Maidenless No Longer

An **Elden Ring** Jump by SpiritualStill

Version 1.0



Welcome, Jumper. It seems that, in this version of Elden Ring, the Tarnished of no renown, following his original journey, learned he could rewind the clock, so to speak, and go back to the start of his adventure. Using this, he would go back countless times, for the sake of finding a golden ending that would save everyone he could. Now, after doing this song and dance a million times, he's at last come up with his plan, the perfect plan.

You will be spending ten years in this world. This will occur in the last planned cycle for the Tarnished. Take this to help:

+1000 Rune Points (RP)

Origins

You may start with any sex, gender, and age that you want, so long as it makes sense. You may also start somewhere outside the Lands Between, or somewhere in Limgrave. You may have either origin serve as a Drop-In.

For your origins, you receive a 50% discount on all related perks and items. For 100 RP perks and 50 RP items, they are Free.

Tarnished [Free]
You are one of the people for whom grace calls. You are to cross the sea, into the fog, and become one of the contenders for the Elden Ring. It is your destiny to gather the Great Runes and become Elden Lord. Obviously, however, this is a lot harder and more complicated than it sounds. You might also be massively sidetracked from that goal to collect and save maidens.

Maiden [Free]
May or may not actually involve being a maiden. You are one of the many people of the Lands Between whom the Tarnished will encounter and become close to, either being a dear friend or a romantic lover.

Perks

Undiscounted Perks

The Basics of Rollslop [Free]
You are in a FromSoftware game, so it might be good for you to get the basics of this. You can now fight as well as the average Soulslike protagonist can, having a decent grasp of how to use any weapon, the ability to roll out of harm's way, and a decent jump.

Untarnished Beauty [Free]
For what is effectively a post-apocalyptic setting embroiled in near-endless fighting, everyone sure looks damn fine. In the world, it seems that everyone is rather attractive - at least a solid seven out of ten.

Stupid Sexy Tarnished [100 RP]
You are an incredibly attractive person - more attractive than anyone else by a mile. You are athletic and very well-endowed: with a huge dick if male, and a rocking body if female.

To Walk Alongside Death [100 RP]
As a warrior, you are ultimately accustomed to death, whether it be justified or not. This won't make you apathetic to murder, but it will ensure you won't be impeded by your emotions. When fighting, you'll be able to mete out justice without being preoccupied.

Roundtable Respite [200 RP]
Everyone needs a little break, now and then. After every major "act" of a Jump, you have a grace period where you get to simply relax and love your partners and friends. It is not permanent, however, and you'll have to continue on eventually.

Guidance of Grace [200 RP]
The Tarnished really didn't need this, considering all he's been through, but this is pretty significant for most Tarnished. This is a soft mote of light that will give you small bits of guidance for your path, instructing you on the best way to go.

Additionally, for this Jump only, you are able to revive from death, waking up at a Site of Grace.

Artificial Body Creation [300 RP]
Sorceress Sellen is a lot of things, but able to create bodies, she is not. No, the ones who seem to be able to do that are Seluvis and Ranni. Like them, you are able to create artificial bodies and place your "soul" in them for you to control, with this not actually putting your true self in any real danger.

An Insatiable Lecher [300 RP]
And that, it seems, is perfectly fine. Much like Tarnished, who is out philandering with every woman ever, you are capable of pursuing relationships with as many people as you want, and no one seems to find it insulting. Even if two or more of them hate each other, they'll ignore it for your sake and will even grow to care for one another. As a helpful benefit, this gives you the ability to love as many people as you desire equally, never sacrificing the care you have for one person over another.

It Just Works™ [400 RP]
There are a number of things that the Tarnished does which certainly have some…questionable efficacy. Would force-feeding Millicent cleansing boluses really heal her? Would using 99 Larval Tears really save Sellen? Would giving Marika a metric fuckton of Runes restore her body? Only Miyazaki knows, but they certainly are for our Tarnished. From now on, so long as something is at least seemingly consistent with the rules of a setting, it actually will work. This will not work if you know that's not how it works.

Tarnished Perks

Does He Not Speak? [100 RP]
It seems that you don't actually have to talk to convey your thoughts. Or rather, not conveying your thoughts causes people to perceive it in the way that is best for your plans. Even a silent admonishment from you could cause someone to realize a fatal flaw in their plot.

