to trade her sparkly or twinkling items. Should you do so, you will find that the crow will give you an item of great worth, whether that be pure smithing stones, colorless demon souls, restoratives, or rings. Each successive Jump after this, Sparkly will change her exchangeable items, so be on the lookout for things that might interest her.

- **Storm Ruler (-600 CP) –** A large sword with a thorny, spiraled blade. This was a storied weapon that once had the power to use the power to cut the very sky itself and rend the wielder's foes asunder. While the original version of this weapon has lost a majority of that power outside of a very specific place, this version has not, and it may be used freely at the wielder's discretion. If the design or style of blade is not to your liking, or if you wish its power to be imbued into another blade, then you may import a bladed weapon that you currently own into this item.

Warrior Items

- **Ronin's Ring (-100 CP, FREE for Warrior) –** An odd ring that appears to have been made from straw. Said to have been imbued with a distinct spell, you will find that when wearing this ring, weapons you wield are fifty percent more durable than they were before.

- **Eternal Warrior's Ring (-200 CP, Discount for Warrior) –** An ancient ring whose bronze has undergone patination. Once worn by the demigod hero, Old King Doran, you will find that when wearing it, you recover from physical exertion at an incredible rate.

- **Dragon Bone Smasher (-400 CP, Discount for Warrior) –** Too big to be called a sword. More akin to a heap of raw iron, this giant slab of bladeless iron was meant for smashing through the scales of the dragons. During its creation, this mighty weapon was imbued with a magic that protects its wielder from the incredible heat of a dragon's flames.

- **Old King's Armor (-600 CP, Discount for Warrior) –** An ancient set of bronze armor that was once worn by the Old King Doran. Inlaid with jewels, this armor is surprisingly light, and despite its older design and the exposure of skin along the back of the legs and arms, you will find no other armor that protects you from physical blows as much as this set does.

Roguish Items

- **Sodden Ring (-100 CP, FREE for Roguish) –** An iron and gold ring whose design is meant to invoke images of fish. When worn, you will find that you can move through deep water, oil, or mud as easily as you could on dry, flat land.

- **Thief's Ring (-200 CP, Discount for Roguish) –** A silver ring inlaid with a sapphire that is believed to have been made in ancient times. When worn, you will find that your foes have a much more difficult time seeing you when you are far away.

- **Imperial Spy Garb (-400 CP, Discount for Roguish) –** A set of armor pulled from the corpse of an imperial spy. These spies answered directly to King Allant XII, and their armor muffled the noises of the movements to that of a whisper. As one might imagine, the enemies of the King were none the wiser as their death approached. With this armor, your enemies are just as vulnerable to your silent approach.

- **Magic Sword Makoto (-600 CP, Discount for Roguish) –** A blade that shines with unworldly perfection, this cursed katana has quite the draw to it. When used against an opponent, its unique blade tears through flesh, leaving wounds that are unable to heal. As you are purchasing this weapon, you will not have to deal with the curse that drains the wielder's life. However, this may be a curse all on its own, as this new status may only further draw in those who will do anything to claim the blade for themselves.

Mage Items

- **Spice Collection (-100 CP, FREE for Mage) –** Among your supplies is a small collection of greenish spice vials. Considered as a luxury by Royalty, not only do the spices contained in the vials add a sweet flavoring to any food you add it to, but the combination of sweet scents act as a means of restoring one's magic, making it into a necessity for Magicians. You will begin with a small satchel containing five vials, which will replenish every morning.

- **Fragrant Ring (-200 CP, Discounted for Mage) –** A delicate ring reserved for Royalty that was forged with an infusion of fragrant spices. When worn, you will find that your magic begins to slowly replenish itself over time.

- **Kris Blade (-400 CP, Discounted for Mage) –** An old straight-sword with a flame like blade. Upon closer examination, you will notice a series of old runes that have been expertly carved into it. When wielded, you will find that the potency of your magic is increased by a fair amount. Unlike the common version, the runes have been altered preventing you from receiving greater magical injuries while wielding this blade.

- **Insanity Catalyst (-600 CP, Discounted for Mage) –** Some practitioners of the Soul Arts reach a point where they feel as though they have no future left. In this state, they gave themselves to the madness and received great power as a result. This golden cloth wrapped catalyst is one result of this. When wielded, it drastically increases the power of spells cast with it, at the cost of using double the amount of magic to cast them.

Cleric Items

- **Preservation Grains (-100 CP, FREE for Cleric) –** Clerics from far and wide have made their way into the Valley of Defilement for one reason or another. Unfortunately for many, faith is not a bulwark against the diseases and poisons that are present within. During your early travels, you encountered a denizen of the Valley who offered you a gift. This small pouch is full of grains made from sweet smelling herbs and jellies. When consumed, you will find that your body's resistance to toxins is increased slightly.

- **Dull Armor (-200 CP, Discounted for Cleric) –** A set of either dull gold or silver armor blessed by the church. While providing significant physical protection when worn, you will find that your resistance to poisons of all kinds is massively increased. This will allow you to wade through even the most vile and filth strewn parts of the Valley of Defilement without fear of being inflicted with diseases.

- **Ring of Sincere Prayer (-400 CP, Discount for Cleric) –** Said to be a revelation from god, and discovered by the now missing Sixth Saint, Maiden Astraea. When worn, you will find the strength of miracles and all faith-based spells you cast increased by 50%. In addition, any effects that these miracles might have had are prolonged for a little more time than normal.

- **Large Sword of Moonlight (-600 CP, Discounted for Cleric) –** A revelation from God that was once wielded by Knight Vito. This blue crystal blade is said to be crafted from moonlight itself, and as such, it can be used not only to defend against spells, but also to bypass shields with each strike. As your faith waxes like a full moon, so too will the power of this mighty weapon.

Blacksmith Items

- **Smithing Tools and Anvil (-100 CP, FREE for Blacksmith) –** A smith worth their salt knows their craft is dependent on their tools. You've taken this to heart and carried with you a small but usable forge consisting of a hammer and an anvil. Despite not having a means to heat metal, you still perform smithing and metalwork with these supplies.

- **Cache of Stones (-200 CP, Discount for Blacksmith) –** Boletaria is known for the various stones that can impart strength upon arms and armor. You had a cache of these with your smithing equipment. This cache contains Hardstones, Sharpstones, and Clearstone, upon the beginning of this Jump and will add additional stones that you may find during your time in Boletaria. Should they be used up, the cache will be refilled after a month.

- **Hands of God (-400 CP, Discount for Blacksmith) –** A pair of massive fist-based weapons that bear the name of God. Before they were separated and found by the blacksmith brothers, they were used by the legendary hero, Big M, to slay a mighty dragon. When used, these fists will deal increased damage to any and all draconic creatures, as well as generate massive pushback with all attacks.

