Dark Souls 1 Jumpchain CYOA

"In the Age of Ancients, the world was unformed, shrouded by fog. A land of gray crags, Archtrees and Everlasting Dragons.
But then there was fire, and with fire came disparity. Heat and cold, life and death, and of course, light and dark.
Then from the dark, they came, and found the Souls of Lords within the flame.
Nito, the first of the dead,
the Witch of Izalith, and her Daughters of Chaos,
Gwyn, the Lord of Sunlight, and his faithful knights,
and the furtive pygmy, so easily forgotten.

"With the Strength of Lords, they challenged the Dragons.
Gwyn's mighty bolts peeled apart their stone scales.
The Witches weaved great firestorms.
Nito unleashed a miasma of death and disease.
And Seath the Scaleless betrayed his own, and the Dragons were no more.

"Thus began the Age of Fire. But soon, the flames will fade, and only Dark will remain.
Even now, there are only embers, and man sees not light, but only endless nights.
And amongst the living are seen, carriers of the accursed Darksign."

"Yes, indeed. The Darksign brands the Undead.
And in this land, the Undead are corralled and led to the north,
where they are locked away, to await the end of the world.
... This is your fate."

You receive 1000CP to prepare yourself.
Prepare to die.

———{Location}———

To begin your journey, start by rolling a d20 so you may determine the location at which you start it. Find the location with the number corresponding to the result of your roll down below. If you wish to begin elsewhere, simply spend 50CP to pick from any of the locations listed below.

-(1) "Undead Asylum": The Northern Undead Asylum used to detain those afflicted with the undead curse. It sits upon a spire of rock high above the ground, and is patrolled by giant demon jailors.

Hollows caught up in their despair can also be found within the stone walls, and may prove mildly threatening. Those who can defeat one of the jailors and escape to the cliff's edge outside will find themselves spirited away to the Lordran, land of myth and legend, by a giant crow.

-(2) "Firelink Shrine": The first destination many hollows who arrive in Lordran find themselves in. Site of a bonfire being attended too by a quiet keeper; a crestfallen warrior can also be found here.

Firelink Shrine is notable in being a crossroads with paths to many places within these lands. That, and generally being a safe place within these dangerous lands, causes traffic between those still sane to be quite high. It is said when the Bells of Awakening ring, something will awaken from its slumber here. . .

-(3) "Undead Burg": A human town that was built by those who came to worship at the Undead Parish. While once prosperous, it fell to ruin with the onset of the Undead Curse and fights between the undead and the living.

Now, it is home only to hollows and great monsters. Up above, the Taurus Demon stomps on the high walls while a drake patrols the skies. Below in the Burg's tight corridors lurks thieves, along with the Capra Demon and its undead hounds.

-(4) "Undead Parish": A great church, center of worship and original settlement that the Undead Burg was built around. One of the two Bells of Awakening can be found here up in the steeple of the central church, defended by Bell Gargoyles that test those who wish to ring it.

Other threats exist near the church however, in the form of undead worshippers who have long since lost their sanity. Fanged, armored boars, several of Gwyn's charred black knights and normal hollowed knights all threaten to gore and rend invaders of the parish.

-(5) "The Depths": The Depths are a damp, dark maze of twisting corridors full of giant rants, writhing slime and curse inflicting basilisks among other disgusting and vile monsters.

In reality, the Depths once served as the sewers of the Undead Burg, where undead and criminals were exiled to preserve the peace up above.

Cannibalistic Butchers can still be found here, feeding on anyone who attempts to brave the flooded halls. Even they are nothing compared to the Gaping Dragon, a monstrous, corrupted dragon with a fang filled maw for a body.

-(6) “Blighttown”: A shanty town built deep down, below even the depths. Blighttown is covered in numerous rickety wooden structures patrolled by infested hollows wielding putrid weapon that can transmit deadly diseases and poisons.

Navigating one’s way down to the bottom puts explorers in a toxic swamp with gigantic mosquitos and festering giants, with an entrance to the layer of the partial chaos demon Quelaag found nearby. It’s this hunter of men that guards the second Bell of Awakening.

-(7) “Darkroot Garden”: An untamed wilderness outside the Undead Parish host to animated golems, giant mushroom people, animated flora and strange fauna like frog rays and giant cats.

The final resting place of Lord Gwyn’s Wolf Knight, Artorias, can be found within the wood, protected by the Great Grey Wolf Sif, and the Forest Hunters lead by the giant cat Alvina.

The Forest Hunters are bandits, wanderers and such dedicated to collapsing on invaders in the forest to protect the hallowed grave of Artorias.