Immense Determination [100 RP]
Seriously, the determination of the Tarnished to give everyone a happy ending is damn near psychotic. When you set your mind to do something, you do not waver in that task unless you literally cannot do it and another one at the same time. But other than that, your determination to complete your goals actually increases as time goes on.

Expert Protector [100 RP]
Castle Morne is ridiculously dangerous, especially for the people of the castle, yet the Tarnished safely brought Irina to her father without a hair on her head being harmed. When you are escorting or protecting someone, they are quite literally incapable of being harmed until you are either totally incapable of protecting them (such as literally dying) or your escorting is complete.

This Man Might Be My Husband One Day [200 RP]
Grace willing, though I doubt it will matter. When you interact with people, they perceive you as a very kind individual, unless you give them a reason to think otherwise. Additionally, doing good deeds for the sake of others causes them to like you more, and the more significant the actions and help are, the more they do.

He'd Touched Her, He'd Caressed Her [200 RP]
You are stronger than others in this place, but why should that be a bad thing, or something that causes fear? When you like someone and are more powerful than them in some relevant way, they are considerably more attracted to you than they previously were. When you fight alongside someone, this effect also applies considerably harder.

Right for All the Wrong Reasons [400 RP]
Considering therapists don't exist in the Lands Between, I guess intimacy will have to do. You are extremely gifted at sex, almost as though you've been with someone thousands of times before. More seriously, when you have sex with someone, it will always be a physically and emotionally fulfilling experience, both for them and for you. This even applies if your partner absolutely sucks in the sack. As part of this emotional fulfillment, the experience purges them of any mental misgivings they had in the past, such as deep

regrets or a poor self-image. Have a threesome with two women who hate each other, and they'll be besties right afterwards.

The One Who Got Away [400 RP]
In a rather sad side story, we learn that, due to how she exists, the Tarnished could not save Hyetta. The fact was that she was a servant of the Frenzied Flame - and though that wasn't a dealbreaker, the fact that she can only exist by way of Irina's death was. As a result, he spent his penultimate cycle with Hyetta, even though it ended with her death. But you, it seems, won't have to suffer that same problem. Reality will twist itself to ensure that you'll be able to save and care for everyone, even if it is usually one of those things where it's one or the other. In this case, Hyetta might be a spirit possessing a still-living Irina that happens to strike a peaceful coexistence, or perhaps Hyetta just takes on an appearance similar to Irina, and you are able to save her without destroying her.

Perfection Incarnate [600 RP]
Not all Tarnished are created equally, as you can confidently say - though Melina would prefer you have at least some use for her. All of your stats are fully maxed out, down every path/parameter. Even Rennala, who is powerful in her own right, could easily mistake you for Radagon and will outright refuse, as there is literally no point. You could hug and fuck Fia all you want to make a Death Rune, and you'd just get a little winded rather than literally die. This even lets you do some almost impossible things with your strength, such as successfully killing Rykard with no chance of him being reborn.

The Tarnished Has a Plan [600 RP]
It's a great plan. The greatest plan of all time, shaped by 999,999 failed attempts. It seems that you have a similarly foolproof plan. At the start of every Jump, you are given an in-depth plan that gives you the path needed to reach the golden end that you so desperately want. Naturally, it's going to take some effort, and there is no guarantee you yourself can pull it off (at least the first time around…), but it will be theoretically possible.

Done This Song and Dance Before [1000 RP]
Did you really think this wouldn't be here? Maidenless No Longer is based on the simple idea of the Tarnished being capable of using New Game Plus and changing how things went. Whether it's poetic or literal, the Tarnished apparently went through these events a million times over, finding the right option at the millionth cycle. Like him, you are capable of redoing your Jump, bringing along everything with you, though your Companions won't remember. The only caveat to this? You have to have actually successfully completed the Jump before, even if by the skin of your teeth, and with everyone else dead. Once you succeed once, you can take a new cycle as many times as you want, and you don't have to "win" again to initiate the next cycle.