- **Demonic Forge (-600 CP, Discount for Blacksmith) –** During your travels, you came upon a unique demon's soul, which you added to the flames of your forge. With this new power, you may use the power of demon souls to improve weapons beyond their limits. This can be done by melting down spiritual essences such as Demon's Souls and infusing them into pre-existing weapons or hammering them out into the shape of a weapon the previous owner of the souls once wielded.

Order of The Soul Items

- **Rogue's Clothes (-100 CP, FREE for Order of The Soul) –** A set of clothes made from smooth black silk and embroidered with gold. Wearing this set will mark you as the Order of the Soul and provide entry into their clandestine meetings.

- **Gold Mask (-200 CP, Discount for Order of the Soul) –** A golden mask and hood, only given to high-ranking members of a secretive organization. When worn, you will find people you speak to are more open to indulging in their darker desires than they would have been.

- **Black Eye Ring (-400 CP, Discount for Order of The Soul) –** A gold ring with a black eye-stone set within it. When worn, you will be able to attack others in other variations of the world. Successfully killing them, will allow you to take their souls and restore your body if you were in Soul Form.

- **Ceremonial Epee (-600 CP, Discount for Order of The Soul) –** A thrusting sword favored by high-ranking Order of the Soul members. Despite its appearance, this weapon is ready for battle, and with that readiness comes two effects. First, this weapon has been designed to pierce straight through shields, rendering them useless against you. The second is that the Epee has been infused with a dragon stone, granting each attack made by this weapon the power of scorching flames.

Demon Items

- **Official's Cap (-100 CP, FREE for Demon) –** A hat once worn by a minister of King Allant XII. In the days leading up to the demonic invasion of Boletaria, these fat ministers appeared in the capital. As they were thoroughly aligned with the demons, wearing this hat will allow you to pass as another Fat Official and insinuate yourself among their ranks as long as you continue to wear it.

- **Hoplite Shield (-200 CP, Discount for Demon) –** During your initial rampage, you consumed the souls of many Boletarian legionnaires and took one of their shields as a trophy. These large, metal shields are meant to be used in a phalanx formation, though even by itself, it will provide considerable physical protection. Though, should you infuse the shield with souls, a black, viscous slime will manifest, creating a loyal Hoplite demon which will follow your commands.

- **Phantasmal Ring (-400 CP, Discount for Demon) –** Many demons utilize the soulless as minions in the furtherance of the Old One's hunger. You are no different. However, you do so in a more unique manner. Early on in your rampage, you came upon a curious ring. With a black band, and hellish crimson stone, this ring can summon forth maddened Black Phantoms to temporarily aid you in your battles every twelve hours. Be aware that they are not particularly intelligent. However, between their superior arms and armor, and retained skills, they will be fearsome foes for your enemies.

- **False Archstone (-600 CP, Discount for Demon) –** They say that respite attracts more humans than adversity. You've taken this lesson to heart and have applied it in a devious way. You have in your possession a seemingly ordinary archstone that attracts the attention of humans. When used, it will send them to a place known as the Unknown Egress, a hostile landscape somewhere in the volcanic mountains of Stonefang. The only way that they can leave is through you. No means of escape, whether it be magical or physical, can change this. A perfect arena for ensuring your foes' death.

Companions

Please find the companions available for purchase during this Jump below. Upon purchase, each companion will receive +600 Choice Points.

- **A Covenant from Beyond the Fog (-50 CP to -400 CP) –** Companionship is a rare commodity in a universe from FROM. As such, I thought you would like to bring some old allies for your battles. With this option, you may import anywhere from 1 to 8 companions for your time in Boletaria. They may freely choose their starting class and origin.

- **Freke's Apprentice (-100 CP) –** As Boletaria descended and those who sought safety fled into The Nexus, this apprentice found himself among them. While he tends to look down on those around him, he seems to have taken a shine to you. He comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Magical Endurance
    - Items
        - Wooden Catalyst

- **Worshiper of God (-100 CP) –** On the eve of Boletaria's fall, this woman saw King Allant XII himself arrive with demons in tow. Fleeing into The Nexus with only her faith and a scavenged pickaxe, she awaits a message from the divine or at least a high-ranking sage. She comes with the following Perks and Items;
    - Perks
        - Souls of The Lost
        - Basic Training
        - Holy Words
    - Items
        - Talisman of God

- **Ostrava of Boletaria (-200 CP, Discount for Warrior) –** When word of Boletaria's fall spread far and wide, many came in search of power and glory. However, some came for answers. As the crown prince, Ariona stole away with the famous Rune Sword and Shield and hid his identity as Ostrava of Boletaria. Will he be able to handle the horrible truth of what has become of his father? He comes with the following Perks and Items;
    - Perks
        - Souls of The Lost
        - Basic Training
        - Limits of Power
        - The Vaulting Knight
    - Items
        - Rune Sword and Shield
        - Spyglass
        - Mausoleum Key

- **Executioner Miralda (-200 CP, Discount for Warrior) –** Notorious for her brutality, Executioner Miralda has been King Allant XII's personal executioner and stain on the honor of Boletaria. For the longest time, she has been slavishly devoted to the now demonic king, but something seems to have changed, and a clarity has entered her eyes. Furious at a pretender sitting the throne, she has vowed to bring this imposter to a brutal justice. She comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Limits of Power
        - The Vaulting Knight
    - Items
        - Binded Set
        - Executioner's Axe
        - Master's Ring

- **Graverobber Blige (-200 CP, Discount for Roguish)** Within the Shrine of Storms, lies a series of jail cells meant for criminals and the cowardly. Due to the demons, the cells only contain one occupant. Known as Blige, this friendly graverobber has very little scruples when it comes to relieving the dead of their belongings. That being said, he is willing to offer any goods to you at the right price. He comes with the following Perks and Items;
    - Perks
        - Souls of The Lost
        - Basic Training
        - The Soft Step
        - Grave Release
    - Items
        - Falchion
        - Compound Longbow
        - Sodden Ring
        - Thief's Ring

- **The Royal Mistress (-200 CP, Discount for Mage) –** Once the wife of Royalty and possibly even the former Queen of Latria, this now terribly scarred noblewoman was a "guest" in the Tower of Latria's Prison of Hope. Despite her horrific torture, she remains a cordial and welcoming figure, offering various goods for purchase. While odd for such a woman to sell goods like a common merchant, she stresses that she requires the souls to maintain her sanity, and within the Prison of Hope, who can blame her. She comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - The Power of Humanity
        - Magical Endurance
    - Items
        - Ring of Avarice