Down at the bottom of the garden is Darkroot Basin, home to streams leading to a large lake with a massive hydra, among other ancient threats and secrets.

-(8) “The Catacombs”: Deep within caves found beyond a haphazard graveyard are the catacombs. Deep, dark, confusing, booby trapped and filled with a different kind of undead.

Necromancers bound in the service of the occult scholar Pinwheel raise skeletons that assail those who enter with blades, bows and broken bones, putting themselves back together when downed eternally until the ones who raise them have been slain.

-(9) “New Londo Ruins”: A great undead city, New Londo once held a prosperous society and thriving culture loyal to Lord Gwyn. This changed when a primordial serpent tempted the four wise kings who ruled it with a dark power, and the city was flooded to seal them and their followers.

Now all that remains are deep waters that blanket most of the city aside from the highest levels and the ghosts of the fallen, immune to the touch of mortals but not subjected to such penalties themselves.

The Four Kings and their Dark Wraiths still slumber deep down below though, in the abyss sealed by the stagnant waters, accessible if only you drain the city. . . .

-(10) “Sen’s Fortress”: Constructed as the final test for any who wish to visit Anor Londo, the City of the Gods, Sen’s Fortress is a trap filled death construct built at the base of Anor Londo’s walls.

Ordinarily the entrance is only opened after both Bells of Awakening have rang, but rolling this location will put you inside, only allowed to escape by defeating its challenges.

Aside from the numerous deadly traps such as swinging guillotines, pressure plates rigged to arrow or spike traps, falling boulders, meteoric explosive projectiles and such, Serpent Men and Titanite Demons are ready and waiting to slay invaders.

For those who survive and fight their way to the top, the Iron Golem, final Gatekeeper of Anor Londo, will appear to crush them. Those who can defeat it, will be transported to the city protected so dearly on the wings of bat demons.

-(11) “Anor Londo”: Anor Londo, legendary city of the gods where the likes of Lord Gwyn and his knights once called home. It has long since been abandoned after Gwyn threw himself into the first flame to prolong the Age of Fire, but is still a magnificent site to behold, and not truly dead.

Giant armored sentinels, godly knights, painting guardians, bat demons and mimics still lurk these hallowed grounds, terrifying threats each in their own right.

Gwynevere, daughter of Lord Gwyn, possesses the Lord Vessel that those who wish to prolong the Age of Fire require. To get to her however, Dragonslayer Ornstein and Executioner Smough must be defeated first.

One may wonder how it is that even in the fading of the flame that this great city can still hold such marvelous splendor and incandescence. One may also wonder if not all is as it seems. . .

-(12) “Painted World of Ariamis”: Within a structure adjacent to the grand cathedral in Anor Londo where Gwynevere awaits a Chosen Undead, hangs a massive painting protected by white clothed guardians holding short, squared swords.

With the proper key, one may enter this painting, transporting them to a cold painted world where the gods once upon a time discarded or threw away all that offended or frightened them.

The entrance casts visitors at the beginning of a long rickety bridge that hangs over an endless abyss. At the end, a large ruined fortress with abominable mutant hollows, crow hybrid worshippers of Velka, living slime and other horrific creatures and undead lurking behind every corner.

There is but one way out, opposite the entrance in this world is Crossbreed Priscilla, a giant hybrid between a dragon and a god that once terrified the gods with her cursed Lifehunt power. The drop behind her will eject those who have come here.

-(13) “The Duke’s Archives”: A massive archive bestowed to Seath the Scaleless by Lord Gwyn after the war, it contains numerous tomes and letters of lost knowledge and wisdom.

After the onset of Seath’s madness however, the archives became a much darker place. Serpent Men created by Seath roam the halls defending Seath’s property. Channelers, Seath’s subservient sorcerers, lead them or kidnap people from foreign lands to serve as human experiments.

Prison cells are located throughout the grand structure to hold those who will become experiments, and down, down below are creatures that can only be described as Seath’s mistakes.

-(14) “Crystal Cave”: Located behind the Duke’s Archives is garden that contains the Crystal Cave. It is a structure made entirely out of monolithic crystals, roamed by crystal golems and moonlight butterflies created by Seath’s own crystal based magical experiments.

The cave is unkind to wanderers with invisible crystal bridges, steep drops that lead to sharpened crystal death and massive man-eating clams that walk about on five legs located deep inside.

The Crystal Cave was made perilous on purpose, as the object Seath most holds dear is found in its farthest corner, the secret of his immortality and magical power. Should anyone plunge into these depths to find it, they can be sure Seath will arrive in just a moment to defend it himself.