Maiden Perks

They Thought Her Mad [100 RP]
Though certainly seeming to be unhinged (and quite possibly going partly mad at certain points), the fact is that Rennala mostly has her mental faculties. You are able to stay perfectly sane regardless of your circumstances and cannot be driven mad by outside sources.

The Quintessential Type [100 RP]
Sellen, despite having that crown on her head, certainly had a lot of interesting artwork about her, because her personality was great. Like her, you are very good at playing a specific sort of archetype, which effortlessly draws in those who like that sort of thing.

I Fear For My Father's Life, Good Sir [100 RP]
Of course I'll help you, strange lady, I've never met before. When you have good intentions, people will be willing to give you assistance regardless of how much they actually know or who you are.

Her Chosen Champion [200 RP]
There are many like them, but this one is yours. Even if there are many different versions of a thing, you find that the ones that you specifically choose just happen to be better. If it's an object, it is perhaps sharper, more precise, or stronger than usual. If it's a person, then that person is far more competent than others in their station would be.

The Art of Spirit Tuning [200 RP]
It looks like Roderika isn't alone. You now possess knowledge of how to perform Spirit Tuning, upgrading your Spirit Ashes. To ensure this stays useful, you are able to create Spirit Ashes from fallen individuals and have the means to create Gloveworts.

I Offer You An Accord [400 RP]
No, not the Honda Accord - though the Tarnished might consider that more useful at this point. You are able to convert collected runes into strength for others. In future jumps, you can have runes be collectible, or have them be something else.

My Date with Ranni-senpai [400 RP]
Ranni deeply adores Iji and Blaidd, despite her own apparent coldness, and frequently thinks of the lives they could have had if not for her. By contrast, Iji and Blaidd don't seem to think it's an issue whatsoever, and are loyal to the end - though thankfully, the Tarnished ensures they don't perish. Much like Ranni, the love and trust you have for all of your friends and subordinates are reflected, and so long as you don't betray them, they'll never betray you.

A Yen for Glintstone Sorcery [600 RP]
Well, it's more a yen for every kind of sorcery. When it comes to these sorts of things, you are simply built differently, in a way that not even Rennala and the Primeval Sorcerers are. You'll obviously need to train to use them, but you can perform any kind of magic, and can do so without losing your mind to more dangerous ones.

All Things Can Be Conjoined [600 RP]
Is Miriel considered a maiden? Well, he is to me! Also, the Tarnished considered this the Age of Reconciliation, so yeah. Like everyone's favorite tortoise (dog), you are extremely chill about things, and are aware of the fact that heresies and inconsistencies are ultimately, contrivances, and all things can be conjoined. There is now no longer anything stopping you from choosing one or more paths to create what you believe in. This might be magic, belief systems, routes, or even your powers.

The Nascent God [1000 RP]
Congrats on the promotion. It seems that, much like Marika, Ranni, Miquella, and Malenia, you are an Empyrean. At the simplest level, that grants you an immense level of power that makes you more powerful than the vast majority of demigods and beings in the Lands Between in general. Anything you are especially skilled at will greatly improve: Malenia was blind and rotted yet could fight the great warrior Radahn, and Ranni's magic is potent enough that she could create a copy of Rennala in her prime, cure the mind of Blaidd from mind control, and instantly kill the Tarnished for betraying her. But what truly sets this apart from a mere power boost is that you have the potential to create a new world order, by modifying the laws of reality. You'll need a Lord but…well, there's no shortage of candidates, is there?

Items

Undiscounted Items

Badlands Champion Armor [50 RP]
Calling this “armor” is certainly pushing it, but it actually provides you with more protection than your current body. Additionally, while it comes with a free axe, this actually greatly increases the strength and efficacy of your physical attacks.

Raya Academy Uniform [50 RP]
An outfit from Raya Lucaria, along with a glintstone staff. Don’t ask where you got it from. While wearing this, any magic you perform is greatly increased in power and efficacy.

Roundtable Hold [400 RP]
You receive the roundtable hold itself, a sort of pocket dimension with somewhat unclear history. Odds are that it is likely connected to the Erdtree. Regardless, you now have your own equivalent to it. It is not possible to harm anyone within its main area, and you will find that individuals of interest in whatever setting you are in will wind up here.