- **Selen Vinland (-200 CP, Discount for Cleric) –** When Boletaria fell, many organizations sent parties to its various locations. Of these, a party of temple knights ventured into the Valley of Defilement. While separated and mostly killed off, Selen remained resolute and endeavored to find her brother, Garl, and the Sixth Saint Maiden Astraea. Perhaps you can help her in doing so? She comes with the following Perks and Items;
    - Perks
        - Souls of The Lost
        - Basic Training
        - Holy Words
        - Power of Humanity
    - Items
        - Preservation Grains
        - Dull Gold Set
        - Talisman of God
        - Blind

- **The Thin Official (-200 CP, Discount for Demon) –** During your first few hours within Boletaria, you came across a rather… curious and unsettling individual. Wielding a crescent axe and garbed in the raiments of a Boletarian Official, this rather thin man grins at you with a rather soulless smile. With great strength, however, this clearly demonic individual may be considered a beneficial figure on the battlefield. He comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Demonic Form (-200 CP Variant)
        - Demonic Commander
    - Items
        - Fat Official's Set
        - Crescent Axe

- **Worn Yellow Cloak (-200 CP, Discount for Demon) –** As you traveled to Boletaria, you came across an old, worn cloak. While appreciative of something to protect against the elements, you couldn't help but think that this cloak was once finer than it is now. You also find it to be weirdly clingy, almost difficult to remove. Its true nature, however, did not reveal itself until you came across your first Soul-Starved foe. Without a word, the cloak leaped from your person, wrapped itself around the foe's head as a tight face occluding turban, and took possession of their body. Not only were you traveling with a cleverly disguised demon, but one that seemed willing to fight by your side. It will return to you should its current host die before leaping to another foe. Please be aware that this cloak can only possess humanoid beings of roughly similar height and size to you. It comes with the following Perks.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Demonic Form (-400 CP Variant)
        - Demonic Commander

- **Biorr of The Twin Fangs (-400 CP, Discount for Warrior) –** The elder member of Boletaria's famed Twin Fang knights. While his brother braved the fog to warn the world of Boletaria's plight, Biorr stayed behind to defend the people. Overwhelmed by the hordes of demons and imprisoned, Biorr remains an individual of martial pride and excellence, willing to give his life and soul to protect the kingdom and her people.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Limits of Power
        - The Vaulting Knight
        - Sharper Than Scholars
    - Items
        - Brushwood Set
        - Greatsword
        - Crossbow
        - Large Brushwood Shield
        - Ring of Great Strength

- **Scirvir, The Wanderer (-400 CP, Discount for Roguish) –** The plight of Boletaria has attracted many to its lands for both noble and ignoble deeds. Within the depths of Stonefang Tunnels, there is a plunderer who entered Boletaria to hopefully pillage the valuable trinkets and oddities from the deceased. Despite his macabre intentions, you will find that Scirvir is both an intelligent and oddly pleasant individual to be around. He comes with the following Perks, and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - The Soft Step
        - Magical Endurance
        - Grave Release
    - Items
        - Short Sword
        - Geri's Stiletto
        - Talisman of Beasts
        - Ring of Flame Protection

- **Yuria The Witch (-400 CP, Discount for Mage) –** A seemingly accursed witch detained by the maddened Executioner Miralda and the Fat Officials. While faced with great disdain by the faithful, upon her freedom, she is more than grateful to you and will reward you by teaching you more advanced soul sorcery. She comes with the following Perks and Items;
    - Perks
        - Souls of The Lost
        - Basic Training
        - Magical Endurance
        - Accursed Child
        - Sage From Within The Fog
    - Items
        - Ragged Set
        - Wooden Catalyst
        - Ring of Magical Nature

- **Garl Vinland (-400 CP, Discount for Cleric) –** Before coming to Boletaria, you had heard that several warrior priests you were close with had ventured into the Valley of Defilement. Among them was a close battlefield friend, Garl Vinland. Clad in Dark Silver armor, a material said to purify malice, and wielding the giant slaying hammer, Bramd, Garl Vinland can be a terrifying foe on the battlefield as well as a dutiful and stalwart guardian. He comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Holy Words
        - Miraculous Discoveries
        - The Power of Humanity
    - Items
        - Dark Silver Set
        - Bramd
        - Talisman of God
        - Preservation Grains

- **Blacksmith Boldwin (-400 CP, Discount for Blacksmith) –** Within the Nexus is a rather grouchy, ill-tempered, but diligent blacksmith hailing from Stonefang Tunnels. Somewhat impressed by your own skills with the hammer and anvil, he has decided to teach you a few extra things during your time in Boletaria. Blacksmith Boldwin comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Journeyman Smith
        - Scalebound
        - Amazing Stones
    - Items
        - Smithing Tools and Anvil
        - Cache of Stones
        - Hands of God

- **Yurt, The Silent Chief (-400 CP, Discount for Order of The Soul) –** Early on, you came upon a quiet and taciturn knight clad in blackened, cold iron armor. Grateful for your assistance, he offers to aid you, but makes a point to tell you that he has personal matters to attend to during his time in Boletaria. You wish him well, but as he leaves, you cannot help but feel a pair of eyes aimed at your back. You're sure it's nothing, though. Yurt, The Silent Chief comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Important Work
        - Silent Killer
    - Items
        - Gloom Set
        - Mercury Shotel
        - Parrying Dagger
        - Ring of The Accursed

- **Broken Idol (-400 CP, Discount for Demon) –** You came across something rather curious during your travels. At first, you thought it to be a person, but you soon found it to be a broken, four-armed doll made in the image and size of a beautiful woman. Before you could do anything else, the doll seemed to rise on its own, revealing itself as a demon… one that doesn't seem to wish you harm. While it doesn't seem to have much personality, it bears a powerful affinity for magic and knows several spells that can painfully bind its opponents for a limited time. She comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Demonic Form (-400 CP Variant)
        - Demonic Commander
        - Soul Invigoration
    - Items
        - Doll Catalyst

- **Old King Doran (-600 CP, Discount for Warrior) –** There are many legends within Boletaria's long history, yet none are as impressive as that of Old King Doran. Known as The Last Hero, King Doran was, and still very much is, a demigod from a time long past. Breaking free from the Royal Mausoleum of his own volition, he has declared himself your ally in the fight against the demons plaguing his great kingdom. Old King Doran comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - The Power of Humanity
        - Limits of Power
        - The Vaulting Knight
        - The New Legend
    - Items
        - Ancient King Set
        - Demonbrandt
        - Eternal Warrior's Ring

