

Elden Ring - Caelid Wilds

By Pokebrat_J

The fallen leaves tell a story.

Caelid, known as the locale of the last battle between General Radahn and Malenia, Blade of Miquella, is a vast land consummately marred by scarlet rot.

A wasteland on the south-eastern tip of the Lands Between, plagued by Scarlet Rot and inhabited by all manner of malformed creatures. Caelid was the site of the battle between General Radahn and Malenia, Blade of Miquella, during which the first flower of Aeonia bloomed and covered the region in Scarlet Rot. Radahn's army, the Redmanes, continue to combat the rot using fire to this day.

Whether you are a newcomer to these lands or one of its many residents, there is much opportunity should you be willing to brave the dangers here and have the cunning to surpass them.

You may begin at any point in time within this region, and will receive **1000 cp** to help you survive.

Origin:

Age and gender may be chosen freely.

Bestial Clergy: You are one of those who have pledged themselves to Gurranq's quest, the destruction of Those Who Live In Death and the Deathroot they spread. Perhaps you are a Tarnished lending their aid, or maybe you're one of the Vulgar Militiamen who serve Garranq. Either way, you carry on a legacy older than you could possibly know.

Church of Rot: The Scarlet Rot is no mere plague, a common disease that came about from biological happenstance. It is a divine entity, connected intimately to an Outer God of Rot. You have seen this truth, or at least are connected to the Rot in such a manner that the difference is irrelevant.

Redmane Legion: Once you were a follower of the mightiest of all the Demigods, the one who warred with the very stars themselves and emerged victorious. Though your Lord has been reduced to a roaming beast, you carry on his memory and spirit, and work to contain the poison of the Scarlet Rot.

Sellia Sorcerer: Before the Shattering, the town of Sellia was known for being the premier place of learning the arcane arts within Caelid, specifically those meant for more subtle magics. Now, it is yet another ruin, one that has been changed with the arrival of the Scarlet Rot, yet you remain, keeping its memory alive.



Race:

Human: Though they may all claim to be of a similar descent, there are many differing types of humans. From the pale northerners to the stony draconians, the distant reedlander to the silvery nightfolk, the asture truth-seekers to the otherworldly numen. It matters not from which you descend, ultimately, for they all appear of the same stock.

Living Jar [+200]: You are no natural being, instead a jar that has been brought to life by infusing it with human flesh and innards. Your blows may be devastating and are naturally adept at creating arcane talismen, but you can only take so much damage before shattering, which cannot easily be repaired.

Beast [Free/100]: The Lands Between is filled with all manner of beasts, and you are proud to be counted amongst their number. For **[Free]**, you are a relatively normal beast, such as a tumbling ram or spirit jellyfish, though one no larger than an average horse. By paying **[100]**, you are something greater, an equal to the Beast Regent Serosh, the Red Wolf of Radagon, or even a Rune Bear.

Albinauric: An artificial race created by human hands and believed to live impure lives due to being untouched by the Erdtree's grace. Whether you are counted amongst the first or second generation of these homunculi, the silver blood that flows through your veins make you naturally adept at sorcery.

Demi-human: Among the Lands Between are those who resemble a fusion of man and beast, of which you are now a member. Perhaps you are one of the Man-Serpents found within Mt Gelmir, or you resemble one of the lupine protectors of myth and legend, or you are a fusion of something else entirely.

Crystalian [100]: A being that is seemingly made entirely of glintstone, your kind have only one known purpose; safeguarding those very crystals until your end. As one might expect, not only are you incredibly durable, but you have a nearly unmatched aptitude for glintstone sorceries and magic related to the primeval current.

Otherworldly Lord [100]: A race of ancients with stone skin who are said to have risen to life when a meteor struck long ago. Regardless whether you are Alabaster or Onyx, your innate power over the forces of gravity is impressive to say the least, which is only heightened should you delve into mastering gravitational sorceries.

Troll [100]: In the ancient war with the Fire Giants, your people sided with those of the Golden Order. Though many have been reduced to emancipated, mindless brutes, you are one of the rare few that have retained your mind. Possessing great strength and durability, your kind are naturally adept smiths and artisans.

