Why can't I just take the ring after I fight Artorias?
By Sentry342

Questioning only briefly why he's there anyway, a human from the real world ignores the rules of the game and drags Oscar of Astora on a grand adventure to discover the truth of the conflict between Light and Dark. But more importantly to impress his waifu. Take these **1000 Chosen Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



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Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

1.) Undead Asylum
A decrepit asylum teeming with undead and guarded by a great demon. It serves as the introductory area for the game. Here the knight of Astora Oscar would normally be doomed to die, but an encounter with our wayward hero Lex will change his fate. Perhaps you could join this group of stumbling heroes though Lex may be confused by an unknown being such as yourself. You will start inside one of the many cells within the prison.

2.) Firelink Shrine
The Firelink Shrine is a lush, green cliff side ruin overlooking a city below. It serves as a central hub and is the first location that is visited by our heroes after they escape the Undead Asylum. Currently only Wilheim (the Crestfallen Knight) and Firekeeper Anastacia remain here, but given time this will become one of the hubs where the undead gather together. You will start out at one of the benches in the area or sitting beside the fire.

3.) The Undead Burg
The Undead Burg is a fortified section of a town surrounded by large walls and watchtowers, filled with hostile undead. There is not much of value in this area aside from the Undead Merchant. Though if you make it through the area you may run into one of the few helpful beings here in the form of Solaire of Astora. You will start out near the abandoned shrine to the Warriors of Sunlight.



4.) Depths
A vast, dark sewer system beneath the Undead Burg, containing various tunnels and waterways. This tunnel system allows for travel throughout the area. I however, would advise caution as the sewer is filled with beast, bandits, and a monster known as the Gaping Dragon. You will start out inside the sewers just out of view from the Hellkite Drake.

5.) Blighttown
Blighttown is a toxic shantytown, built in a deep, dark swamp. This is a poisonous and abandoned city. There is nothing of value and death awaits you at every corner. Honestly the only thing useful here is Quelana if you can find her as well as the entrance to Quelaag's domain. I however, would recommend caution as she is quite hostile to any newcomers.

6.) Darkroot Basin
Darkroot Basin is a section of the Darkroot Forest connected back to the Undead Burg. It contains winding cliff side paths, Crystal Golems and a large lake. There is a nearby rift in time that will allow Princess Dusk to travel to this time and for you to travel to hers. Perhaps you could warn Princess Dusk of the upcoming tragedy. It may not do much, but you never know what could happen.

7.) Valley of Drakes
A narrow, treacherous valley located below Firelink Shrine. This valley is guarded by a number of Drakes, it serves as an intersection to various locations. There is a nearby elevator that will allow you to travel to Firelink Shrine though you may have to fight some of the Drakes to reach it first. You will start at the Valleys entrance away from the Drakes so that you are not immediately attacked.

8.) Sen’s Fortress
A mysterious fort littered with deadly traps. Supposedly built by the ancient gods, it's the only route leading to Anor Londo. Depending on what you do you may arrive at the fortress that you might be expecting or you may encounter Sen in the middle of renovations. You will start just outside of the fortresses gate if you do not wish to enter it immediately.

9.) Anor Londo
A vast city located at the apex of Lordran. Once home to the gods, it lies abandoned. Currently the only beings that still remain here are the Darkmoon Knightess, Dark Sun Gwyndolin, and the ancient Giant Blacksmith. Until the Chosen Undead arrives this area

should be relatively safe as long as you do not draw Velka's ire somehow. You will arrive nearby the bonfire guarded by the Darkmoon Knightess.

10.) Painted World



The Painted World of Ariamis is a mysterious, bleak and snowy land. Existing as a painting in Anor Londo, it is inhabited by dangerous creatures. This world was created by Velka to trap her daughter Crossbreed Priscilla. She and King Jeremiah are the only beings with any remaining sanity in this realm. You will start out in the zone where any new arrivals are dropped. On the bright side if you reach Priscilla she will not harm you and will direct you to the exit.

11.) Lost Izalith

Izalith was once the domain of the Witch of Izalith, and was seemingly a great and booming city. However, when The Witch attempted to recreate the First Flame from her own Lord Soul, she failed to control it and was transformed into the Bed of Chaos. Izalith was subsequently overrun by the demons born from the Bed of Chaos. The demons fought against Gwyn, Lord of Sunlight and his knights, were defeated. Now there is nothing left in the city aside from the rampaging demons and the remaining daughters of chaos. You will start out near the entrance of the city. If you are careful Ceaseless Discharge will likely let you leave as long as you don't attack him.

12.) Duke's Archives

This location is named after its lord, Seath the Scaleless, who was awarded a Duke-dom by Lord Gwyn for the role he played in the war against the Dragons. The area comprises a giant library, a prison tower and a small garden area that leads to the Crystal Cave. You will arrive at the entrance to the archive. It seems that Seath is actually sane still so you could try to meet him if you wish though I would still advise you to be cautious.

13.) Tomb of Giants

The Tomb of Giants is a very dark tomb located below the Catacombs and is full of giant skeletons. Much of the Tomb of the Giants is pitch-black, making it particularly difficult for players to traverse without a light source. This tomb is home to Gravelord Nito though it is also plagued by many necromancers who will probably try to kill you. You will start in a relatively safe location within the tomb.

14.) Oolacile
Ok well this doesn't make much sense, but somehow you have arrived in the land of Oolacile. This used to be a grand kingdom until the city was destroyed by Manus's awakening. You will arrive outside of the Chimera's arena during the past. There are a number of grand beings here such as the Four Knights of Gwyn (excluding Ornstein), the last ancient dragon Kalameet, and the Dark Lord Manus himself. If you wish there will be a portal allowing you to travel to the present if you wish to leave this area.

15.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out the same time that the main plot of the story begins. Both you and Lex will awaken in this new world at the same time.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

The Redeemer - Free

It would appear that Lex of Luthor isn't the only foreign soul who has somehow arrived in this world. Like Lex your soul has somehow arrived into this world where you took possession of an undead body. You are an unknown variable in this world. This will provide you with a number of opportunities due to your unknown status, but this may also draw the eyes of those who are constantly looking for these factors.

The Hollowed Soul - Free

There are many beings who have wandered into the lands of Lordran seeking a prize. Some like Oscar of Astora wish to redeem themselves while others come here in the hopes of earning an honorable death like Siegmeyer of Catarina. It would appear that you are one of the many souls who have come to Lordran. Only time will tell what will become of you, though perhaps you may find a brighter story than you would expect here.



The Misunderstood - Free

There are many beings who have suffered due to the nature of this world. Some of them were transformed into monsters while others lost things close to them. You are one of the beings meant to represent an obstacle against the heroes, but not necessarily an actual monster. You likely have suffered, but this doesn't mean that you are doomed to suffer. Quite a few of the beings here may actually extend you a hand if you are willing to act in kind.

The Fallen - Free

Ok you plain and simply are a bad person who does bad things. Maybe you think you have a good reason or that your cause is just, but the end results are not worth the suffering. You are likely one of Velka's servants or one of the many darker beings in this world. You could choose to maintain the cycle or perhaps you are tired of it like so many others. I however, would caution you since this could easily earn you the ire of the other fallen gods and monster here.



Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Mushroom People +100 CP

While they may seem to be a strange people there are some beings known as the Mushroom People. These beings typically come in two variations. The first variation is a small and nearly defenseless being. They resemble children in the form of a humanoid mushroom. The second variation is a much larger, but immobile mushroom. These larger mushrooms are slow, but they are capable of dealing a massive amount of damage. You may choose to become one of these variants. You will however, be capable of speaking regardless of which option you choose.

Humanity - Free/100 CP

Forgotten by the rest of the Lords was the Furtive Pygmy. This was the being who would come to be known as the Dark Lord and the father of humanity. These beings lack the overwhelming power of the other races, but they make up for it with their overwhelming potential. You are one of the children born of humanity granted the potential to become the Chosen Undead. Choosing this option will turn you into one of the Undead however, due to their importance here. Post jump you will gain access to your true human form as well.

If you are unsatisfied then you may pay an additional 100 CP. This will allow you to take a step closer to becoming your ancestor transforming into a Pygmy. The pygmies are said to be the true form of mankind. They typically appear as black humanoid masses of energy. Both they and humanity are immune to the influence of the dark as they are born from it. Aside from their shape shifting capabilities the pygmies are significantly stronger than normal humans. They are closer in power to demi-gods like Gwyn's knights.