- **Patches, The Hyena (-600 CP, Discount for Roguish) –** At a certain point in time, you spied a bald man gazing down a hole. He catches your gaze and approaches you with an undeniable degree of well-meaning and friendly intention. He claims that you and he are kindred spirits and together, the two of you can find all sorts of treasure throughout Boletaria. Who are you to gainsay such a trustworthy man? Patches come with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - The Soft Step
        - Grave Release
        - A Clever Rat
    - Items
        - Short Spear
        - Short Bow
        - Adjudicator's Shield
        - Thief's Ring

- **Sage Freke (-600 CP, Discount for Mage) –** During your time studying the Soul Arts, you caught the eye of the visionary, Sage Freke. Impressed by your understanding of the Soul Arts, you and he developed a professional friendship. Finding him within the Prison of Hope, he is quick to recognize you and is eager to exchange his now expanded knowledge and understanding of the Soul Arts with you. Sage Freke comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Magical Endurance
        - Sage From Within The Fog
    - Items
        - Venerable Sage Set
        - Wooden Catalyst
        - Baby's Nail
        - Geri' Stiletto
        - Ring of Magical Sharpness

- **Saint Urbain (-600 CP, Discount for Cleric) –** Despite being a mere cleric, Saint Urbain does bear a rather high rank within the Church of Umbasa. During your training, you and he met multiple times to discuss the scriptures of your belief. Impressed by your understanding, he took you on briefly as his apprentice. While those days are long gone, upon reuniting with him within a pit in the Shrine of Storms, he is incredibly relieved to see you once again. Saint Urbain comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Holy Words
        - Miraculous Discoveries
        - Saint From Beyond The Fog
    - Items
        - Saint's Set
        - Talisman of God
        - Ring of Sincere Prayer

- **Blacksmith Ed (-600 CP, Discount for Blacksmith) –** Similarly to his brother, Baldwin, Ed is a grouchy, ill-tempered, but diligent Blacksmith. Slightly impressed with your skills at the forge and needing something to distract himself, he has decided to teach you some of his skills that he has learned since the demons invaded Boletaria, and by extension, Stonefang Tunnels.
    - Perks
        - Souls of The Lost
        - Basic Training
        - Journeyman Smith
        - Scalebound
        - Amazing Stones
        - Soul Smithing
    - Items
        - Smithing Tools and Anvil
        - Hands of God
        - Demonic Forge

- **Mephistopheles (-600 CP, Discount for Order of The Soul) –** During your time in the Nexus, you cannot help but feel as though someone is watching you. Eventually, you just barely catch sight of them, in a position all but stating that they want you to notice them. Ascending the stairs of the Nexus and into one of its forlorn corners, you meet them. She introduces herself as Mephistopheles and seems quite interested in your capabilities. With a malevolent smile, she offers her hand in cooperation. Mephistopheles comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Basic Training
        - The Soft Step
        - Magical Endurance
        - Offer and Reward
        - Banishment of Knowledge
        - Piercing Counter
    - Items
        - Rogue's Clothes
        - Gold Mask
        - Ceremonial Epee
        - Parrying Dagger
        - Talisman of Beasts

- **Sixth Saint Astraea (-600 CP, Discount for Demon) –** Of all the demons that have been created or transformed by the Old One, none are as impure as the Sixth Saint. Sequestered deep within the Valley of Defilement's Rotting Haven, she has utilized her power to cast great miracles upon the denizens of this accursed land. To some, this may not mean much, but to others, it could be a sign of a lingering degree of humanity still residing in this demonic figure. Sixth Saint Astraea comes with the following Perks and Items.
    - Perks
        - Souls of The Lost
        - Demonic Form (-600 CP Version)
        - Environmental Embodiment
        - Soul Invigoration
        - Holy Words
        - Miraculous Discoveries
        - Defiled Relief
    - Items
        - Bloodstained Cleric's Set
        - Talisman of God
        - Ring of Sincere Prayer

- **Maiden in Black (-600 CP) –** A mysterious woman found in The Nexus. Seemingly blind with wax-covered eyes, she walks through it and around its inhabitants without issue. While there are many theories, the answer is relatively simple. She is a demon and, more importantly, an ancient and powerful one. While the full extent of her power is unknown, it would be safe to assume that crossing such a being would be ill-advised. She comes with the following Perks and Items;
    - Perks
        - Souls of The Lost
        - Demonic Form (-600 CP Version)
        - Environmental Embodiment
        - Soul Invigoration
        - The Demon Inside
    - Items
        - Nexial Binding
        - Nexial Agent
        - Phantasmal Ring
        - Phosphorescent Pole

- **Slayer of Demons (-600 CP) –** Many came to Boletaria for the power of souls. Of them, one stood above all. This mysterious individual can be the savior of man or the newest archdemon. Regardless, their growth in power and drive to slay demons needs to be seen to be believed. Their physical appearance can be customized to your ideals, but will default to being male. They come with the following perks and items;
    - Perks
        - Souls of The Lost
        - Basic Training
        - Parry and Riposte
        - One Hundred Cuts
        - Duality of Beasts
        - The Power of Humanity
        - Soul Form (-600 CP Version)
        - Limits of Power
        - The Vaulting Knight
        - Magical Endurance
        - Grave Release
    - Items
        - Knight's Starting Equipment
        - Basic Wares (Knight Variant)
        - Nexial Binding
        - Nexial Agent

Scenarios

The following two sections will discuss the various scenarios present in this Jump. Each Lesser scenario has two rewards which will be offered, while the Greater Scenarios have multiple rewards available. Be aware that for all the Lesser Scenarios and one Greater Scenario, you may only choose one Reward. Of course… there may be a way to get both rewards.

Lesser Scenarios

- **Beyond The Vanguard –** As you entered this Jump, you were given the option to choose your starting location. While making your decision, you noticed an option that wasn't there before. Known as the Outpost Passage, this is a location on the furthest outskirts of Boletaria. You will find that regardless of your origin, the various Soul-Starved enemies choose to attack you, and in the distance, you hear a powerful roar. Find the source of it, and slay the demon that resides there before you die for the first time.
    - **Item Reward – Dozer Axe –** As the Vanguard falls, its body breaks down and reveals a Grey Demon's Soul that radiates strength. As you reach for it, the soul changes and forms into the Vanguard's mighty axe. While bladeless, the Dozer Axe can easily crush humans in a single swing.
        - OR
    - **Item Reward – Old Boletarian Knight Equipment –** After defeating the Vanguard, you find an archstone that teleports to an Unknown Egress. While there, you will find an old set of Boletarian Fluted Armor, 3 Full Moon Grasses, 3 Hardstones, 3 Sharpstones, and 3 Renowned Warrior Souls.