-(15) “Demon Ruins”: Once upon a time, this place was the outskirts of the city of Izalith, now it is but demon infested ruins and lethal lava flows. Located within a massive natural cave system, these are the Demon Ruins.

A major source of the endless lava flows is Ceaseless Discharge up above, the gigantic deformed progeny of the Witch of Izalith that exists in a constant state of suffering as a result of leaking molten rock like pus from sores all over its body.

Down in the ruins below, numerous rock worms, Taurus Demons, Capra Demons and other terrifying chaos spawn, including the fearsome Firesage Demon and Centipede Demon.

-(16) “Lost Izalith”: The city proper of Izalith, or at least it used to be. When the Witch of Izalith, once a lord, tampered with her lord soul, her failed experiment resulted in flaming mutagenic chaos exploding across the city, warping the inhabitants into terrible demons.

Sealed away by Gwyn and his knights after a lost war, much of the city is bathed in lava, crawling with the demonic lower halves of slain dragons called Bounding Demons.

In the center of these abominable ruins is a massive stone dome in the shape of a kiln. It is this same structure that holds the warped once lord now known as the Bed of Chaos.

-(17) “Tomb of Giants”: Below the catacombs is a dark, lifeless, massive tomb populated by all manner of skeletons. Skeletons the size of babies, skeletons the size of giants, skeletons of man, skeletons of beast, even towers of skeletons and the dreaded bonewheels.

The Tomb of Giants is like a pitch-black abyss, having no source of light in most of it, filled with steep drops and the unliving waiting to add invaders to their ranks with a simple yet devilish push or kick.

Perhaps the source of much of this peril are necromancers that resemble the accursed Pinwheel that are siphoning the power of Gravelord Nito, who also resides here at the bottom.

You would do well not underestimate the slumbering, weakened lord thinking he has grown frail however, or your fool hardy thoughts and actions may be your last.

-(18) “Ash Lake”: The geographical lowest point in all of Lordran, far beneath all else in this legendary land, yet. . .calm, bright. Accessed through illusory walls and going down the hollow of one of the great Archtrees, one finds an ash covered beach in the middle of endless blue waters.

In the distance, one can make out other massive Archtrees sprouting from the ceiling, which appears like some sort of cloud layer including beams of light, which could fool one into thinking they were outside. If not, then where though?

Although sparse of danger, a great black hydra does patrol its shore, and several giant, man eating clams among other threats can be found here and there. The most notable feature is that it serves as the nest of the last of the everlasting dragons, the Stone Dragon, who makes for peaceful conversation.

-(19) “Ancient Oolacile Sanctuary”: A land not so far from this one in distance, but millennia in time. This is a place in Lordran, many, many years ago called Oolacile, a kingdom known for its fickle sorcery.

Oolacile is also known for having fallen to the black abyss spread by Manus, the Primordial Man, and it seems this is the exact time you find yourself in.

The kingdom as you’ll find was heavily connected to nature with great lion-like guardians, talking mushrooms and guardians made of stone peppered here and there, but it also hid many dark, terrible secrets kept even from its young princess.

Knight Artorias was dispatched to halt the spread of the abyss, but has failed. Now he and other inhabitants have been warped by the dark, and if nothing is done, Manus’s darkness will consume the kingdom, and perhaps you along with it.

-(20) “Free Choice”: Congratulations, as a result of rolling this option, you are given the chance to pick any of the above locations to begin your journey in the world of Dark Souls.

Whether you start in the distant Undead Asylum, Ancient Oolacile, are one of the many locations found within Lordran as it currently exists, danger surely awaits around every corner, so prepare yourself with the available purchases down below.

———{Origins}———

Age is long forgotten, Gender does not matter. Choose whatever age and gender you like freely, it is of no consequence to anyone or anything.

Once that is out of the way, choose one of the below origins as your own. Doing so will grant new memories, a position in the world and discounts on purchases found throughout this document.

-"Undead Pilgrim": Inflicted with the undead curse and cast out of society, you've been wandering for so long you no longer have any other memories, at some point finding yourself wherever it is you are now. Perhaps you'll have picked up something other than memories after all this time.

(Note: This is the Drop-In origin for those looking for it, just extra fluffy.)

-"Chosen Undead": Many kingdoms and families who can trace their lineage as far back as records go have long since fostered a prophecy of hope, a prophecy of the 'chosen undead.'

The Chosen Undead is said to be a lost soul inflicted with the undead curse, who will brave the legendary land of gods, Lordran to rekindle the first flame and prolong this era of light.

Many undead journey to Lordran, but if there's really any truth to the old legends and prophecies, you are certainly the most likely candidate, aren't you?