Beast - Free

You may not expect them to be capable of much, but there are a number of animals capable of impressive feats. Perhaps you were born with an unusually powerful soul or you suffered through the experiments of someone like Seath. You now stand as an

abnormally powerful beast on par with the Great Grey Wolf Sif. You are likely a dozen times larger than a normal beast and you will command the power associated with this size. Maybe you could convince one of the various blacksmiths to forge you an equally large weapon.

Giants - 200 CP

The Giants are towering beings with immense strength. They appear similar to humans for the most part, but you would never mistake them for one another. Even the smallest giant is still far larger than a human. Even the majority of the gods remain smaller and physically weaker than the Giants. They however, lack any of the special advantages that most of the other races possess. They typically serve as labor or guardians for areas such as Sen's Fortress.

Demons - 100/300 CP

After the Witch of Izalith was consumed by the Chaos Flames she turned into the Bed of Chaos from which the Demons would be born. It would appear that you are one of the many children that were born from this act. Demons possess incredibly powerful bodies surpassing humanity, but not quite to the level of Dragons. They however, make up for this due to their innate talent when it comes to Pyromancy with a particularly strong talent for Chaos based magics. For 100 CP you may become one of the more common Demons such as the Capra Demon or the Taurus Demon. These beings are mighty, but they are far from the greatest threat in these lands. If you pay 300 CP then you may instead become a true Demon. This option will instead allow you to become a being on par with Chaos Witch Quelaag, the Demon Prince, Ceaseless Discharge, or the Centipede Demon. Lastly, if you wish then you may optionally become one of the Witch's direct children. This means that Quelaag and the Fair Lady will be your sisters.

God - 100/200/400 CP

The gods are a race of mighty beings born after the manifestation of the First Flame. The gods are far more powerful on average compared to humans. In addition to their might they also tower over humans quite literally standing a few feet taller on average. For 100 CP you may become a being similar to the Silver and Black Knights that serve Gwyn. They are not true gods, but are closer to demi-gods in nature. For 200 CP you may become one of the Knights of Gwyn. What they are is not clear, but these beings are believed to be closer to true gods than any other. You will turn into a being on par

with Artorias the Abysswalker, Dragonslayer Ornstein, and Lords Blade Cirian by taking this option. Lastly, if you pay 400 CP then you may become a true god. You will gain true divinity and control over a domain. This will give you power on par with Dark Sun Gwyndolin, the Princess of Sunlight Gwynevere, or the Goddess of Sin Velka.

Dragons - 100/400 CP

Many beings of scale and wings live in these realms. These creatures range from Hellkite Drake all the way to immortal Everlasting Dragons. This option allows you to become one of these mighty creatures. For 100 CP you can become something on par with the Hellkite Drake. The Drakes are smaller, but still powerful reptiles. These beings are the size of small houses, possess powerful elemental abilities, and magic resistant scales. You will be as powerful as the unique Dragons like the Hellkite Wyvern, the Gaping Dragon, or the Undead Dragons. Alternatively if this isn't enough for you then you may become a true Ancient Dragon for 400 CP instead. These mighty beings are far more powerful than their small brethren. The Everlasting Dragons are beings half living, half element made manifest. As an Everlasting Dragon you will be incredibly intelligent and possess incredible magical abilities. Choosing this option will make you on par with Black Dragon Kalameet, Seath the Scaleless, or Darkeater Midir.

Crossbreed - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a second level Dragon x third level God hybrid would cost 1,000 CP (400 + 400 + (100*2) = 1,000). You will gain unique advantages that are related to the species you choose. You may choose exactly how these features manifest. For example, you could resemble Priscilla or you may instead choose to resemble only one of your parents' species.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Power of Souls - Free
Souls function as the primary form of currency in this world due to their sheer versatility when it comes to assisting the undead. Souls are gathered whenever you slay another being. Though sometimes you can find solidified souls which can be crushed to grant you their essence. Both of these items grant you a certain amount of souls based on the strength of the being they came from. You can use these souls to perform a number of tasks such as forging weapons, strengthening yourself, or perhaps performing some form of horrific research with them. From now on any being you slay will grant you their souls. You will also be capable of absorbing the souls of anyone that died in your presence even if you didn't kill them yourself. So unleash your inner murder hobo and go kill everything you encounter for profit.

Strength of Blood - 300 CP
During his travels Lex ventured into a number of different worlds. One of them was the nightmarish world of Yharnam. He faced many powerful foes here, but one that stood out amongst the rest was the Hunter known as Lady Maria. She is one of the most dangerous Hunters due to her array of skills. You happen to share a number of similarities with her. Perhaps you somehow were one of Gehrman's students as well or you are related to her in some other way. This relationship has resulted in you developing all of the skills an elite hunter is expected to know such as how to combat various types of beast, wield all of their weapons, and command the power of blood. The second power you receive is Maria's blood manipulation. For example, Lady Maria was able to double the length of her weapons and fire off blood blades. Given time you could probably find a far greater number of uses for these powers.

The Redeemer

Common Knowledge - 100 CP
The outside perspective the self inserts and Jumpers possess grants them forbidden knowledge that even the greatest beings in the world lack, but it also means that they can miss a lot of common knowledge. This perk grants you a detailed comprehension of all customs and common knowledge in your setting. This will cover all of the information that all should know as well as the more subtle knowledge that is expected to be known by those in whatever position you possess.

Tasteful Description - 100 CP
There are many different items of interest that can be found in this world, but even more of them are abandoned due to a lack of interest. This is a sad instance and one that should not be repeated. To ensure that you never make this mistake you shall receive this gift. Whenever you examine an item or individual you will receive a small description of it. This will tell you the uses of the items,a short description of its history, and details that would be otherwise impossible for you to know.

Siegmeyer, Tell Me How to Woo Women - 200 CP
Lex is incredibly persistent in his attempts to court Quelaag. He manages to go from being killed by her to somehow having three children with her and an actually happy marriage. Like Lex you are surprisingly charming and capable of earning the love of others even if only through sheer persistence. As long as you maintain your efforts eventually they will bear fruit. It may start out as a grudging date, but eventually your paramour will start to genuinely enjoy you and grow to love you. These effects will also ensure that as long as you genuinely care for someone they will be guaranteed to return your feelings eventually. Lastly, this perk will ensure that you run into many individuals who fit your criteria granting you the opportunity to easily find love.

I Have Seen the Future - 200 CP
Lex relies on his meta knowledge to accomplish a number of difficult tasks and to assist his allies. Like Lex you have been blessed with complete knowledge of the setting though your knowledge actually is complete. You will gain a precise view of every event minor and small that will take place throughout the setting up to the canonical end of your tale. This knowledge will cover everything from exact enemy strategies all the way to the fall of a civilization. This knowledge can be of great use, but it will become less useful as you make more and more changes.

The Dark Lord - 400 CP
When the Lord Souls were divided, the Furtive Pygmy, ancestor of humanity received the Dark Soul. The Dark Soul granted him control over the Abyss allowing him to animate life and raise sentient beings. You have somehow gained the Dark Soul in its truest and most pure form absorbing its power. This has granted you the Pygmies powers and more. First, its power is poisonous to the gods, particularly the Lord of Sunlight. Your blows strip away the power of the divine allowing you to tear them from their thrones. Second, like the Pygmy you can create new life by channeling the power of the Abyss. Next, you gain mastery over the powers associated with the Abyss and the will to control it. You can also control the flow of the Abyss. Perhaps you could retrieve its power from the corrupted Abysswalker. Lastly, you will gain the ability to assume a combat form similar to that possessed by Manus.



Making Friends Wherever I Go - 400 CP
Lex is surprisingly charismatic whenever he actually tries. For example, he actually has dealt with more of the bosses by turning them into his allies rather than slaying them. You are equally charismatic and capable of turning foes into friends. You would actually have an extremely high chance of convincing your foes to join you as long as they aren't completely insane or hate you personally with a passion. This effect is magnified if you have a common foe or something that they desire.