- **A Father's Remorse –** Within the Nexus is a man known as Stockpile Thomas. A self-avowed coward, he refuses to leave the safety of the Nexus. Yet he still thinks of and is concerned about the fate of his wife and daughter. He asks you to find them within the capital. Will you do so?
    - **Perk Reward – A Heart of Gold –** You found Thomas' wife and daughter. Unfortunately, they were long dead. You were able to recover a jade hairpin from the remains and giving it to Thomas will have him tearfully thank you, claiming that you have a Heart of Gold. Something about that statement reaffirms just who you are, and no matter how much power you gain, or souls you consume, the core of your being will never change.
        - OR
    - **Item Reward – Ring of Herculean Strength –** In addition to his heartfelt thanks, Thomas also offers the various empty boxes and chests in his possession for you to place whatever goods and supplies you cannot physically carry with. While a very nice act, Thomas also gives you something in his possession. While he was fleeing Boletaria, he stumbled upon a curious ring that allowed him to bear his burdens more. Now in your possession, you will find that the Ring of Herculean Strength allows you to carry an additional half in weight of what you can normally carry.



- **Royal Aid** – Throughout your possible time in the Boletarian capital, you may come across a young knight in dire need of aid. Introducing himself as Ostrava, of Boletaria, he will claim that he is in search of the truth behind Boletaria's plight. As you will come to find, however, Ostrava is not the most capable of warriors. There will be three instances in which you are able to assist him. Doing so will eventually convince the knight to not only divulge further information, but also provide you with a unique reward. Of course… there's nothing stopping you from attempting to take it by force.
    - **Reward – Rune Sword and Shield –** Should you allow Ostrava to die by his own hand, the demons that roam the land, or kill him yourself, and attempt to loot his remains, you find what appears to be a broken key. Tossing it away, you instead focus on his sword and shield. Beautifully crafted, this gilded pair of items offer little in the way of physical offense and protection. However, when wielded together they offer a dramatic degree of magical protection, defending you against 40% of oncoming magical damage.
        - OR
    - **Reward – Demonbrandt –** Should you ensure that Ostrava survives his harrowing journey, he will present you with a curious key. Carved from agalmatolite, Ostrava explains that this key can open the sealed mausoleum used to contain the Old King Doran. Prove yourself before the legendary king, and he will grant you his great weapon. Not only will this greatsword do greatly increased damage to all forms of demon-kind, but you will find that its power will grow relative to your humanity. The more human you are spiritually, the greater the strength of this weapon.



- **A Wanderer's Request –** You may have begun to explore the depths of Stonefang Tunnel. During your time there, you come across a man shifting through rubble in search of something. Introducing himself as Scirvir, The Wanderer, he explains that he has been fascinated with Boletaria and her treasures for some time. However, he explains that he would not be of much help against the demons. He then asks you a simple request. Down below, there lies an old temple containing a dull, giant sword. He would be delighted to see it and is willing to offer you a reward for doing so.
    - **Item Reward – Talisman of Beasts –** Upon showing the Dragonbone Smasher to Scirvir, he offers you a curious item. Appearing as an old wooden amulet resembling the Old One, it not only depicts God as The Old One but also allows the user to cast miracles and spells without loss of power or detriment. Post-Jump, this talisman will allow you to perform similar actions with that setting's divine and demonic magics.
        - OR
    - **Item Reward – Geri's Stiletto –** Upon showing the Dragonbone Smasher to Scirvir, he offers you a curious item. This short rapier doesn't appear all that interesting at first, however, any practitioner of the Soul Arts will tell you that it was crafted by the famed Geri. When used, the specialized enchantment will drain a fair amount of an enemy's magical energy and transfer it to you with each successful strike.



- **Curious Coins –** During your travels throughout Boletaria and her surrounding lands, you begin to find the broken remains of several ceramic coins. While physical currency has lost its value during these terrible times, you've heard a rumor that a mysterious individual within the Shrine of Storms is interested in a set of 26.
    - **Item Reward – Penetrator Armor –** For delivering 26 ceramic coins to a crow of all things, you will receive a Rusted Key and instructions to locate a small area in Boletaria's inner ward. Upon gaining access, you will discover a wondrous surprise, a full set of armor styled after the set worn by Metas, Knight of Lance. While its weight may be an issue for those of weaker constitution, know that its meticulous construction makes it incredibly effective against all forms of piercing attacks.
        - OR
    - **Spell Reward – Cursed Weapon –** In addition to the armor, you will discover a scroll detailing a spell known as Cursed Weapon. When used, it will increase the physical might of your main weapon by 50% for one minute, at the cost of your life slowly ebbing away during that time.



- **Grim Offers –** At a certain point in time, you were deemed too much of a threat to a certain organization. Beset upon by Yurt the Silent Chief, you slew the assassin and thought little of it, until a mysterious woman approached. Introducing herself as Mephistopheles, she offered you a deal. In her possession are a series of contracts against specific individuals who reside in the Nexus. Slay them all and collect your rewards.
    - **Perk Reward – Untested Excellence –** Despite her cordial nature, Mephistopheles is quick to turn on you in order to maintain a monopoly on the Soul Arts, while you may slay her, you will find that your experience serving her has led to an interesting effect. When you slay an assassin in the future, their employers will seek you out. Not out of revenge, but rather because you impressed them so thoroughly that they desire you to work for them, with all the benefits they would have given their previous employee.
        - OR
    - **Item Reward – Accursed Ring –** Regardless of whether Mephistopheles lives or dies in your final encounter, you will find a thin, gold serpent ring. At first, it shows no obvious sign of a magical effect. However, after some time wearing it, you discover that enemies of all kinds seem to target you specifically. Losing a degree of rationality they might have had, they become more reckless and aggressive. While this may be daunting to some, such behavior is always open for punishment.



- **Demon From The Depths –** During your time in Stonefang, you may have done business with a certain Filthy Man. While certainly living up to his namesake, he will let you in a bizarre tale. While hunting the sparkling lizards for their stones in the depths of Stonefang Mines, he was attacked by a particularly brutish figure with a terrifying weapon. Barely escaping with his life, he warns you that unless that demon is slain, he won't be able to get you the stones you may seek. Agreeing to hunt down this demon, you search the depths until you hear the revving of a motorized chain behind you, as it lunges from the darkness.
    - **Perk Reward – Clash of Blades –** Throughout your battle against this strange demon, there were many instances where you entered a blade lock with it. While its strange weapon may have done quite a great deal of damage to your own weapons, you learned a valuable lesson. By leveraging your strength against a foe of similar size while in a blade lock, you may overpower them and deliver unto them a mighty blow. Depending on their nature, the quality of your weapon, and your strength, they may either survive this attack or be slain outright by it.
        - OR
    - **Item Reward – Mark 2 Lancer –** Upon slaying this demon, you took stock of your arms and armor as well as its arms and armor. While the state of your weapon may vary greatly, and the state of its armor is in tatters, its weapon is not. Looking at it, it appears similar to a crossbow. However, instead of firing bolts, it seems to fire a cased form of ammunition. In addition, there is a handle on the left side that is just above where you can place your off-hand. Pulling it back revs up the sawtooth teeth of the underside. While a marvelous weapon, it seems that you only have a singular amount of ammo, so make every shot count.