Fire Giant [200]: The mortal enemies of the Erdtree, you are one of the worshippers of a fel god of ruinous fire. Being amongst the largest creatures in all the Lands Between, as well as possessing strength and vitality beyond that of your lesser kin, you possess an innate connection to fire. Due to the connection with the fel god, your torso can also act as a second face, one capable of spewing out plumes of deadly flame.

Dragon [300]: You are counted amongst the most ancient and powerful of all races to have graced the Lands Between, immune to the ravages of time and only capable of being killed through violence. As a dragon, you possess sturdy scales and wings that carry you into the sky. If you are one of Greyoll's progeny, then you possess an elemental breath weapon. If you are an ancient dragon like Lansseax, then you can conjure bolts of red lightning to aid you in battle.

Star Spawn [300]: You do not belong in this world in any sense of the word, having fallen from the heavens. You are a malformed star similar in nature to the being known as Astel, who destroyed an Eternal City and took away their sky. You bear great control over gravity and the primeval current, capable of all manner of impressive sorcery as natural to you as breathing. Whether you share in their unsettling appearance or are more tasteful to gaze upon is up to you.



General Perks:

Runes of the Fallen [Free]: When the Elden Ring was shattered, countless fragments scattered across the Lands Between, and were taken in by those that lived there. From now on, you shall absorb the runes of those whom you slay as well as those who fall around you, to be used at your discretion. Whether you turn them into strength or use them as currency, know that the stronger the target, the more runes it will possess.

Lore of the Land [50]: This land is filled with so much mystery and intrigue, to the point where it can be quite difficult to unravel it all. You, though, are up to the task, having a great skill when it comes to uncovering and, arguably more importantly, understanding lore and knowledge of the world. You will also receive short descriptions from most items you encounter, revealing just a bit more.

Sounds of the Shattered [50]: For all the decay and horrors in these lands, for as ravaged by ancient wars it is, one cannot deny that there is a certain beauty to them, something that is only amplified when a hauntingly graceful tune accompanies such sights. You may at any time pull up a mental playlist of songs from the Elden Ring game, and will find new songs or remixes added in over time.

Festival of War [100]: It takes a rare sort to willingly venture into the land of Caelid, as one must expect danger from all sources, no mercy being granted to the weak. You will find yourself having great skill with a weapon type of your choosing, capable of matching many experts on equal footing even with subpar gear. Be it greatswords, bows, hammers, flails, staves, at least you cannot claim complete helplessness in the face of all that Caelid can offer.

Scarlet Sky [100]: The danger of the Scarlet Rot is ever present in this land, as near every inch is corrupted by the divine plague. Should you wish for some manner of protection from it, then you can simply take this option. Not only are you highly resistant to the effects of the Scarlet Rot, but other diseases and plagues of divine origins have just as difficult a time attempting to infect you.

Proper Handling [200]: Despite the tales of horror that come from those who interact with the blighted rot, there is no shortage of fools who would use it for some hair brained scheme, inevitably being consumed by it. You might be one of the few that can actually get away with it, as you will find yourself unable to be influenced or corrupted by any substance you utilize. As always, there may be accidents, but a drop of the Scarlet Rot falling from your arrow tip onto your flesh won't affect you, though the same can't be said for your target.

Roll With It [200]: Combat can be tricky, especially when facing those more powerful than yourself. In such circumstances, your only hope will be to run and dodge, and this aims to make that just a bit easier. Whenever you roll, there will be an instant where you are impervious to harm, allowing attacks to go right through you. It lasts for only a moment, so you must time your rolls correctly in order to make the most out of it.

Shardbearer [400]: Within you is a greater piece of the Elden Ring itself, granting you incredible capabilities that allow you to stand on equal footing with the Demigods themselves. You will find that all of your physical attributes have been greatly enhanced, allowing one of human stock to face off against some of the mightiest beasts around barehanded and emerge victorious. Your magical potency is nothing to scoff at either, capable of casting far more spells and incantations than you ever could have before. Additionally, this will act as a **[Capstone Booster]**, improving the benefits you would gain from certain perks.