Tarnished Items

Torrent, the Spectral Steed [50 RP]
A gift from Melina, as Torrent appears to have chosen you to be his master. By blowing the Spectral Steed Whistle, you will automatically be atop Torrent. Even if Torren perishes, he can be easily resummoned once more.

Site of Lost Grace [100 RP; Requires *Guidance of Grace*]
Throughout the world, you will find these odd sites of Lost Grace in strategically placed spots. Through these spots, you are able to warp between them, and also upgrade parameters via Runes if necessary. You don't need to purchase this for them to appear in this Jump, but purchasing it will have them appear in future Jumps.

All the Spirit Ashes [200 RP]
This is exactly what it says on the tin. You happen to have every single Spirit Ash in Elden Ring, sans the ones that are quest-relevant (including Aurelia and Latenna). You are equipped with a Spirit Calling Bell to summon them.

Fully Stacked [400 RP]
I think that it's fair to call the Tarnished something of a packrat, yes? Well, now you can join him on his bizarre quest, as you have the maximum amount of every collectible item in Elden Ring. All of them, including the ones like the Lord's Rune, of which I can guarantee there are not 99 available anywhere. These will restock every Jump.

Maiden Items

Marika Giant Bed [50 RP]
As the author himself says, this was made to be shared. You now have a very large bed that is extraordinarily comfortable, even as more people get on it. When sleeping on this bed, you are also able to sleep very nicely.

Body Double [100 RP]
Always nice to have at least one of these things! You receive one perfect puppet body for yourself, which, if destroyed, simply returns you to your original body.

Unalloyed Needle [200 RP]
The special needle created by Miquella, designed to ward off meddling Outer Gods. It seems that this one was successfully completed, and a simple prick of it will banish any and all hostile godlike entities connected to someone.

Dark Moon Ring [400 RP]
The ring that Ranni used, or was at least intended to use, when deciding on her consort. In this world, though, she actually used it to store her power, thereby enabling her to become an Empyrean once more upon receiving it, despite not having her original body. While it might not be that specific ring, you are capable of forming these sorts of rings, which store within them a portion of your power. More significantly, if someone offers this ring to you, and you accept it, they are considered to be your lawful consort, regardless of any laws around the relationship - and you can even give them blessings similar to the Dark Moon Greatsword.

Companions

Import/Create Companion
For every **50 RP**, you may either create or bring along any companion you want, with them getting **+600 RP**.

For **200 RP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 RP** to spend.

Recruitment Drive [100 RP]
If you can convince them, you are able to recruit any canon characters that you want.

Leal Hound [Free]
What a good boy, or good girl, I suppose! This is a large wolf that has been at your side since you've come to the Lands Between (assuming you weren't born here). This giant wolf will let you ride them, can pick up a sword to fight with, and is generally able to fight with teeth and claws.

Wolf Shadow [Free; Requires *The Nascent God*]
You are an Empyrean, so it seems right for you to have one (ignore that Malenia and Miquella clearly don't have any). This big-ass wolfman (or wolfwoman) is an immensely powerful warrior, equipped with armor and a large sword. Although created by the Two Fingers, they are wholly loyal to you and cannot be subverted by any force.

Loyal Tarnished [50 RP]
This is one of the Tarnished, who came from across the fog in an effort to become an Elden Lord. Or maybe they just came to find love, considering their reaction to you. This Tarnished (whose sex and gender best fit your preferences, if any) fell in love with you almost immediately, and is ready to fight by your side and stand before the Elden Ring.

Finger Maiden [50 RP]
Though she's not really mentioned in the story, the Tarnished did have a Finger Maiden: she just died shortly before we woke up. She left behind a finger and a message to tell us to become Elden Lord. Here, it seems, you now have your Finger Maiden with you, who can turn your runes into strength and offer you support. She is also willing to have sex with you, even though that isn't actually a duty the Finger Maidens have to do.

Drawbacks

Here For the Plot [+0 RP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Supplement Mode [+0 RP]
This *is* Elden Ring, after all. You may use this to supplement any and all *Elden Ring* jumps. You may also supplement this jump with any other docs that you like.