Greater Scenarios

The Northern Limit – Shortly after slaying your first mature demon, you return to the Nexus to find that something has changed. Originally, there were only five archstones that were intact. However, it would appear that the sixth archstone has been repaired. Upon investigation, you feel compelled to utilize it and traverse the old and forgotten land of Giants. For most origins, your goal for this scenario is to traverse this Northern Limit and slay the Archdemon that waits at the end. Should you be a demon, however, you may instead choose to defend said Archdemon from those who would seek to claim its soul. Regardless of your decision, know that the archstone opens the way for three distinct areas. Beware, however, should you choose to take this scenario, you cannot end your Jump until it is completed.

- **The Frontier Lands –** Before you is an expansive snowfield, with several acres of frosted trees scattered throughout, as well as seemingly man-made structures buried underneath the snow. Upon further inspection, you spy several odd, but humanoid figures heading further northward. Brave the treacherous snow and ice and see where they lead.
    - **The Frontier Lands Enemies –** March Planarians, Yetis, and Wounded Wolves.
    - **The Frontier Lands Character –** Royal Steward, Northward Hunter (Merchant), and Unclean Noblewoman.
    - **The Frontier Lands Boss –** Planarian Wraith – A mysterious demon that calls the planarians to its ever-changing maw. Its presence guards the path to place beyond the Frontier Lands.

- **The Beast City –** Beyond the Frontier Lands lies an old and forgotten city. Once populated by the giants, it is now home to bestial warriors and mages. More interestingly, it seems that the way forward is blocked by a powerful enchantment. Destroy the pillars of spiritual flame and their shadowy guardians to progress further in these frozen lands.
    - **The Beast City Enemies –** Shadowlurkers (Tall), Shadowlurkers (Short), Owl Mages, Beast Warrior (Wolf), and Beast Warrior (Hyena)
    - **The Beast City Characters –** Royal Steward, Northward Hunter (Merchant), and Unclean Noblewoman
    - **The Beast City Boss –** Bestial Commander – This once proud and stalwart bestial warrior has been corrupted into a demon after falling against the hordes from further north. With his mighty club and surprising speed, he proves to be a formidable foe.

- **The Temple In The Sky –** Beyond the highest point of The Beast City lay the Temple in The Sky. While its exterior and interior have seen the ravages of time, you know this place. Welcome back to the Nexus, or at the very least, it's true physical location.
    - **The Temple In The Sky Enemies –** Beast Warriors (Wolf), Beast Warrior (Serpent) and Shadow Birds
    - **The Temple In The Sky Characters –** None
    - **The Temple In The Sky Boss –** The False Witch – Reaching the innermost part of this physical version of the Nexus, you encounter a demon that bears a striking similarity to the Maiden in Black. Crafted by the Old One, this archdemon serves a final and bitter line of defense for the consumption of souls.

- **Rewards –** Due to the nature of this land and its mysteries, I thought it would be best to offer you something more… varied. Every ten years, you will receive a copy of the mature demon souls you acquired during your time in these lands. Should you have the right perks or know those with the right skills, you can create powerful spells, miracles, and weapons from them. Or should you truly desire, use these souls for raw power.

    - **Shifting Demon Soul –** Soul of the demon "Planarian Wraith." Grants the holder a large number of Souls when used. Alternatively, it can be made into spells, miracles, or weapons.
        - **Yuria, The Witch – Accursed Lure –** For a limited amount of time, you may draw mindless enemies to you in a calmed state.
        - **Sage Freke – Guise of Madness –** Disguise yourself as a Black Phantom for a limited amount of time. Mindless enemies will be confused and invaders will assume that you are the ally.
        - **Saint Urbain – Guise of Cooperation –** Disguise yourself as a White Phantom for a limited amount of time. Invaders will see you as less of a priority until the miracle wears off.

- **Roaring Demon Soul –** Soul of the demon "Bestial Chieftain." Grants the holder a large number of Souls when used. Alternatively, it can be made into spells, miracles, or weapons.
  - **Blacksmith Ed – Hammer of Beasts –** A massive club crafted from ironwood. Its sheer strength distracts foes from the rending barbs which lacerate the wielder's foes.
  - **Yuria, The Witch – Frozen Weapon –** Adds moderate Cold damage to the wielder's dominant hand weapon.
  - **Sage Freke – Freezing Fog –** Creates a freezing fog at and around a foe.
  - **Saint Urbain – Bellowing Wrath –** Launches a sphere of damage at a foe.

- **False Witch's Soul –** Soul of the demon "The False Witch." Grants the holder a large number of Souls when used. Alternatively, it can be made into spells, miracles, or weapons.
  - **Yuria, the Witch – Starved Return –** Allows the user to resurrect up to three recently slain, mindless foes to aid them in battle.
  - **Sage Freke – Phosphorous Ray –** A ray of white-hot fire that can penetrate multiple enemies.
  - **Saint Urbain – Summon –** Allows the user to summon forth a White-Phantom to aid them in the battle.

Slayer of Demons – "This is the Nexus. It holds together the northern land of Boletaria. Thou canst not exit the Nexus, but each of the five archstones will connect thee to another node." You awaken within the center of the Nexus, the phantom pain of your physical body quickly receding as you take stock of your new spiritual form. The person who would become The Slayer of Demons never made it to Boletaria, but you have. You know what you must do. Slay the five Archdemons that inhabit Bolaetaria and her collected lands, and make your way into the depths of Nexus to meet with The Old One.