Bestial Clergy Perks:

Discounts for Bestial Clergy are 50% off, with the [100] perk being free.

Bestial Incantations [100]: You have learned well the magic offered by the Clergyman, perhaps as payment for your hunting of Deathroot. You can now call upon these primal incantations that are more fitting for beasts than men. Flinging magically enhanced stones, sending out waves of slicing air, empowering your body to further heights, few would dare brave your savage wrath.

Deathly Hound [200]: Having taken on more beastly aspects yourself, you do this to better fulfill your duty in hunting down Those Who Live In Death. Your sense of smell is near impossible, capable of catching faint scents up to a mile away. Most importantly, your sense of smell seems to hone in on the undead and objects corrupted by those foul entities, making them stand out as clear as day no matter how they may be disguised. Finding Deathroot should now be easier than ever.

Small, Not Weak [400]: Though they may be the shortest of all of the Lands Between's inhabitants, they are far from harmless, as you will soon prove. It is inevitable that you will face an enemy that towers above you, who could crush you into paste with a single hit, so why in Marika's name would you ever try to fight fair? When it comes to utilizing underhanded tactics, guerilla warfare and the like, you are a master. With the right tools at your disposal, you could face off against literal giants on equal footing.

Together We Stand [600]: The greatest weakness of Those Who Live In Death is their lack of unity, the absence of a true Lord to unite them. That very weakness is your greatest power, for just like wolves you truly excel when a part of a group. The more allies you fight alongside, the greater you will find your team synergy, an unstoppable wave of powers bound together in brotherhood and camaraderie. Should you work with others long enough, eventually you will be able to communicate with them without requiring words, as though your intentions were one in the same.

> **Shardbearer:** The bond of your pack is greater than could ever be thought possible, as it is not just your minds and intentions combined, but your very prowess. The more you work alongside others, you can draw upon their powers and skills, and so too can they. Fighting against you and your allies is not a fight against numerous individuals, but a seemingly singular consciousness broken into numerous parts.

Church of Rot Perks:

Discounts for Church of Rot are 50% off, with the [100] perk being free.

Incantations of Rot [100]: Though they are not capable of calling upon the power of the Rot themselves, the followers of this Outer God can call upon the next best thing. You too are quite skilled in these incantations, from sending forth damaging threads to conjuring poisonous clouds to coating your weapons in deadly poison. Battle against you may not be a swift thing, much to your opponent's dismay.

Never Known Defeat [200]: To think that even after millennia, the demigod Malenia was still capable of fighting the influence of the Scarlet Rot. Though her flesh was lost and her eyes blinded, her mind was always her own. You too share this indomitable will, capable of enduring thousands of years of all manner of hardship and tragedy, never once the possibility of breaking even a distant dream.

Wings of the Water Fowl [400]: Long ago, a blind swordsman managed to seal away the Outer God of Rot, who would go one to teach the Demigod Malenia. Despite being born into the accursed rot, she gained wings of unparalleled strength, and so too have you. Not only are you a master of the move known as the Waterfowl Dance, but your swift movements and inhuman agility make you appear more akin to a flowing river than human.

Scarlet Aeonia [600]: You are no mere acolyte, your form changed through the Scarlet Rot. No, you are one born of this divine Rot, capable of drawing upon its power unlike many others. Not only can you call upon a scarlet aeonia in a similar manner to the Blade of Miquella, but with each strike you leech some of your opponent's vitality and stamina, replenishing your own. While your foes lie exhausted and rotting from the inside, you shall be at your strongest.

> **Shardbearer:** And so the Scarlet Aeonia blooms once more, and a Goddess of Rot is born anew. It would be child's play for you to spread the Rot to new lands, your scarlet explosion capable of easily engulfing an entire city, and possibly more should you put effort into it. Those that do not die, or you wish to avoid killing, will be changed and influenced by the divine Rot you have unleashed. Those changed by the Rot will see you as their true god, and will follow you until their final hours.

Redmane Legion Perks:

Discounts for Redmane Legion are 50% off, with the [100] perk being free.