-"Firekeeper": Firekeepers, maidens who attract endless humanity to their soul, tasked with kindling 'bonfires' as a means to preserve the age of fire and give succor to travelers.

Although normally exclusive to women, either gender may choose this origin and become a Firekeeper. What you do with your kindling duty afterwards is in your hands however.

-"Warriors of Sunlight": The Warriors of Sunlight are a covenant formed by Lord Gwyn's firstborn, a former god of war struck from the annals of history after committing a grave sin.

Despite their former leader's fall from grace, these brave knights persist in their existence to this very day, engaging in jolly cooperation and aiding their fellow man.

Many, like Knight Solaire, worship the late Lord of Sunlight, Gwyn, and have taken to using miracles in his honor, especially the signature lightning spear miracles associated with him and his knights.

-"Archive Scholar": As Seath the Scaleless descended into madness, the scholars and sorcerers who worked beneath him, Channelers, took to darker purposes.

You are one such man or woman, following your dragon master into madness in pursuit of wisdom. You aid him through study and 'collection' of human experimental materials, and call the Duke's Archive's your territory.

-"Way of White": A covenant formed by Allfather Lloyd, uncle of Lord Gwyn, to worship and follow the lead of Lord Gwyn in all ways he believes. This commonly includes the condemnation of undead, sorcery and dragons are heretics or symbols of such.

The Way of White is one of the most common hunters of undead in the civil world. Praised for their work, they're known for their clerics and paladins who use heavy armor and miracles to subdue those who would defy Gwyn's law and are working to prolong the Age of Fire.

-“Chaos Servant”: The Fair Lady, the name bestowed upon one of the mutated daughters of the Witch of Izalith by the outcasts who have assembled in her service.

She of fair white body selflessly consumed the diseases racking the bodies of numerous inhabitants of Blighttown. In return, they took away some of her burden, egg sacks writhing with humanity produced by her body as a means to eject some measure of her suffering.

You are one such follower of the lady, taking great burdens upon yourself to ease her suffering. Like her older sister, Quelaag, you might even attempt to do so through the bestowal of more humanity. . .

-“Forest Hunter”: You are one of Alvina’s Forest Hunters, a bandit, outlaw or some other such outcast roped into defending the woods and the grave of Artorias deep within it.

Through past and current occupations, you know the woods like the back of your hand and have made it a strong ally. You’ve also not entirely given up your plundering ways, even if you are trying to honor a legendary chivalrous knight.

-“Path of the Dragon”: For mortals who are doomed to die, and those afflicted with the undead curse who are doomed to live until madness claims them, the eternal nature of dragons is. . .beautiful.

You are among scattered souls across all lands in pursuit of something more than your current form, to ascend to the ranks of the one dominant Eternal Dragons mind, body and soul.

-“Painted Heathen”: An inhabitant of the Painted World of Ariamis, or perhaps a former one. You, like many other abominable or occult beings, were thrown into the painted world as something too unsightly or dangerous to be allowed free.

Wielding dark powers and twisted body, do you seek revenge against the gods who sealed you there once upon a time, or simply wish to return to the side of the merciful goddess of the painting who kept the company of all imprisoned.

-“Dark Wraith”: Once upon a time, the Dark Wraiths were knights of New Londo, servants of the four wise kings. When a primordial serpent tempted the kings to darkness, so too did the knights follow them into the abyss.

Now they have a new master, the Primordial Serpent Kaathe who led them to darkness. Despite new recruits joining them many years later, all hold one ideology, bring for the Age of Dark.

-“Blade of the Dark Moon”: Lordran seems like a lawless land where monsters roam and scoundrels are allowed to do as they please, but lurking in the light of the Dark Moon, vengeance thrives.

In the service of Gwyndolin, youngest child of Lord Gwyn, the Blades of the Dark Moon hunt the guilty and blasphemous, bringing them to justice with the punishment of execution.

They use the Book of the Guilty kept up to date by the goddess of sin, Velka, hunting those who betray their comrades, offend the gods or commit evil acts, even between worlds.

-“Gravelord Servant”: Choosing this allows you to be counted among the ranks of Gravelord Nito’s followers. As one of his servants, you have one goal and one goal alone, spread as much death, discord and disease as humanly possible.

Nito is the lord of death, and those struck with the undead curse, doomed to wander as eternal undead, oppose his desires. It is your duty to put these stumbling corpses into their graves so they rest in peace, permanently.

-“Demon”: A former inhabitant of the ruined city of Izalith, transformed into a chaos demon by the warped flames produced by the Witch of Izalith’s tampered with lord soul.