Kingdom of Monsters - 600 CP
Practically every kingdom in these lands is made up of many races though some are more monstrous than others. Bringing these beings together can be difficult given the various cultural differences and numerous other issues that can arise. Knowing this you have studied all of these races carefully gaining the knowledge to manage them and deal with any issues that can arise. This has allowed you to ensure that any group, kingdom, or force you possess will be able to function perfectly despite any differences between them. Your people will never experience any issues or divisions within their own people. In fact you have even managed to combine the strengths. This creates a

synergistic effect between their forces and covers their weak points. Even if you gathered hundreds of races under your banner they would stand together as one.

The Prophet of Slaanesh - 600 CP
When Lex initially introduces himself he claims to be a Prophet of Slaanesh since he was on a lustful quest to obtain his waifu. When he enters the Painted World, Velka appears under the guise of Slaanesh in order to trick him. This however, does provide a special opportunity as Slaanesh is in need of a true champion.

You have been awarded this mantle and the powers associated with it. This position comes with a number of benefits and powers. First, you gain Slaanesh's mesmerizing presence. Your presence is now so mind-blowingly beautiful that if anyone with insufficient willpower gazes upon you they shall become a slave obeying your every whim. Only those with truly immense willpower will be capable of resisting you. This effect will bypass any defenses or differences in your power. This means that even a mighty god could become your slave if they are lacking in will.

Second, you will become empowered through the pursuit of perfection. By striving for true perfection you will find yourself rapidly strengthening. Your weaknesses will be cleaned up, your skills will be sharpened, and you will never lack the will to do so. By devoting yourself to a single pursuit you will find yourself progressing at a rapid rate allowing you to quickly master anything. The greater your devotion to the pursuit of perfection the greater the rate in which you will grow.

The Hallowed Soul

Who Said You Could Only Wear Two? - 100 CP
Normally you can only wear two rings in Dark Souls, but in the real world you don't have to follow that rule. You could wear ten rings allowing you to use all of their effects simultaneously. You are not restricted by any normal requirements involving numbers, classes, or some other form of limitation. For example, perhaps you have a weapon that requires a certain stat to be high enough in order to wield. You however, would be capable of doing so anyway as though you met the requirements. This admittedly might not grant you the same affinity as though you met the requirements, but you will be capable of using it.

Many Tongues - 100 CP
There are many unique tongues within this land. Learning these languages is incredibly important to the merchants and adventures who traverse this land. Knowing the value of communication you have studied these languages extensively. As a result, you have gained mastery over various languages such as Giantish, Izalithian, Dragonic, and the other languages unique to this setting. Post jump you will gain a complete understanding of any language within your new setting.

Mutable Spells - 200 CP
Most spells are restricted to their specific types. For example, you can normally only use a sorcery with a magical catalyst and with the methods meant for sorceries. You somehow have acquired the ability to mix and match systems as well as their energy sources. This allows you to perform any of your abilities using any energy source. This can also modify your powers based around your energy source. For example, you can now perform feats such as using Miracle spells powered by chaos magic. The lightning bolts gained chaotic properties which mixed with the dragon slaying properties of the Miracle. Perhaps doing this with a heavier type of energy would increase the overall power of the skill.

Forging Arts - 200 CP
While they do not participate directly, the blacksmiths of this land play a critical role in arming the warriors of the realm. You are one of the greatest of these blacksmiths capable of standing alongside Andre, Vamos, or the Giant Blacksmith. You have extensively studied this world's smithing techniques developing master so that you can forge any item. This knowledge includes the forging techniques of Chaos, Crystal, Magic, Occult, Fire, Dragon, and every other school which this world has developed.

Your greatest limitation will be the quality of the tools you can work with and the materials which you will hammer into shape.

Dragon Slayer or Tamer - 400 CP
Dragon slaying is said to be the highest calling of knighthood. The Knights of Lordran were legendary dragon hunters who can fell even the greatest of the ancient Everlasting Dragons. You have been trained in their ways and learned the true essence of the dragons allowing you to strike them down with ease. Your blows are capable of cutting clean through a dragon's scales as though your very essence was anathema to the dragons. This effect will occur on any type of dragon no matter how powerful.



There however, is another use for this knowledge. Perhaps rather than using your power to slay the dragons you have chosen to align with them. Like the Nameless King your stalwart spirit matches that of a dragon. Your very being resonates with them allowing you to tame and befriend these mighty beings. You will find that any draconic being you encounter will feel a close kinship with you. This will allow you to befriend practically any draconic being and form a lifelong bond with them. As long as you do not strike the first blow you will never find yourself facing a dragon as an enemy. You will receive both aspects of this perk by purchasing it though you may choose when to express each trait. You may also use it selectively if you find yourself fighting alongside a dragon against other dragons.

Fire Keeper - 400/600 CP
The Fire Keepers are being charged with protecting and creating the bonfires. They tend to the flames and ensure that the flames remain burning. These bonfires provide many boons to travelers who wish to rest beside them. These bonfires heal those who sit beside them, allow for teleportation between other sources of flames, and grant you the strength of the flames. The rate at which others heal depends on your power and the size of the flames. Depending on these factors the flames may heal the injured instantly or simply remove their exhaustion. The teleportation ability can be used to instantly travel from any bonfire or large source of flames. Next, the power of the flames grants you their wrath. Any fire based ability wielded by you or your allies will burn brighter dealing more damage. Similarly you will never be hurt by flames having become immune to their burning fury.

Lastly, your soul has been enhanced, becoming far greater allowing you to control any flame. You alone could serve as a Fire Keeper to the first flame ensuring that it would never weaken under your care. This benefit also allows you to maintain multiple bonfires and for you to leave them without any issues. Unlike the others you would not become a prisoner to your own flame. The final note is that while Fire Keepers are normally female you may wield this power if you are male. All that is required is some method to protect against the Dark.

For an additional 200 CP you may acquire one such method of protection. You will gain the ability to turn into an Everlasting Dragon similar to Havel the Rock. This form will grant you immunity to nearly all forms of damage with that exception of lightning based abilities. Your body will stand a few dozen feet tall and you will have four wings allowing your body to take flight. This form granted Havel enough strength to kill both Kalameet and Seath at the same time. At the same time this will also boost the power of your other abilities most notably the bonfires. After experimentation the bonfires were enhanced not only allowing them to travel through time, but across dimensions as well. Similarly your bonfires will now allow the user to traverse time itself and link themselves to other dimensions. They however, will still require a target. Blind jumps can be performed, but they can be incredibly dangerous to the beings who attempt them.

Essence of Faith - 600 CP



Miracles normally function based on the faith of their user. Some individuals are capable of acting with significantly greater faith in others due to the nature of their beliefs. The greatest of these beings are the saints and high priests who serve these deities. You are one of these beings who wields the powers of the gods with true mastery. This grants you a number of abilities. First, you have gained mastery of this world's miracles, the various powers created by the gods, and any other faith based powers you use will be far more powerful. Second, you will no longer require a chime or talisman to use these abilities as your body has in essence become the ultimate catalyst. Third, while it isn't a requirement these individuals

typically are renowned as healers. Your very essence is infused with life, allowing you to heal others with but a touch. Lastly, your faith is capable of bolstering those around you. Your aura empowers those around you and fills them with holy power. This aura greatly amplifies the healing rate, stamina recovery, and morale of any ally who stands nearby.

God of War - 600 CP
The kingdom of Lordran is filled with numerous warriors who have proven capable of slaying gods through sheer skill alone. There however, are a small number of individuals who have truly been worthy of being called Gods of War. These beings are capable of slaughtering their way through entire armies of hollows, dragons, and deities. You can now be counted amongst this small group. Your skill in nearly all forms of combat is unrivaled and you could even strike down gods as a mere man. Should you already possess the might to perform similar feats then you may truly have no equals here in the art of war. You are capable of quickly identifying any weak points in your opponents forms and bodies.

The Misunderstood

Old Man Strength - 100 CP



You might expect an older individual to not be as strong as their younger fellows. While this is often true, sometimes the opposite is true. In a few cases like with Seigmeyer he is actually by far the strongest physically despite his older age. Regardless of whether or not you actually are old you possess incredible strength far beyond your peers. You are capable of wearing heavy armor and wielding a claymore with the same grace as a naked man with a rapier. Basically your carrying weight is meaningless and anyone who gets hit by you probably isn't getting back up even if they are much larger than you.