Gravity Sorcery [100]: Many of those who followed the demigod Radahn took after their general, learning at least a bit of the arcane. You have learned more than most, and are capable of utilizing gravitational sorceries. Be it flinging around masses of stone, sending out projectiles that draw others into it, even a kind of pseudo telekinesis. You are far from your general's peak, but everyone must start somewhere.

Inspiring Presence [200]: Even millennia after the Shattering, countless years after having been reduced to a rabid beast, General Radahn still has those whose loyalty to him is as unshakable as the very earth itself. You too know how to cultivate this loyalty and love within those under you. Your presence by their side will have them fight all the harder, and betrayal would never even cross their minds.

Purifying Flames [400]: After the disastrous battle that left Caelid what it is today, many of Radahn's soldiers took up the task of keeping the Scarlet Rot at bay. Utilizing the power of fire, you can keep even the influence of something like the Scarlet Rot from consuming everything, keeping it at bay for untold millennia. Given enough time, you could perhaps even purge it entirely and other similar corruptive forces from the land. Of course, that's assuming that the divine Rot won't attempt to stop you.

Scourge of the Stars [600]: General Radahn's greatest feat was when he challenged the very stars themselves, and emerged victorious. You were one of the rare few who were present to see his battle, and that has left you changed. When you face off against otherworldly and alien beings, your attacks will be more effective than ever before, your abilities increase in their potency. Yet power is nothing without skill, and you will quickly learn how to bring down even the strangest of entities in time, figuring out their weaknesses within seconds, and predicting their every movement in minutes.

> **Shardbearer:** You have truly taken on General Radahn's mantle, and seek to defend the Lands Between from the stars, and what lurks within them. Those alien beings, who possess the power of the cosmos, will find themselves rapidly growing weaker while within your presence. Their strikes will be less effective as time goes on, and their effects on the world around them diminishing to the point where they would eventually be rendered powerless. When you battle with the night sky, victory is all but inevitable.

Sellia Sorcerer Perks:

Discounts for Sellia Sorcerer are 50% off, with the [100] perk being free.

Night Sorcery [100]: Though many sorcerers look down upon such tactics, one cannot deny that the magic taught within Sellia was without utility, especially those who prefer more subtle means of combating their foes. Silent blasts of magical energy, rendering yourself and your weapons invisible, coating the area within arcane mist, these sorceries were often used by assassins, and now they are used for whatever purpose you deem fit.

Blade In The Night [200]: Magic alone will not allow you to become one with the shadows, as it requires a certain set of skills, which you now possess. There are not many that could match you when it comes to remaining undetected through mundane means, from basic stealth to avoiding the eyesight of others to even preparing disguises. Any opponent you face had better pray that they don't lose sight of you, because all it takes is one mistake before you're back skulking in the shadows.

Teachings of the Nox [400]: The Town of Sorcery can claim a connection to the Eternal City of Nokron, as Sellians are said to be descended from the city's inhabitants. Just as your ancestors' cities cut off from the rest of the world, protected by ancient magics, so too can you offer this level of protection. You are a master when it comes to creating arcane barriers, ones that can keep out all but the mightiest and most determined individuals, at least if they can't meet the requirements for dispelling them.

Unseen Spellblade [600]: You have reached the peak of combining magic and stealth, and have become a true terror in the night. By having mastered this aspect of night sorceries, and can now apply their inherent nature to other spells you can utilize. Even the largest and flashiest spells you cast will be difficult for your targets to perceive, at least until it's already upon them. Even casting them will not bring unwanted attention your way, allowing you to ready yourself until the right moment to strike.

> **Shardbearer:** No longer is your magic seen as a distortion in the air, a barely present aberrance that the keen eyed can follow and track. Now, your magic is well and truly incapable of being perceived except by those who have truly and utterly mastered the arcane, and how to sense it. Even a luminous spell like Comet Azur would appear as nothing more than you pointing your catalyst and your target disintegrating away into nothing.