- **For Lulling The Old Back To Slumber –** Upon slaying the monstrous wretch that King Allant XII devolved into, you allowed The Maiden In Black to lull The Old One back. Whether or not you retrieved it prior to this moment, you will find Demondbrandt waiting before you. Taking that which banishes demons in your hand, you feel yourself float to the Nexus, your inner nature changing as you do.
    - **Perk Reward – Living Monumental –** As your being changes, you begin to understand the nature of the world and how the Old One destabilized it. Using your knowledge, you begin the task of preserving the fabric of reality as a Monumental. In this new state, your body has become ageless, and you are blessed with the knowledge of archstones. You may now create six archstones and place them in different locations. When placed, the archstones will begin to reassert the laws of reality and enforce sanity into the world. You may travel to these locations whenever you desire. Unlike the Monumental of the Nexus, you are not a half-living statue and may freely move and travel to wherever you need to go.
    - **Spell Reward – Soul Sucker –** Sometime after returning to the Nexus, The Maiden In Black appears. Offering her thanks for your assistance, she wishes to thank you for your services. As such, she has taught a rather grim spell known as Soulsucker. Requiring no catalyst, Soulsucker allows you to rip the souls from an enemy at twice their value with nothing but a touch. While certainly useful, what manner of maiden would have knowledge of such a spell?
    - **Item Reward – Demonbrandt –** While you may have acquired it earlier during your travels, you feel a new connection between you and this greatsword. This demon-rending blade has been passed down through the Boletarian royal family since the days of Old King Doran. While spurned by King Allant XII, this greatsword will do greatly increased damage to all forms of demon-kind, and that its power will grow relative to your humanity. The more human you are spiritually, the greater the strength of this weapon.

- **For Joining The Old One and Spreading the Colorless Fog –** Upon slaying the monstrous wretch that King Allant XII devolved into, and The Maiden In Black, you feel a calling from The Old One. Taking that which banishes man in your hands, you embrace The Old One, and feel yourself become something so much more.
    - **Perk Reward – Archdemon of Fog –** You feel the colorless embrace of The Old One take you into itself. Molding and reshaping you into a new, demonic form, you emerge as the Colorless Fog billows across the land. As it spreads, the fabric of reality frays and eventually breaks. The power of the Colorless Fog imprints upon you, and you may now summon it. Doing so will destabilize reality, breaking its various laws into nothingness. Rules that were once set in stone now blow away with a soft breath, and those which were held as sacrosanct devolve into meaningless repetition. Go, spread the chaos the fog brings, until all is consumed by The Old One.
    - **Spell Reward – Demonic Doppelgänger –** Perhaps your new demonic form is far too noticeable, grand, unsightly or… maybe you just desire to bask in The Old One's light for as long as possible. You still need to acquire souls, though. As you settle into your new role, you begin to receive hints towards a unique spell never before seen in Boletaria. You may, with enough souls, craft a powerful Archdemon whose appearance is based on your prior human body. This demon shares many of your personality traits and will act as a loyal public face with one quirk. Per Its nature, it will use only demonic arms and spells to attack and defend itself.
    - **Item Reward – Soulbrandt –** Removing the putrid remains of King Allant XII from the handle, you feel a new connection between you and this greatsword. This demon-rending blade has been passed down through the Boletarian royal family since the days of Old King Doran. This sword was never far from King Allant XII's hands, as the blade grew in power the closer the wielder's soul is to demons. In addition, this weapon also deals greater damage against every human that dares stand in your way.

- Should you wish to acquire both Demonbrandt and Soulbrandt for their true form, Northern Regalia, you will have to take a specific drawback and replay the events of this scenario multiple times. Each time you do, your foes gain greater strength, and while the humans within Boletaria may not remember the past cycle, can you look them in the eyes after what you've done?
    - **Northern Regalia –** Little is known of the origin of this paired blade, but some believe that it was left here for malicious purposes. Regardless of its origin, the sword combines the strength of Demonbrandt and Soulbrandt, becoming stronger as the wielder becomes more human or demon. Should one somehow manage to achieve both states, its power would be unimaginable.

Drawbacks

There is No Limit on the number of Drawback points that can be taken. However, beware of the folly of one's greed, as it can lay low even the greatest of Kings and Queens.

- **An Old Cycle (+0 CP)** – Did you know that a Demon's Souls Jump already existed before this one? Yes, indeed. Now, you may have already taken that Jump in the past. In many Jumps, there would be a drawback which carried your history into a related Jump. Now, this drawback does something similar. However, instead of your personal history influencing this Jump, it's your Cycle history. Upon taking the Original Demon's Souls Jump and this drawback, you will begin this Jump in NG+. While that means you will get more souls per enemy slain, it also means that they begin much stronger.

- **Limited Unisex (+100 CP) –** A part of Soulsborne that became standard after Demon's Souls was allowing a person of any gender to wear any equipment they wanted. That wasn't the case in Demon's Souls. Now, while you could normally get around that, you'll find that you cannot seem. From now until the Jump's end, your choices in armor have been restricted to those designated for your gender.

- **Crestfallen Jumper (+100 CP) –** Ahhhh, you haven't lost your nerve, but you might as well have. A deep melancholy has fallen over you, making it difficult, though not impossible, for you to continue your journey. You will also find that you often make snide remarks about the futility of Boletaria's plight.

- **Ravenous Face (+100 CP) –** "Don't look at me like that, Jumper." People seem to think that you have a rather ravenous look about you. Considering how souls are treated, you could understand that they might have difficulty feeling comfortable in your presence. Over time, this may change, but with so many demons around, do you really have that time?

- **Severed and Rotting (+200 CP) –** You Died. That's something that will happen a lot during your time here. However, you seem to have met a fate similar to that of Lord Rydell. While your soul form may continue to persist, your body has not. Whether you find it rotting in a cell or picked clean by maddened creatures, you have no physical body to return to, so you remain in soul form. This means that your life, or vitality, will always be half that of what it should be, no matter how powerful you become.

- **Fractured World (+200 CP) –** Well, Jumper, it's time to take up your sword and… a southpaw, huh? Well, that's neat, but… no, something's wrong. Oh! Your world has been fractured, meaning that it and, by extension, your perspective has been flipped on its horizontal axis. I know it can be a bit disorientating initially, but I'm sure you'll get used to it over time.

- **A Sane Necessity (+200 CP)** – Souls in the universe are a means to gain power and currency. So it's no surprise that they are extremely important. Now, an interesting note about this was brought up by the incarcerated Royal Mistress. She needed souls to maintain her sanity, and now, so do you. Without souls, you will suffer from various issues with your mental health. These will start small, but the longer you go without souls, the worse these effects become.

- **Transient Bonds (+400 CP) –** In Boletaria, the bonds between people have been frayed thin. As a result, many brave warriors lose their attachments with their brothers and sisters in arms, and you have too. Upon attempting to enter this world, your previous companions will be met with an impenetrable fog and are unable to join you in our travels. If you think that you can coast by purchasing companions here, then think again. While you will encounter these new companions throughout this Jump, there will always be something that causes them to leave your company for extended periods of time.