Human Guise - 100 CP

Many of the great beings such as the towering demons and mountainous dragons possess titanic forms. These beings can range from a head taller than a normal human all the way to that of a walking mountain. Later on to assist them the forces of Izalith developed a special magic that would allow them to assume human forms. For example the Ceaseless Discharge also known as Quella the only son of the Witch. You will gain the ability to transform into a human making it easier for you to perform many tasks regardless of which species you belong to. This form will have some features that belong to your true form such as how Quella's limbs were abnormally long, similar to the limbs his larger form possessed.

Shattered Fate - 200 CP

Prophecies and fate are often convoluted, but they typically do serve a purpose. Unfortunately for every good thing that occurs due to a prophecy a dozen bad things result as well. Your presence however, is seemingly anathema to fate. Any attempts to peer into your future, manipulate you, or control those around you is doomed to horrific failure. This will also doom any abilities meant to control you such as the illusion Velka used to ensnare our heroes. Oh, I am certain that the fates of any world will truly hate you as you shatter plots spanning thousands of years with your mere presence. Just

remember that things can potentially become worse should you fail to handle a situation properly.

No, Everyone Else Sucks - 200 CP
Witch Beatrice is an incredibly skilled sorceress capable of many feats beyond her peers. She claims that the quality of modern sorcerers has simply declined, but she is also a genius. For example, when she fires a Great Soul Arrow her spell goes much further than anyone else's spells. Like Beatrice you seem to simply be better than everyone else. All of your skills seemingly function in superior ways beyond what should be possible. The damage, range, and overall utility of your skills. Lastly, as long as you have the dedication and knowledge to improve them you can do so.

Child of the Moon - 400 CP
The city of Anor Londo is an abandoned city with only a scant few remaining members. Almost every being within the city is nothing more than the illusion crafted by the Dark Sun Gwyndolin. Even the sun itself and Gwynevere are nothing more than powerful illusions. Despite this his illusions are capable of granting power unto others and fighting with the same power that their true forms would possess. The true upper limits of this strength are unknown. Aside from this, Gwyndolin has a powerful affinity for Moon Magic. This affinity allows him to use enhanced versions of most spells that are far stronger and more efficient than their normal counterparts. Perhaps you are his child or student who was taught by Gwyndolin as you seem to be his equal in these arts. Aside from the abilities mentioned above you possess a god like degree of talent for illusions, sorcery, and moon based powers.

Reversing the Hollow - 400 CP
Hollowing is a process in which the undead lose their reasons to go on. As they stop caring they lose their free will. This process is typically made much more when the individual in question is slain. Normally once a being has become Hollow it is impossible to save them. Quelana however, managed to develop a technique that would perform two tasks. First, it would protect her soul from any damage done by corruption. Second, it allows her to heal others and even reverse true Hollowing. You now possess a similar ability that has two effects. First, your soul is now immune to any form of corruption or negative influence. Second, your energy is now anathema to these corruptive powers. Your techniques are more effective against these beings and you can actually purify beings who have become lost by removing their corruption.

The Gravelord - 600 CP
Gravelord Nito is one of the four Lords who received an aspect of the First Flame. He became the Lord of Death and one who wished to follow the natural order. This position

grants Nito a number of abilities. First, he knows everything there is about anyone who has died; he focuses on their names and the means of their deaths. Second, as you may expect from his title Nito is a necromancy of unmatched skill capable of calling forth entire armies as well as horrific miasmas which even the Everlasting Dragons could not survive. Lastly, as someone who spends nearly all of his time in caves, Nito is a master of acoustics. You might be surprised, but Nito is likely the greatest singer in this world capable of practically any performance with the utmost ease. You share all of these qualities with Nito standing as his equal in every aspect. This is true simply due to your skills alone without any enhancement by something like the Lord Souls.

The Mother of Pyromancy - 600 CP
Quelana is considered the mother of modern pyromancy while her mother is considered the creator of the original more powerful pyromancy system. You likely were one of the Witch's greatest students or her children as you seem to have been taught all that both she and Quelana know. You are a true master of pyromancy capable of legendary feats that would impress even the gods. In addition to this you have an unrivaled amount of talent related to fire based abilities and the potential for innovation. If you spent a fair bit of time working you could probably develop your own unique branch of pyromancy.

The Fallen

Headstrong - 100 CP
Whenever the Undead are slain they lose some of their humanity and with it a piece of themselves. When this happens too many times they lose all of their will to live. Like many of the legendary heroes of this world, you have been blessed with legendary willpower. It will be impossible for anyone to break your will, and you shall possess the sheer determination to see any task to the end. No matter how challenging or monotonous the task is, you will never give up.

The Butterfly Effect - 100 CP
The butterfly effect is a process in which a minor change has major consequences. You will now find that this is a very apt description for your actions and their effects. For example, when Lex tried to warn Beatrice about her death he ended up confusing her which pissed her off enough so that she traveled to the future just to question him. This event however, did result in him getting a powerful new ally and friend out of someone who should have died. Your actions will now carry similar weights and the results of these actions will always be beneficial to you should something happen.



The Impenetrable Fortress - 200 CP
Sen's Fortress is one of the greatest fortresses in these lands. They serve as one of the greatest challenges for the Chosen Undead. This fortress was created by Sen, a god whose might rose from his fortification capabilities rather than his combat prowess. Perhaps you served as Sen's rival or student for your constructive skills are more than worthy of this title. You are a master of construction and fortification capable of making nightmare-like traps that can hold off even the most devoted of adventurers. Both expert adventurers and the entire army will fall into despair as they try to breach your fortress. In addition this is what happens when your fortress is left alone. Should a defending army take command then the force needed to best them would have to be dozens of times larger. Your

services will be in great demand from anyone who wishes to possess such a mighty fortress. Lastly, you gain a great understanding of golem construction. While it may not have been Sen's most famous attribute, he created many immensely powerful golems. For example, the Iron Golem was an intentionally flawed creation, but it still was capable of slaying many skilled Chosen Undead. You can easily create constructs like these or greater variants like the Black Iron Golem.

The Raven's Touch - 200 CP
Velka is incredibly manipulative and seemingly capable of directing anyone to her whims without them even realizing it. You are seemingly just as conniving as the Goddess of Sin herself. Your attempts at manipulation are superb and even grand deities such as Gwyn himself would be unlikely to notice your actions. Be it turning your enemies against one another, directing your subordinates to improve, or even something as complex as destroying peace between kingdoms all of it is within your grasp should you be patient. After all the greatest danger to complex plans is a lack of patience, but if you are willing to wait there is little you are unable to accomplish.

The Pontiff's Shade - 400 CP
Pontiff Sulyvahn is a monster who performed numerous horrific feats as he stole control of Anor Londo from Gwyndolin. In his quest for power he alienated many, but he still remained as a tyrant due to his incredible power. One of his most dangerous skills was his ability to summon a spectral shade to aid him in combat. Like the tyrannical pontiff you are capable of summoning a spectral shade that can fight alongside you. This shade shares your appearance and is capable of using any of your powers at their fullest. It however, is less durable than you with around a quarter of your health. These shades are also capable of teleportation allowing them to rapidly flank your targets. There is no limit to the amount of shades that can be summoned, but doing so requires you to concentrate for a few moments. This can easily place you in danger if you are not careful.

The Age of the Gods - 400 CP
During the Age of the Gods the beings we know stood far beyond their current strength. Everyone you witness here is merely a shadow of their former self and only wields a small fragment of their pinnacle strength. You are one of the remnants who remain from this age. You however, have not only managed to retain your strength, but you have grown even more powerful. You are a true titan amongst gods filled with the power of the fallen era. The only being who stands even remotely on the same level as you is Velka since she is the only deity who has performed a similar feat. Post jump should you enter any setting within a similar era you will gain the powers and quality associated with these periods. For example, if you go to the Type-Moon world (Fate series) and

gain magical circuits yours would be on par with those from the Age of the Gods rather than the modern era.