General Items:

All Origins receive an additional **[300]** *to spend in this section only. You may freely import any related items you own at your discretion.*

Starting Equipment [Free]: All men have a past, whether embraced or turned away from. You now possess a set of equipment from whatever past you had before coming to the Lands Between. Whether it was as a warrior, vagabond, confessor, or something else, you will at least have a set of clothes and a reliable weapon, as well as a crimson medallion.

Preserving Bolus [50]: Scarlet boluses made of cave moss, they are consumed to alleviate the build up of the Scarlet Rot, and cure rot aliment. A necessary precaution while traveling through Caelid, especially the Swamp of Aeonia. You will receive a pouch of twenty of these boluses, which will replenish weekly.

Rot Grease [50]: Solidified grease made from a collection of rotten materials, smearing it on a weapon will allow it to afflict a target with the Scarlet Rot. It is considered a foul means of defeating one's foes, but when it comes to battle, the only thing that ultimately matters is who emerges victorious. You will receive a jar of this grease, which will replenish weekly.

Spirit Steed Whistle [50]: A delicate goldwork ring, it can be used as a finger whistle. Sound the whistle to summon and ride Torrent, the spectral steed. Upon his death, the spectral steed can be summoned again after a minute. Should you already own a mount, then you may bind them to the ring instead.

Twin Sacred Flasks [50]: Two sacred flasks modeled after a golden holy chalice that was once graced by a tear of life. The Flask of Crimson Tears will heal the flesh of those that consume it, while the Flask of Cerulean Tears replenishes one's magical energies. Though they may refill while near a site of Grace, these ones will naturally replenish after a day of being emptied.

Gold and Silver Scarabs [100]: Two talisman facsimiles of scarabs, the carrier of treasures and precious things. Keeping the golden scarab on your person will increase the amount of runes obtained from defeating enemies. The silver scarab, meanwhile, will increase the rate of item discovery.

Staff of Loss [100]: Staff missing its glintstone. Wielded by sorcerers who believe that discovery comes through acts of asceticism. This staff only distinguishes itself when casting invisibility sorceries, but that is reason enough for some to wield it.

Venomous Fang [100]: One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum. The black fang protruding from the bronze snake head is coated in deadly poison, one that could kill a man in less than a minute.

Visage Shield [100]: Tricksome bronze shield depicting the face of a Fire Giant. Several tongues leap from its open mouth. The dreadful visage and burning flames are designed to remind one of the horror of facing a Fire Giant. In other words, this shield has an instructional function. Ready the shield, then spray several jets of fire from the tongues protruding from its maw.

Commander's Standard [200]: A beaten red battle standard is furled around this time-worn halberd. Even after his lord was fled, Commander O'Neil continued to brandish this flag in the devastation of the rot-eaten field of battle, the sole veteran who remembers this battle with pride. Hoist the war banner aloft and give a rallying command, and watch the attack power and defense for self and nearby allies increase.

Gargoyle's Black Halberd [200]: Bronze halberd wielded by Valiant Gargoyles, mended with blackened corpse wax. Because of this, all successful attacks burn the target as though touched by Death itself. Such is the mark of those who serve Maliketh, the Black Blade.

Moonveil [200]: Katana forged of glintstone, it is the masterpiece of a Sellian swordsmith. Light enwreathes the blade when sheathed, explaining its Moonveil moniker. When unsheathed, it will release a slash of arcane light, greatly enhancing the attack power of the initial slice.

Sword of St Trina [200]: Silver sword carried by clerics of St. Trina. Each strike will further force the target into a deep slumber, even in the midst of battle. St. Trina is an enigmatic figure. Some say she is a comely young girl, others are sure he is a boy. The only certainty is that their appearance was as sudden as their disappearance.

Caelid Colosseum [400]: A structure meant to showcase the martial prowess of warriors from all across the Lands Between, it hasn't seen much action in millennia. Having been enchanted heavily, it will allow you to summon phantoms of past foes and allies alike, for the sole purpose of doing battle within its sacred halls. Whether you wish to watch them fight amongst themselves or be one of the participants, you shall never again hunger for combat ever again.

Bestial Clergy Items:

Discounts for Bestial Clergy are 50% off, with the [100] item being free.