Prolonged Stay [+100 RP]
Stay a while longer, why don't you? For an extra **+100 RP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

Silent Protagonist [+100 RP]
Unwillingly, of course. Your voice is extremely hoarse, and you can't talk very much.

Easily Sidetracked [+100 RP]
You're a bit like the Tarnished, if Melina's assumption that you get easily sidetracked was correct. If you see anything of interest, then you'll feel almost compelled to look at it. This will not apply if you already know what's inside it.

The Crestfallen Tarnished [+200 RP]
Is there one of these guys in Elden Ring? Whatever the case may be, you are a lot more sullen than usual and tend to think things will go for the worse, unless you have proof backing you up.

A Lust For Feminine Flesh [+200 RP]
You are incredibly horny and need to have sex once per day, or you'll go stir-crazy.

Insecurity [+200 RP]
For one reason or another, you are genuinely insecure about some aspect of yourself, whether you are actually deficient or not in it.

So Very Weak-Willed [+200 RP]
What is this spine that you speak of? You won't just roll over and do whatever it is that others want, but odds are that you will find it rather difficult to disobey the requests and demands of others if your life is not in immediate danger from doing so.

This Dog Does 11,640 Damage Per Second [+200 RP]

Sorry, Jumper, you know how programming errors work. You will intermittently come across mobs that you can sense will whack you sixty times a second, and are highly likely to kill you. Luckily for you, any "bosses" will not have this drawback.

Nasty Rumors [+200/+400 RP]
Do you sleep with your dog? Like Latenna, certain spiteful fools spread some unpleasant rumors about you.

If you have **Stupid Sexy Tarnished**, this causes enemies to want to rape you if they get the chance. You receive **+400 RP** for this drawback instead.

Wanted Criminal [+300 RP]
You apparently have committed some sort of crime and will be intermittently hunted by skilled professionals.

I Shall Soon Enter My Slumber [+300 RP]
Your body requires that you take periods of rest, in which you will not easily awaken. Your life will be in danger, so rest in a safe place.

Elden Smurf [+300 RP]
It seems that fate hates you. Throughout your journey, you will come across Tarnished whose power and equipment very clearly don't equate to your own. They are invaders, and they are incredibly annoying to deal with.

My Sight is Weak, You See [+400 RP]
Similarly to Irina, while you aren't totally blind, it's somewhat hard to see. Notably, there are ways around this, as Malenia can tell you.

Pain. Suffering. Agony. Rot. [+400 RP]
Sounds painful, my guy. Similar to Millicent, you are afflicted with some sort of supernatural disease that restricts your capabilities, necessitating intervention.

This Body is Not Without Its Hindrances [+400 RP]
You are, like Ranni, in the body of a doll. As sexy as it may or may not be, this greatly weakens you, and it will take effort to regain a proper body.

Not-Quite Trifling [+400 RP]
Should have kept your mouths shut, Melina and Marika. The Fire Giants, it seems, are back and better than ever. And they would quite like to take revenge on the rest of the Lands

Between for that whole attempted genocide matter. They will not, however, set fire to the Erdtree - so no skipping to become Elden Lord that easily.

Perk Lockout [+600 RP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 RP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 RP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Waifus over Laifu [+800/+1200/+1600 RP]
If you were hoping for a happy little jaunt through the Lands Between, you will be unfortunately mistaken. For **+800 RP**, you take the place of the Tarnished and have to rescue every waifu and at least morally decent NPC. To make things trickier, you either get zero metaknowledge from the fic, or you have to figure out new strategies - the choice is yours.

For another **+400**, this will additionally incorporate the plot of *Shadow of the Erdtree*, which came out after the fic itself. As a result, the personalities they possess now reflect any lore that was introduced (meaning several plots are now totally different), and you also gotta save the maidens from the DLC as well.

For another **+400 RP**, you must now save all significant NPCs - including shardbearers, mini bosses, and antagonistic NPCs. That's right, all of them - at least except for the ones that are totally insane or otherwise mindless. You don't need to be friends with them in the end, or even help them with their goals, but you gotta ensure that they don't die, and are at least nominally on your side.

If you have **Done This Song and Dance Before**, you can retry as many times as you need to in order to succeed on this. How many times will it take? Well, who can say for sure?

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.