Grand Sorcerer - 600 CP
Two of the grandest sorcerers in this world are Big Hat Logan and Seath the Scaleless. Big Hat Logan stood as the greatest of humanities prodigies who impressed even the gods. Seath on the other hand was a sought to understand sorcery to understand the power of souls. These two stand far above others with the exception of one individual in you. You have become an unparalleled genius due to your own natural aptitude and some less natural modifications. Your natural abilities have given you a truly massive pool of mana, an incredible degree of talent with magic, and perhaps the most fascinating aspect is that your body's attunement has turned you into a living catalyst. You do not require a staff or similar catalyst as your body is practically designed to channel magic empowering your abilities.

These abilities grant you a perfect foundation, but your most terrifying feature is your knowledge particularly that of the soul. In addition to knowledge of nearly every magical secret here you also have gained an understanding of Seath's personal magics. Seath delved deeply into the field of crystalline and soul sorcery in his quest for immortality. These magics allow you to directly manipulate souls. You could alter the nature of others and even create new life. For example, Seath was responsible for Gwyndolin's deformities. You can perform similar feats though perhaps you could try to create some more beneficial changes. Given time you could learn to perform grandiose feats that would leave even Seath himself speechless.

Goddess of Sin - 600 CP
Velka is the Goddess of Sin and one of the most powerful beings in this setting. Even during the Age of the Gods she was the most feared being who lived. Gwyn himself was the only being capable of restraining her. She was responsible for defining sin and dealing out the punishment. This power made her the most feared of the gods as she was also the one responsible for executing them when the need arose.

Somehow you have gained dominion over Velka's domain and acquired her abilities. Your power is any with this boon. First, you gain illusion abilities even surpassing Gwyndolins. An example of this ability is when Velka trapped each of the undead dooming them to the darker fates such as Solaire being consumed by the Sunlight Maggot or Siegmeyer finding his daughter dead. Second, Priscilla seems to have inherited the Lifehunt from her mother. Your blows drain the very essence from those you target making any strike you deal far more devastating. This factor also ensures

that any foe you slay will be defeated permanently. Their regenerative abilities will stop working and they will truly die, there will be no resurrection for them.

Lastly, you gain Velka's most irritating quality which is her sheer resistance and regenerative abilities. Velka is able to regenerate from almost any wound nearly instantly. Even normally fatal wounds such as cutting her in half simply results in her generating a new body. In the end rather than actually slaying Velka, Lex figured out a method to seal her away. You will be effectively immortal and can only be slain by the pure power of death such as that wielded by Gravelord Nito or the Lifehunt Scythe used by Crossbreed Priscilla.



Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Why can't I just take the ring after I fight Artorias? - Free/100
This is a copy of the Why can't I just take the ring after I fight Artorias? It contains the events that occurred throughout the book and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Bottomless Box - Free/100 CP
A peculiar bottomless wooden box. Its origins are unknown. Some deride it as a symbol of unbridled avarice. This bag can be used to store an effectively limitless supply of items. The box is capable of expanding around any object placed within. For example, the box will morph to fit large objects which are inserted. Even entire bodies of large animals such as Dragons or human corpses can be stored with ease. You will receive this bottomless box for Free during your stay, but you will have to pay 100 CP to keep the bottomless box once you leave.

Soapstones - 100 CP
The soapstones are special items that allow the undead to aid each other across time and space. They give you the ability to summon allies for assistance and allow you to leave various messages. This item grants you the white sign soapstone, the red sign soapstone, and the orange sign soapstone. The white sign soapstone allows others to summon you to assist them in battle. The sign can also appear golden should you belong to the Warriors of Sunlight covenant. The red sign soapstone is used to challenge others allowing you to duel them in a battle to the death. Lastly, the orange guidance soapstone is meant to leave helpful messages for wayward travelers. I mean you also could screw with people, but you wouldn’t do that would you.

Master Key - 100 CP
This universal key opens any basic lock. It is the ultimate tool of the trade for thieves. In the cursed land of the Undead, most doors are left unopened. This version of the key can unlock any door that requires any form of key. The form of this key will change in order to grant you access to any system or lock.

Old Witch's Ring - 100 CP
This old ring is from an old witch who is believed to be the Witch of Izalith. The ring is engraved minutely with indecipherable script, but is seemingly useless. In truth this ring allows you to understand any language and for you to communicate in turn with anyone. The Old Witch's Ring was made to allow communication with Quelaag's sister the Fair Lady and similar beings. At the very least you will be able to speak with any being you encounter.

Widow's Ring - 100 CP
A black ring granted to elite commanders of Izalith's legions. It allows long-range communication with the Daughters of Chaos and their forces. Rapid communication was often the difference between life and death for those who marched at the head of Izalith's legions. Alas, they could not be warned of the Bed of Chaos before it consumed them. You now wield this relic of the bygone era. You may use it to instantly contact anyone close to you telepathically. This method of communication will bypass any distance and can even transcend time.

Embered Blade - 100 CP
Long ago the bonfires lacked the power they currently possess. Still, they served as excellent fallback points, as highly visible beacons. of health and safety. Commanders in Gwyns army such as Gwyn’s firstborn Gwynael often carried several ritually-prepared bonfire swords, though the means of their creation was one of Anor Londo's most closely-guarded secrets. By claiming this item you acquire both a bundle of a dozen swords as well the blueprints needed to forge them. Though you will still have to acquire that skill yourself.

Duran Durandal - 200 CP
This is a curved greatsword forged for the prophet of the music loving Chaos God Slaanesh. The brass rings studding the back make a terrible cacophony that unleashes the power of She Who Thirsts when held with both hands. In addition, this weapon is capable of amplifying the powers of music based abilities which grow in strength with your volume.

Demonette's Greataxe - 200 CP
This is a forbidden ritual instrument made using the magic of Izalith. This weapon resembles a lute carved of ebony. Its neck alone is as long as a broadsword. The instrument's strings are made from locks of a woman's hair. This weapon is used to command the demonic legions with the shrieking howls of Chaos. In the grim darkness of the far future, men will compose a song so powerful that echoes of it reverberate backward through history. This is not the greatest song in the world. This is just a tribute, but in time it could grow with you to become an even mightier song. Lastly, this weapon is capable of amplifying the powers of music based abilities which grow in strength with your volume.

The Smelter Demons - 200 CP
The Smelter Demons are powerful golems built to man the forges of the Old Iron Kingdom. These beings were forged by the Old Iron King though one of them betrayed him, slaying his mortal form. This option will grant you a dozen of these so-called demons. Half of them will be standard Smelter Demons while the other half will be the so-called Blue Smelter Demons. The only difference is that they are powered by powerful fires and magic respectively. The most interesting ability these demons possess is the ability to open, allowing a being to use them as armor. Lex refers to them as the "Venn Pattern Tactical Dreadnought Armor" due to their similarities to the Dreadnoughts from Warhammer 40K. Lastly, you will receive the instructions needed to forge more of these constructs.

So Many Rings - 400 CP
There are quite a few special rings forged with great powers. These rings can vary greatly, some of them grant you additional health while others allow you to avoid the consequences of death once without fail. Either way there are too many of them to list out here. This option allows you to receive a single copy of every ring from within this world. Since Lex was able to acquire them this will include all of the rings/accessories from Dark Souls 1, Dark Souls 2, and Dark Souls 3. You will also receive detailed instructions about each of the enchantments they were made with. This will allow you to make copies of these rings.



The Redeemer

Purging Treatments - 100 CP
There are a number of different curses in this world which means that there must be a number of unique treatments. This item gives you a container containing a number of special treasures to deal with various causes. This chest will include Purging Stones, Fragrant Branches of Yore, and all of the different variants of moss clumps. This set of items should be able to handle almost every type of curse that you will encounter within this world. Post jump the items in this container will expand giving you access to any similar treasures from your new setting.

Font of Humanity - 200 CP
Humanity is arguably the most valuable resource for the undead. Whenever the undead are killed they lose some of their humanity and become closer to hollowing. The only way to reverse this process is to absorb more humanity which must normally be taken from others. This item allows you to circumvent this issue. This is a wellspring which is capable of generating an unlimited supply of humanity for you to harvest. There will be enough humanity to care for an entire kingdom daily. This wellspring will always refill the next day safely replacing any humanity that's been used up.