Vulgar Militia Set [100]: Armor worn by lean, mean, and filthy militiamen. Freshly-singed battlegrounds effusing with the stench of the dead. Forbidden lands that will be excised from the memory of history. This is where the vulgar militia serve, as untiring, unsung watchkeepers.

Bull-Goat's Talisman [200]: A talisman depicting the horns of a bull-goat, holding it will increase your poise and make you less likely to fall over. Bull-goats are associated with the stout and mighty Tragoth, said to be unflinching in combat - now a silent comrade to those who fight.

Cinquedea [400]: Short sword given to high ranking clergymen of Farum Azula. The design celebrates a beast's five fingers, symbolic of the intelligence once granted upon their kind. Those who use this weapon will see an increase in the potency of any Bestial incantations they use, as well as an increase in their overall agility.

Beastclaw Greathammer [600]: A greathammer with a striking end modeled to resemble five beastly claws. The black nails protruding from golden fur are said to represent Serosh, Lord of Beasts, who went to become King Godfrey's Regent. Slamming it into the ground will unleash a deadly shockwave, rending the land asunder with the armament's five bestial claws.



Church of Rot Items:

Discounts for Church of Rot are 50% off, with the [100] item being free.

Cleanrot Set [100]: Armor of the Cleanrot Knights, celebrated for their undefeated campaign in the Shattering. The Cleanrot Knights vowed to fight alongside Malenia, despite the inevitable, if gradual, putrefaction of their flesh. Their acceptance of their fate made these battles fiercest of all.

Kindred of Rot's Exultation [200]: A talisman depicting the exultation of pests, it will raise the wearer's attack power when poisoning or rot occurs in the vicinity. "Rot for the scarlet goddess. O scarlet blossoms, flourish in distant lands, and return to us, the unwanted children."

Halo Scythe [400]: War scythe of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella. This was the weapon of commanders in Malenia's army, and the half-halo blade deals holy damage. With a single swing, it can send forth a ring of holy light, damaging all that gets in its way before dissipating.

Hand of Malenia [600]: Blade built into Malenia's prosthetic arm, through consecration it is resistant to rot. Malenia's war prosthesis symbolized her victories. Some claim to have seen wings when the weapon was raised aloft; wings of fierce determination that have never known defeat. It is nigh unbreakable, and flows through air and enemy alike as though it were a running river within your hands.



Redmane Legion Items:

Discounts for Redmane Legion are 50% off, with the [100] item being free.

Redmane Knight Set [100]: Armor worn by knights who fought by General Radahn's side. When they were driven to defeat by Malenia's scarlet rot, the Redmane Knights burned the crest on the left breast of their armor to indicate their resolve. "Alas, dear home, I shan't see you again! For our duty is to remain here, a bulwark against the blight."

Starscourge Heirloom [200]: A talisman engraved with a scene from a heroic tale, it will increase one’s strength when held. The mightiest hero of the demigods confronted the falling stars alone - and thus did he crush them, his conquest sealing the very fate of the stars.

Lion Greatbow [400]: Greatbow of black iron wielded by General Radahn. Decorated with a lion motif. Imbued with the gravitational power of the Starscourge, when fired with the spear-like arrows that will never run out, it becomes a true weapon of a champion. Should you fire this bow into the sky, the arrow will multiply and pour on foes like rain.

Starscourge Greatswords [600]: Curved greatswords of black steel wielded by General Radahn, they are decorated with a lion mane motif. Radahn earned considerable renown as the Starscourge in his youth, and it is said that it was during this time he engraved the gravity crest upon these blades. By bringing the two swords together and roar into the skies, it will pull in enemies with a gravitational wave. Follow up with slam down with the gravity-infused swords.



Sellia Sorcerer Items:

Discounts for Sellia Sorcerer are 50% off, with the [100] item being free.

Leather Set [100]: Lightweight and battle-proven leather armor worn by a savvy soldier. Many admire the wearer of this armor for his chivalrous and forthright spirit.. This also comes with a hood of lusterless black fabric that conceals its wearer's identity. In this world, there is very little that must necessarily be known.