- **Black Mass (+400 CP) –** "Ator the Wild, Morgaine of Latria, WomanSlayer69… wait what!?" Well, Jumper, there seems to be some interference with your battles. Throughout your time here, you will be frequently invaded by Black Phantoms, seeking the power of your souls. Most of these phantoms are fairly normal, given the situation, while others are… strange. I swear, one was backflipping through the Swamp of Sorrow in his underwear!

- **Lost to The Fog (+400 CP) –** I know what you planned. You thought you would come to this world with extraordinary powers and weapons that would trivialize all the threats. Unfortunately, the deep, colorless fog has taken them from you, and they will remain lost until your time in Boletaria has ended. Don't think you can access your warehouse, either. Every time you attempt to access it, you will be met by an infinite fog until you turn around and walk back into Boletaria.

- **The Wandering God (+600 CP) –** One of the most famous images associated with Demon's Souls was the Dragon God, standing above the walls of Boletaria's gates. That wasn't how the fight would go in the original and the remake. There's been a major change, as The Dragon God is no longer restrained to the chamber where he was customarily found. Now, he roams the five or possibly six realms connected by the archstones, making fighting him more difficult than ever before.

- **A World of Darkness (+600 CP) –** A mechanic that only appeared in Demon's Souls was World Tendency. Normally, this wouldn't be the case in a jump, but that has changed. Due to an outside force, the world of Boletaria has been permanently locked into a Pure Black World Tendency. This has several effects, including stronger enemies, a ten percent loss in health while in Soul Form, a further increase in the strength of Black Phantom, the appearance of primeval demons, and, surprisingly, an increase in souls taken from slain enemies.

- **Seven Cycles (+600 CP) –** A common gameplay feature of all Souls games is NG+, with each level of NG+ being progressively more difficult until it maxes at seven. What this means for you is simple: you must reach the end of Demon's Souls seven times before ten years pass. Otherwise, you will fail this jump. That being said, there are two things you must take into account. The first is that when an ending choice is made, whether by you or the Slayer of Demons, you will appear in The Nexus in a new and higher cycle. The second is that the final decision of the cycle will directly impact the rest of your time here.

Afterwards

- **Bound to The Nexus –** You have decided that this world needs someone to either watch over or destroy completely. So you've decided to stay. It was nice overseeing your Jumps.

- **Into The Fog –** The nature of this world has awoken something within you. You feel a desire for a new challenge, one in which you can truly get good.

- **Return To Slumber –** Between the blood and the souls, you have had enough. You decide it's time to return home. It was a good run, Jumper.

Notes

- General
    - There are about six things I took direct inspiration from the original Demon's Souls Jump. Those being, The Soul Consumption perk, The Capstones perks for the Wanderer, Knight, Mage, and Priest as they are just too good not to have, and The Storm Rulers import effect.
- Roguish Perks
    - Piercing Counter deals 2x the damage on a critical hit than normal.
- Mage Perks (Weirdly the most annoying origin to create perks and items for this Jump)
    - Accursed Child was meant to have ties to the Witch In The Sky, but there so little information regarding this aside from the fact that Lord Rydell took the Phosphorescent Pole from her, that I could not think of anything. However, the idea of using intelligence to cast miracles, comes from Sage Freke's musings on how Yuria's magic is a "Lesser Form of Miracle."
    - Originally the capstone perk was going to tie into the "Witch In The Sky," but upon research into the lore, there are some serious hints that the Witch is the Maiden in Black.
- Blacksmith Perks
    - These perks were based off of the Blacksmith bros. Boldwin and Ed.
    - Originally "Scalebound" was just going to be ridiculous heat resistance but decided to throw in Ed and Boldwin's strength as a cheaper and weaker version of the Warrior's capstone perk.
- Stones
    - Bladestone – Can improve weapons whose focus is on dexterity and slashing power.
    - Clearstone – Balances a weapon's abilities to balance out one's strength and dexterity.
    - Cloudstone – Increases a shield's ability to block magic
    - Dragonstone – Infuses a weapon with powerful flame
    - Faint Stone – Infuses a weapon with the ability to regenerate health slowly over a period of time.
    - Greystone – Can improve weapons whose focus is on strength and bludgeoning or striking power.
    - Hardstone – Improves the qualities of a weapon equally
    - Mercury Stone – Infuses the weapon with strong poison
    - Marrow Stone – Improved Critical Damage on weapons.
    - Moonlight Stone – Infuses a weapon with Strong Magic
    - Moonshadow Stone – Infuses a weapon with the ability to regenerate magic slowly over a period of time.
    - Spider Stone – Can be used to increase the strength of bones.
    - Sucker Stone – Infuses a weapon with a bleeding effect.

- Demon Perks and Items
    - For Perks, I figure that a non-demon taking Demonic Commander would lead to a brief blue screen effect with Soul-Starved. Like they have to take a minute to register that you are not a demon and eventually attack.
- Companions
    - I tried to balance out the companions per each origin.
    - If a Jumper has the means to fuse demons and humans together, then the Royal Mistress and Broken Doll synergize extremely well together.
- Scenarios
    - Multiple scenario rewards can be attained if you take on the NG+ Drawback, but the end state of the world, and how those scenarios end is determined by your choices in the seventh and last cycle.
    - Lesser Scenarios
        - These are meant to be NPC questlines from the game.
        - If you purchase the Dragonbone Smasher from this document, you can show that version to Scirvir to complete his scenario.
        - Yes, there is actually a Lancer MK2 in Demon's Souls.
    - Greater Scenarios
        - The Northern Limit is based on the cut content for Demon's Souls. For that purpose I have used the following websites and videos for both visual and lore references.
            - Demon's Souls Unused Content
            - Northern Limit - Lowkey Lore
            - Demon's Souls - The Northern Limit - Broken Archstone Map Tour and Walkthrough – Lance McDonald
                - Each demon's soul from this scenario is worth 20,000 souls.
        - Slayer of Demons and Seven Cycles can be used to get both scenario rewards.
- Drawbacks
    - An Old Cycle does synergize with Seven Cycle, as it will place you on NG+1. With the Seven Cycles drawback on, you will end at NG+8 will proportionately stronger enemies.

Changelog

- **9/7/2025 – Version 0.9 Created**
- **9/15/2025 – Version 1.0 Created**
    - Grammatical and Spacing changes have been made.
    - Opening text has been altered slightly.
    - I'd like to thank everyone who contributed to this document and special thanks to BlackScorp98 for all grammatical issues you pointed out. It was a huge help.
    - Docs Versions (Standard and Dark Mode) of the DeS Jumpchain will be coming soon. They will be added to the main post.