The Silver Pendant - 400 CP
The Silver Pendant of Artorias is a magical treasure. The magic within the pendant grants the wearer complete immunity to any form of dark magic. By activating the amulet a golden shield will form around the user for a few seconds. The main weakness of the pendant is that this shield is temporary and you must reactivate it in order to form the shield once more. It however, can be used an unlimited amount of times and even Manus, Father of the Abyss is unable to damage the barrier in any way.



The Communion - 600 CP

After the events in Lordran were dealt with, Gwyndolin chose to rebuild the vast empire that his father Gwyn had created. This was made slightly more difficult however, as many of the gods who had abandoned Anor Londo didn't wish to abandon their new domains. Since he didn't wish to start a war Gwyndolin and the other Lords chose to create an alliance that would become known as the Communion. You have forged a similar organization made up of dozens of kingdoms. In comparison to Anor Londo at its peak they may seem lacking, but this force has great potential. You will stand at its head and you will be considered the true lord of these beings. Each kingdom in your Communion will have at least one god or equally powerful being protecting it. Though some of them may have multiple beings. Aside from the overlords these kingdoms will have hundreds of thousands of people each and the appropriate infrastructure that would be expected for them to be self-sufficient.

The Hallowed

Ring of Fury - 100 CP
One of the special rings crafted for the Daughters of Chaos. The Ring of Fury belonged to Quelaag, who led Izalith's legions. This ring boosts the attack speed of its wearer allowing them to overwhelm foes with a flurry of blows. Similarly her skill with dueling swords was unmatched. While wearing this ring you will find that your skill with all blades will increase as well. Unleash your fury on your foes and strike them down with an endless tide of fury.

Titanite Collection - 200 CP
Titanite is a valuable divine metal used to upgrade equipment in order to combat some of the truly terrifying monsters here. The amount needed to do this however, grows as you perform more upgrades. This is a collection of the various types of Titanite needed to upgrade an entire party's equipment to their limits. This supply will be refilled daily as you use the materials stored within to upgrade different pieces of equipment. Post jump this collection will expand with similarly rare materials from the settings you travel to.



Next, this will also come with a group of a dozen Titanite Demons that you can use as guards and harvest Demon Titanite from. You will receive a new set of a dozen demons each week due to their more complex nature. These demons will also obey all of your orders and follow you as their lord. They will never betray you nor can they be turned against you. Lastly, if there are any similar beings who can be mined or used as materials like the demons then you will receive a dozen of them following the same rules as the Titanite Demons.

Knight Captain - 400 CP
Aside from being the most beloved member of the Dark Souls universe, Solaire also commanded an important position in Astora. The Knight Captain was the main commander of the Knight Order. By purchasing this option you may receive the same rank. There are two benefits to this position. First, you are now given a high ranking position with a great deal of authority. Post jump you may acquire an equally high ranking position in a similar order. Second, your experience in this position has earned

you the loyalty of many knights. There is a force of one hundred knights who have pledged to serve you. Each of these elite knights are just as skilled as Oscar and equally well equipped with magical equipment.

The First Flame - 600 CP

The First Flame is a legendary treasure that gave birth to life within this world and one that allowed certain beings to rise above the rest. The flame shall never fade or require any form of fuel to continue burning. This flame offers not only the strength of lords, but an unlimited supply of life. The flame will continuously produce souls of varying strength. There will be a continuous and eternal supply of normal souls more than sufficient to empower a normal Chosen Undead. The special aspect is that the flame will also frequently produce stronger souls on par with the notable beings of this world who you might refer to as bosses. The last type of souls spawned are true Lord souls or at least those of equal strength. In addition to their sheer strength these souls will often bestow special powers to their bearers. You may do whatever you wish with these souls. Perhaps you will harness their power for yourself, forge legendary equipment and spells with them, or you could even go as far to give these souls the gift of life. If you wish, these souls may instead give birth to new beings whose strength will depend on the level of their souls. Any beings created using this method will be loyal to you above all else.

The Misunderstood

The Sunlight Maggot - 100CP
The Sunlight Maggot is a soul devouring parasite that attaches itself to its victims head. This parasite however, can be fashioned into a useful helmet which emanates a bright light capable of piercing any darkness around the user. It also grants the wearer very high resistance to any form of fire damage due to its properties. By purchasing this item you will receive nine Chaos Bugs which can either be used as horrific weapons or be fashioned into Sunlight Maggot helmets. They will be stored in a small enclosure within your warehouse. Lastly, these parasites will not harm you or your allies should they be unleashed or escape confinement.

Song of the Damned - 200 CP
Nito gave Lex this song to assist him in his quest, though it also served as a congratulatory gift for Lex's marriage.The Song of the Damned is a hymn that calms beings of Death and Dark. This song forces these beings to rest and saps them of the will to fight. For example, Lex used it to subdue Beatrice after she devoured the Four Kings soul shard and it allows the undead to actually get true sleep. This song is most effective when sung by a skilled musician, but it can be used by anyone even if they can't carry a tune. In addition, its power is amplified by instruments and multiple singers. Even gods will find themselves weakened and collapsing should they be exposed to this melody.

The Light Soul - 400 CP
The Light Soul is the power from the First Flame given to Seath the Scaleless by Gwyn. This soul was what gave Seath his honorary status as a deity. By absorbing this soul you will become a deity of this world gaining control over a domain. The Light Soul also grants the wearer immense talent with Miracles and other faith based powers. Lastly, given that this was originally Seath's soul you will also sprout six draconic wings from your back. If you are not satisfied with the Light Soul then you may alternatively choose one of the other souls. They are the Dark Soul (Humanity), the Life Soul (Pyromancy), and the Death Soul (Curses/Hexes). The souls also correlate to Manus/the Pygmy, the Witch of Izalith, and



Gravelord Nito respectively which may affect some of the other traits you receive.

Izalith Reborn - 600 CP
After Velka is slain, Lex and his wife Quelaag have started to reclaim the world. They have strived to rebuild the Kingdom of Izalith and have made it even grander than the Kingdom of Lordran. By taking this item you may choose one of three choices. First, you may claim the Kingdom of Izalith as it was under the Witch's rule before the fall. This version is the most stable, but overall the least powerful version. Second, you may claim the fallen kingdom of Izalith standing as its king. This version commands a massive army of demons filled with numerous powerful beings including the Bed of Chaos, the Centipede Demon, and many others. This version is the most chaotic, but the most powerful. Lastly, you may choose the expanding version under the rule of Lex and Quelaag. This option will allow you to replace them as rulers or at least make them subordinate to you. This kingdom has the greatest potential, but is the weakest after all of the destruction that has been wrought. Regardless of which option you choose you will be considered their absolute monarch and have the full loyalty of every being within. Each option will come with every being that would be expected to stand under its banner including any unique individuals. If you can afford it you may purchase all of the options offered as separate territories. Optionally you could instead choose to combine them though this may create a very confusing city depending on how you do this.

The Fallen

The Favor Set - 100 CP
The Favor Set is the armor of Lautrec the Embraced, representing the goddess Fina's love. During his solitude, he forsook everything, for he believed in the goddess's love for him. The goddess's arms wrap around it, as if to embrace the wearer. The armor is capable of manifesting limbs that are capable of defending the wearer. These arms are capable of blocking enemy strikes and even stealing your foes weapons. In addition, they are strong enough to snap refined weapons like Oscar's sword. Should you somehow lose or break the armor it will reappear the next day in perfect condition.

This set will also come with the Ring of Favor and Protection. This ring is said to symbolize the favor and protection of the goddess Fina, known in legend to possess 'fateful beauty'. The wearers health, stamina, and strength will all be boosted by 20%. Unlike the normal ring you may freely remove this ring. It will not shatter nor be damaged in any way if you don't want to wear it.

The Black Iron Knight - 200 CP
The Black Iron Knight is Sen's greatest masterpiece. This golem stands around the same size as a Berenike Knight, but it possesses far more armor. In addition to this the Knight has four wings granting it the ability to fly. It is armed with a massive greatsword and greatshield allowing it to combat an entire team of Chosen Undead at once. This golem is granted its life force by the soul of a powerful Everlasting Dragon. Lastly, the golem is immune to fire and heavily resistant to magical attacks. This option allows you to purchase the Black Iron Knight or for you to create your own similarly powerful golem.