Spelldrake Talisman [200]: Talisman depicting a trio of blue ancient dragons which will vastly boost the magic defense of those that wear it. The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock. And so it is that the shape of the dragon has become symbolic of all manner of protections.

Meteoric Ore Blade [400]: Katana forged from meteoric ore to dispatch lifeforms born of falling stars. It deals both physical and arcane damage. The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor. It can be used to draw enemies closer to you.

Ruins Greatsword [600]: Originally rubble from a ruin which fell from the sky, this surviving fragment was honed into a weapon. One of the legendary armaments, the ruin it came from crumbled when struck by a meteorite, as such this weapon harbors its destructive power. Slamming it into the ground will unleash a devastating wave of gravity magic.



Companions:

Fellow Tarnished [50/100/200]: These lands can be unforgiving for those traveling alone, so why not call upon a few friendly faces? You may now import or create 1, 4, or 8 companions respectively. Each companion will receive 800 cp to spend on perks and items, and can choose their race freely. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Tarnished Covenant [300]: Should eight not feel like enough to survive in these harsh conditions, no matter how trusted and valued they may be to you, then fear not. You may now import as many companions as you so desire. Each companion will receive 800 cp to spend on perks and items, and can choose their race freely.

Knights of the Jumper [Free]: But there are those often forgotten by history, pushed to the side in favor of their mighty Lords. You shall not forget them, never your loyal followers, who have traveled these harsh battlefields alongside you. You may import as many of your followers as you so desire, allowing them to gain a history within this world, as well as the relevant skills.

Scarlet Valkyrie [Optionally Free]: A young woman who bears an incredible likeness to a younger Malenia, Millicent is on a journey to discover who she is, and what her destiny is. Perhaps you could assist her on that journey, or simply push her towards completing her own ends. In time, she may prove to have divine skill with a blade, so long as you find a way to work past her missing arm.

Battle Mage [50]: Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage. Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it. He is sure to devastate any foe you put in front of him.

Redmane Knight [50]: A mighty knight versed in the use of a greatbow. The longest-serving member of the Redmane Knights, Ogha studied techniques to manipulate gravity alongside Radahn. At your call, he will happily let loose a rain of gravitational arrows that can tear through many of the foes you may end up encountering.

Stray Hound [50]: A stray dog corrupted by the scarlet rot. Though it is only a small creature, it is as violent as it is nimble, and its fangs fester with poisonous rot. Strangely, though, it will not spread the rot without your consent, which is fortunate with how well trained it actually is.

Witch Hunter [50]: The elderly castellan of Redmane Castle. In the past, Jerren was a nomadic warrior who became a guest of the Carian Royal Family. There, he became acquainted with General Radahn, the son of Radagon and Rennala, the Carian queen, who would later challenge the stars and arrest their movements, halting fate. He is a talented warrior, and is especially deadly when faced against mages.

Veteran Commander [100]: A veteran of a battle that took place in the Swamp of Aeonia in Caelid. O'Neil continued to brandish his flag in the rot-eaten battlefield even after his lord fled. Now, though, he has found a new lord to serve, and will pledge his loyalty to you until the end of his days. Though he may be powerful by himself, his real power is his ability to summon a phantom squad of soldiers to his side whenever he desires.

Young Drake [100]: One of the younger children of Greyoll, what it lacks in size and power it more than makes up for in potential. In time, it may develop its own elemental breath, entirely dependent on how you raise them, and will be a match for such dragons as Borealis or Lansseax. At the very least, it will allow you to ride it into battle, descending from the heavens themselves.

Starscourge [200]: Once known as the mightiest of the Demigods, capable of halting the movements of the stars themselves, in modern days the great General Radahn has been reduced to a mad beast. No longer is that the case, as his wits have once again returned, and he knows it is all thanks to you. He will hereby pledge to repay you by lending you his strength and support. Of course, his loyal steed Leonard will also be joining alongside the towering champion.



Drawbacks:

Continuity [+0]: If this is not your first trip to The Lands Between, then this option is for you. This ensures that your previous actions in the Elden Ring setting have carried over in some form.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Elder Ring Jump. Alternatively, you could use this to travel to another world, separated from the Elden Ring setting entirely. It would certainly be a surprise seeing a dragon in a world of street fighters?

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it up to five times.

Scarlet Scent [+100]: It is no secret that there are countless in the Lands Between that despise anything to do with the Scarlet Rot. So it is unfortunate that you give off a strong odor, one that could only be that of the rot. As you might think, it will make others hesitant at best to interact with you, let alone seeking to eliminate you out of fear of spreading the rot. It is possible to hide this smell, but it will eventually overpower whatever you try.

Vulgar Height [+100]: Though it is the towering that are granted the most respect, the same cannot be said for those lacking in stature. Much like the members of the Vulgar Militia, you too are quite small, only reaching up to three feet in height. As one might expect, traversal through these lands will be more dangerous than before, and you will seldom find proper armaments and protection in your size.

Communion Revenger [+200]: To the south, protecting a crumbling church, the dragon Ekzykes fends off any who would dare partake in the act of Dragon Communion. Now, this rotten dragon has caught wind of a new target; You. He will fly all across Caelid searching for you, and will do his best to ensure that you are incapable of harming his kind ever again. The only advantage you have is that he is incapable of entering caves and other tight spaces, but nothing is stopping him from collapsing them.

Hostile Wildlife [+200]: The life found here, after the land was transformed by the Scarlet Rot, is known for many things, but primarily among them is their sheer aggressiveness. It seems now that the many beasts that call this land home have a favored prey in the form of you, incapable of turning away once they catch wind of your scent. Expect to be hunted day and night, unless you find some place safe to hide away.

Object of Worship [+200]: There are those who revere Malenia as a goddess of rot, who wish to usher in an age of decay and rebirth. A similar group has directed their faith towards you, and will do everything in their power to use and manipulate you into bringing about their idealized age, regardless of what your true feelings are on the matter. After all, is it not the responsibility of a god to provide for their people?

Golden Shackles [+300]: Whereas before you may have had the power to shake up the entire world, ushering in a new age with an afterthought, not so much anymore. You will be stripped of all outside powers and abilities, leaving only your Body Mod, your mundane skills, what you bought here, and anything else you might have gained in the Elden Ring setting.

New Game Plus [+300]: If you came here expecting a challenge, then congratulations, you have received one. Your enemies will be more powerful than before, all the while being more resilient from any damage you may try inflicting upon them. From the mindless soldiers to the Demigods themselves, it would be a herculean undertaking for you to rise to the challenge and defeat all before you, but when has anything worth doing been easy?

Victim to the Scarlet Rot [+300]: Though you may have possessed power to rival the cosmos, you too have succumbed to the power of the rot. You have been irreversibly changed, both mentally and physically, more akin to a wandering monster driven by base instincts than the person you once were. Shall you manage to survive with your base cunning and power, or hunted down like a mad dog?



Ending:

Stay: The grace of gold has called to you, drawing you to a place you now call home.

Go Home: All men yearn to return to the lands they call home, and you are no different.

Continue: Your journey does not end here, and so you wander ever onwards.



Notes:

-The Lands Between are much larger than its in-game counterpart, being roughly the size of Europe.

-Due to the nature of this world, when you are killed, you will resurrect at the last bonfire you rested at, but must return to the site where you died in order to collect your dropped runes before you die again, or your Chain will end.

-Due to the nature of death within the Lands Between, all races will be effectively biologically immortal.

-If you take the **[Redmane Legion]** origin and the **[Shardbearer]** perk, then you may take the place of Radahn. Not sure how you'd justify having purchased them as companions, but feel free to fanwank it. Alternatively, taking the **[Church of Rot]** origin gives you the option of becoming Malenia instead.

-The phantoms summoned by the **[Caelid Colosseum]** can't leave the structure.

-**[Object of Worship]** will represent your most hated aspects of yourself, and bring about an age based on those. This is not meant to give you your own cult, but a group of crazies who ultimately see you as a means to an end.

-When in doubt, fanwank.

-Have the day that you deserve~