Blades of the Darkmoon - 400 CP
The Blades of the Darkmoon serve the goddess Velka. Normally they act under the authority of Gwyndolin, but it was revealed that Velka had ordered them to obey him while he acted on her behalf. If you wish you may make this process even more convoluted by revealing yourself to be the true lord of the covenant. This option allows you to claim authority over the covenant and all who serve it. Aside from the few hundred elite hollowed warriors who serve the covenant you will gain some other abilities as well. You will be able to gift all of your recruits with the Darkmoon Blade spell and special blue orbs allowing them to be summoned to defend Anor Londo. If you are not a fan of the Darkmoon then choose one of the other covenants instead. The primary difference will be the attitude of the forces you command and their unique spell. For example, choosing the Warriors of Sunlight will grant access to the Lightning Spear,

Great Lightning Spear, and the Sunlight Spear spells. Similarly your warriors would have a more jolly deposition given the more friendly nature of the covenant.

The Duke's Archives - 600 CP
The Archives represent the greatest gathering place of knowledge and research in the entire kingdom. Although not much progress has been made since Seath the Scaleless went completely insane. This option allows you to claim the Duke's Archives for yourself along with all of the amassed knowledge within. This library contains every book, spell, and piece of knowledge that has been written in this setting. Post-jump the library's archive will be updated with any missing knowledge available.

The archive will come with an army and number of "librarians". By default this force will primarily be made up of Channelers, various crystalline entities, and Serpent Warriors. You may optionally change the types of beings who guard the archives if you wish. Lastly, deep within the library is the most important relic.

You will also receive a copy of Seath's crystal of immortality. This crystal will render upon you true immortality making it impossible for anyone to slay you unless it is broken. Should the crystal be destroyed then you will lose this protection until either 10 years have passed or the next jump begins.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

This is my Waifu - 100 CP (Free Redeemed)
Originally Lex decided that his ultimate goal when he arrived to this world was to acquire a waifu. He actually succeeded and ended up happily married to Quelaag. Since he managed to find happiness there's no reason you can't end up with a similar fate. This option allows you to either choose a character to gain a relationship with or to create one. Should you choose to create a new being they will be as strong as Chaos Witch Quelaag and Crossbreed Priscilla. They will possess some form of special power such as Priscilla's Lifehunt. This being will truly love you and is perfectly comparable with you. You may design their personality, appearance, and species if you wish. Should you purchase this option multiple times all of your partners will be fine with each other and get along.

Connection to Humanity - 100 CP (Free Hallowed)
The main way that the Undead manage to avoid going Hollow is by focusing on an intense desire or goal. Another method that can help with this is to form some sort of connection to your humanity. This bond can act as an anchor allowing you to push past your own issues. This option allows you to create a companion who fulfills this role for you. This individual who has an incredibly close relationship to you. This relationship will be similar to Seigmeyer's with his daughter or Oscar's brotherhood with Solaire. You may choose the exact relationship you wish to have. They could be a family member, a

trusted ally, or simply a stranger that you bonded with. You may freely customize the appearance, personality, and species of this individual if you wish. Otherwise they will be generated randomly based on your subconscious.

Stalwart Siblings - 100 CP (Free Misguided)
The children of Izalith are many and despite everything that has happened they care deeply about each other. In this case you are another being who can fit this description. You are one of many siblings though you have a particularly strong bond with a certain member. This option allows you to create a small group of seven siblings to stay with you as well as a single additional member that you are especially close to. These individuals share some of your powers based around a theme such as how all of the Witches children had demonic and fire based powers. Each of them will be as strong as Quelana, Quelara, and Quelaag on average. You may design their personality, appearance, and species of this group if you wish.



Crafted Weapon - 100 CP (Free Fallen)
Unfortunately many of the darker forces are rather cruel to their children and only have them in order to increase their own powerbase. For example, Velka was responsible for imprisoning her daughter Priscilla in the Painted World so that she could grow her power base. You seem to have partaken in this strategy as well and produced this being. This is a young, but powerful individual who views you as their parent. They might be your biological child or simply someone that you picked up. Either way they have an unbreakable sense of loyalty to you and have great power. This being is on par with Crossbreed Priscilla in power and possesses a unique power just as dangerous as her Lifehunt Scythe. You may optionally also have actually treated this individual with kindness while they were growing up. This will actually increase their zeal towards you and likely ensure that they have a properly developed personality. You may design the personality, appearance, and species of this individual if you wish.

The Knights of Jumper - 100/300 CP
Powerful lords typically have elite knights which serve as their warriors and emissaries. It would seem that some of these knights have pledged themselves to your service. For 100 CP you will have gained the service of a duo like Ornstein and Smough. One member of this duo will possess overwhelming strength and defensive skills while the other wields Lightning fast speed and unblockable attacks. If you are willing to pay 300 CP instead then you may expand this roster to a team of five. This will grant you a full team of elite warriors on par with the Four Knights of Gwyn at their peak. You may customize the personality, appearance, and species of this group if you wish.

Velka - 400/600 CP
The goddess Velka is one of the most powerful beings in this world if not the most powerful after Gwyn's fall. One on one there is virtually no single being that can stand against her. In addition to this she possesses a number of other powers which each of her children inherited from her. By taking this option you will become incredibly close to her and very likely the only being that she will actually be willing to listen to. If you wish you may spend an additional 200 CP to take Velka's forces as well. This will consist of the Darkmoon Blades covenant, a number of miscellaneous warriors, the crow people, and all of her other assorted servants.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Dawn of a New Age - 0 CP
Time is subjective here due to how the First Flame has altered this world. The story simultaneously takes place over thousands of years and a few weeks. The main characters of our story only spend a few weeks, maybe a few months at most dealing with everything. If you wish you can leave when the story of the world is over rather than staying for the full ten years.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

What Does That Mean +100 CP
There are many fun references that can be made depending on the situation. Unfortunately few people if any in this world will actually understand many of these references. You seem to have a habit of constantly making references that no one understands. This is likely to confuse many of your allies and it will probably convince them to question your sanity. This could also make it far harder for you to convince others of your competence and overall capabilities.

Tone Deaf +100 CP
Now singing may not be an extremely important skill in this world, but that doesn't mean anyone wants to listen to you when you sound like this. You are to be blunt tone deaf and any attempt at music you perform is closer to a bundle of screeching cats than anything that can be truly called music. The unfortunate part is that you love to sing songs while traveling to the horror of anyone else around you. At best they will repeatedly ask you to stop while in the worst cases they may try to strangle you. Remember everyone can come back after dying so they might not actually feel that bad if they kill you.

Fog Walls Make it Difficult to Plan +100 CP
The fog wall is one of the most nerve racking and irritating obstacles that can be encountered. Typically they signal an imminent conflict with a boss level opponent or some sort of complex challenge. Sometimes however, there is nothing behind them and your nerves are worsening for nothing. Well I hope you like this sort of experience because now the fog walls are seemingly everywhere. This will block off the view of numerous areas and make it much more difficult for you to plan anything in advance, so have fun.

So You're a Cleric +100 CP
So you have chosen to become a Cleric. Well that's actually not a bad choice, but it does come with one unintended consequence. There is a being known as Trusty Patches or Patches the Betrayer who has an immense hatred of Clerics. He will go out of his way to harass them and put them in situations which can easily result in their deaths. Somehow you earned his ire even more so than normal. As a result he is going to stalk you throughout your stay putting traps up and trying to trick you when he can. The only good thing is that Patches ultimately is a coward and he will never fight you in open combat. This means that you can easily do whatever you want to him whenever you find him or simply kill him without any issue.



Soul Leakage +200 CP
Souls are the essence of this world allowing the beings within to strengthen themselves, perform transactions, and even ascend to become gods. For some reason you will find that you will be unable to hold on to a large amount of souls for the duration of your stay. You will need to spend any excess souls you acquire as they will seemingly leak out of your body. This process will not affect any important or significant souls such as boss souls.

I Need to Maintain the Plot +200 CP
There are many horrible events that occur throughout this world's default plot. There however, is some measure of comfort that can be found in this scripted schedule. You will find that all of your actions are subconsciously being guided to ensure that the plot plays out. You might be trying to get a good ending or simply be going for the safest course of action. Regardless, changing any events from their canonical path will deeply unsettle you and you will actively try to pursue the canon results. You can ignore these urges with a great deal of effort, but it will be difficult and eat away at you.

Mere Embers +200 CP
All of the beings in this world are naught, but mere fragments of their former selves. For example, Dragonslayer Ornstein who was capable of killing dozens of Dragons is capable of being defeated by three stronger undead. Like these great legends you are now a shadow of your former self. Your power is that of a dying ember rather than a burning flame. It is possible for you to build up your strength once more, but once you arrive in this jump you will only be capable of utilizing 25% of your full strength.

Just a Game +200 CP
The difficult thing about inserting into a world like this is that it can be hard to separate this world from that one that you have seen before. You will view everyone around you simply as part of a game. This will cause you to disregard the feelings of these so called characters to fulfill whatever agenda you have. You will likely be caught off guard whenever they act differently from how you are expecting and you will likely try to perform events as though game logic still applied. For example, you might believe that it is impossible to parry a large foe even if you are strong enough to do so.

Doomed to Hollow +400 CP
After Lex died for the first time he immediately started to Hollow. He was only saved by Quelana’s interference when she gave him a fragment of her soul. While this is interesting we are more focused on the first part. Typically most Undead will die a dozen at least before they Hollow completely. Like Lex before his soul was improved you will

only receive a single life. This means that you will lose access to the Undead's greatest might and that you will truly die if you are slain in this world. So I would highly recommend that you avoid doing that if you can.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Dark Souls Reddit Community jump, the Dark Souls 1 jump, the Dark Souls 3 jump, the Dark Souls 2: Scholars of the First Chain Edition, and any other jump related to the Dark Souls series.



The Devouring Abyss +600 CP
The corruption and spread of the Abyss is the primary reason for why this world has fallen so much. The power of the Abyss caused the downfall of the gods and brought ruin to many kingdoms. Normally the spread of the Abyss would still be under relative control and it would only be truly bad in a few areas. By taking this drawback the Abyss will erupt in force becoming a far more dangerous existence. This will also cause a massive spike in the amount of monsters forged by the Abyss. There may even be a number of beings on par with Manus's monstrous form that can destroy entire cities on their own. Congratulations you somehow made this world even worse than it already was.

The Sinner's Penance +600 CP
Velka has been maintaining the First Flame using increasingly disturbing ways since Gwyn's death. Initially the process using the Chosen Undead was never meant to be. After all, for every successful Chosen Undead that arrives over a hundred thousand normal beings will fail in the attempt to prove themselves. This means that any threat to her supposed solution will be dealt with immediately by either her or her forces. Your presence as an outsider is considered a grave threat to her plans. Velka has now learned about your arrival and will react accordingly. She will weave her manipulations so that she can either turn you into her pawn or eliminate you from the board directly. You will face her assassins, the gods who still still obey her, and should you prove irritating enough Velka herself will come after you directly. This situation can only be resolved once either you or Velka has fallen.

Return to the Peak +600 CP
The Age of Fire has resulted in the decline of this world as it falls to the corruption of the Abyss. Many of this world's deities and warriors lack the strength they once wielded. Somehow your arrival has jump started this world returning it to its peak. All of the beings that you must face have returned to their true might. This will affect your allies and enemies alike making the scale of your conflict far greater than before. Though you may be able to turn this to your benefit as the scale of power you can reach will be much higher and you will have the opportunity to recruit far more powerful allies.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Prophet of Slaanesh

Congratulations, you are now the protagonist of our story. That's right you will be replacing Lex of Luthor. The jump will last until the story ends canonically or you die. You will face all of the challenges that Lex did. You will start out with all of Lex's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience. You will not be restricted to purely replicating his path, but you must ensure that the Age of Chaos or another more suitable path for this world is started. The Age of Fire and the Age of Dark are both doomed to fail, you must give the world a third option. If you wish you may extend this scenario till the end of Lex's adventures when he has visited every world connected to this one where the events of the other games play out.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.
    - If you follow Lex's canonical path you will receive the Reborn Izalith kingdom as a kingdom, Anor Londo under Gwyndolin's leadership, and the other territories such as the Tomb of the Giants united under Gravelord Nito. Your new allies should include the surviving Children of Chaos, the Four Knights of Gwyn, almost all of the named Undead like Solaire, Siegmeyer, Oscar, etc…, Gwyndolin, Crossbreed Priscilla, and all of the others that I'm not going to list.

Monarch To Be

After Lex's adventures in Lordran he had hoped to be finished with these adventures. Sadly it was not to be and he was drawn into a parallel world where he had never arrived. He was dropped into Things Betwixt where he encountered the three retired Fire Keepers. He learned of what had transpired during his quest and realized that he had arrived there intentionally. The sorcerers within Izalith created a spell that would allow Lex to travel to another world in order to gain new knowledge. You must perform a similar ritual to protect this world from the decline of the flame.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, having resolved the conflict within Drangleic you may take the kingdom as a vassal. This kingdom however has been reborn from the ashes of the surrounding kingdoms. Shulva, Heide, Alken, Venn, Loyce, and Drangleic have all come together swearing allegiance to you. The Rat Kingdom who occupy the Sunken City will also come as well having sworn allegiance.
- Second, Safiya (The Lost Sinner) Seath reborn with the dukes body, the Emerald Herald, the Ivory King, King Vendrick, Queen Nashandra, and the veritable army of the Undead from the lands of Drangelic

The Nightmare Begins

In a different world Velka's plot was successful. The First Flame was extinguished and the world was doomed to eternal darkness. This event led to the creation of the Hunters Dream and the events that would shape Yharnam's birth. You shall be tasked with the duties of the Good Hunter assisting Lex in unraveling this nightmare. Your mission will be completed once the Moon Presence has been dealt with.

Rewards:

For completing this scenario you will receive a variety of rewards.

- Having claimed dominion over this land you will get to take the city of Yharnam, Castle Cainhurst, and the other territories of this land with you.
- Second, you will get to take all of the beings gathered here as companions. They will be purified and restored to their peak. This includes Vicar Amelia, Vicar Laurance, Queen Annalise, Lady Maria, Gehrman, Ludwig the Holy Blade, Yharnam the Pthumerian Queen and all of the others within this world who wish to join you.

Ashes Seeketh Embers

As Lex and his forces continued to seek out new worlds they eventually arrived into the world we know as Dark Souls 3. Here they endeavored to gather the Lords of Cinder and finally bring an end to all of the suffering that these worlds had faced. Once more you must end this cycle by providing a new path for this world. Rather than merely sacrificing yourself once more or becoming the new Dark Lord you must create a better path. The Usurpation of Fire path is actually viable if you wish to pursue it due to the immense similarities between this path and the one that Lex used to save his world. Your mission will be considered complete once the Lords of Cinder have been dealt with and the matters with the First Flame have been resolved.

Rewards:

For completing this scenario you will receive a variety of rewards.

- Having claimed dominion over this land you will get to take the Kingdom of Lothric, Irithyll of the Boreal Valley, the Painted World of Ariandel, the Ringed City, and the other territories of this land with you.
- Second, you will get to take all of the beings gathered here as companions. They will be purified and restored to their peak. This includes Captain Yorshka, The Twin Princes Lothric and Lorian, Siegward of Catarina, Yhorm the Giant, Darkeater Midir, Slave Knight Gael, Sister Friede, and all of the others within this world who wish to join you.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Death in Jump

Given the nature of how practically everyone is expected to die you will only fail the jump if you go Hollow as an Undead. All of the other races will still die if they are slain normally since they are not affected by the curse of the Darksign. Post jump you will retain the Darksign if you wish to use its abilities though you will be restricted to a single death per jump which will be refreshed once every ten years.

Story Links

- Dark Souls 1: https://www.fanfiction.net/s/11125753/1/Why-can-t-I-just-take-the-ring-after-I-fight-Artorias
- Dark Souls 2: https://www.fanfiction.net/s/11759303/1/Why-can-t-I-just-take-Shanalotte-on-adventures-with-me
- Bloodborne: https://www.fanfiction.net/s/11638689/1/Why-can-t-I-just-take-the-cord-without-killing-the-larva
- Dark Souls 3: https://www.fanfiction.net/s/11908980/1/Why-can-t-I-just-take-an-army-of-summons-and-drown-them-in-bodies

Changelog

- Jump in Progress
- P