Many demons in existence have completely lost their minds, killing and destroying without remorse. You are not among one of these demons, with your mind intact and a stone body not full mutated by the Chaos Flame, yet.

Whatever connection there was to your former life, there is nothing left for you. What you do now is your decision with the world against you by principle of your nature.

-“God”: You are a divine being, not quite on the level of Lord Gwyn himself, but one of numerous, powerful knights that he gave a shred of his lord soul too during his rule.

You were not of the number that followed him into the kiln, charred black with the fires of the first flame. You are still as loyal as you always have been to your lord though, wandering the lands as a godly knight, searching for a way to prolong the Age of Fire he gave his life for.

Whether you’re conspiring with others or arrived at the conclusion yourself, it seems humanity may hold the keys to the long-sought answer you seek.

-“Drake”: While Eternal Dragons are thought to be a nigh extinct species, their diminutive cousins, the drakes, are still alive and well. This origin allows you to count yourself among their kind.

As a drake, you lack the immortality bestowing scales inherent to the Eternal Dragons, as well as their extreme strength that threatened even the lords of this dying era, however you are great and strong in your own right, keeping your mind while others of your species remain simple beasts.

When selecting this origin, you may choose whether to start as an adult drake that dwarfs many of the monsters and wandering souls in these lands, or a fledgling drake.

Fledgling drakes are much smaller and weaker, being roughly the size of a bear, but can actually fit through doors and will grow with age into a full-scale adult with time.

———{Perks}———

In the below section, you'll be able to find all manner of skills, abilities and powers for sale. These are divided into two major groups, General Perks and Origin Perks.

———{General Perks}———

General Perks are undiscounted Perks that no one origin has an advantage taking compared to another.

-"Drifting Hollow" (Free/Human Origin Exclusive): Those afflicted with the undead curse are doomed to rise eternal. For the duration of this Jump and this Jump alone, you will not lose upon dying, instead respawning at the closest bonfire while losing your soul at the location of your death.

If you recollect your soul, there is no problem or issue, you may die and rise without losing again and again and again. If you do not find and collect your soul however, the next death really will be your last.

-"Soul Collector" (Free/200CP): As with all creatures and beings in this world, you have the power to collect the souls of those you defeat. Yes, souls, as in plural.

In this world, any being you come across might have dozens, hundreds, even thousands of souls filling their body, though these are not quite the souls you're used too.

Souls in this world are more like particles of energy that meld together in a being's body as a gestalt. This gestalt is closer to the more common concept of a soul, and normally breaks apart on death into the 'souls' mentioned above.

Especially powerful beings may have a soul so rich and powerful that it keeps its individuality even after the death of its former owner and being harvested in this form.

The bits of energy known as 'souls' are used as a currency between the undead, and a catalyst for crafting among those who know how to use them. Some also use them to empower themselves, propping up their own soul with the 'souls' of others.

The greater souls of powerful heroes, monsters and other beings, 'Boss Souls' for shorthand, have enough residual character and power to be forged into unique equipment by someone with the proper skills. They may also be broken up into thousands or tens of thousands of normal 'souls'.

This is not truly a perk in the conventional sense, it's simply a natural function of the world you exist in. By paying 200CP, you can cause similar phenomena in other worlds though.

This does not warp the bodies of your enemies, but it nonetheless rewards you with 'souls' when slaying them, or a 'Boss Soul' if they were uncharacteristically powerful and unique based on the standards of that world.

-“Sorcery” (100CP): Sorcery, an art born from the work of Seath the Scaleless who descended into madness during his experiments. Sorcery is a complex system of magic using spells prepared while resting to unleash the potential of one’s soul.

Casting spells requires a ‘catalyst’, a wooden or metal staff, to focus oneself. Due to the complexity of the art, the smarter the caster is and the better their understanding of the art, the more potent their spells tend to be. One’s soul also factors in, as the spells are born from it.

Compared to other systems in this world, Sorcery focuses on offensive, augment and utility focused spells. This includes magical arrows or spears, enhancing equipment with arcane might, repairing equipment or even turning invisible.

Only so many spells may be ‘prepared’ at any one time, but a Sorcerer can switch which spells they have prepared. Sorceries as a result of their nature do not require a chant or special action, just one’s focus and, if some form of projectile, decent aim with their catalyst.

On purchase, you have an adept understanding of the foundation and basics of Sorcery and know basic spells such as Soul Arrow and Aural Decoy.

-“Miracles” (100CP): Miracles are the power of the gods, records or legends of their feats that then manifest as divine spells. A cleric or some other such caster of Miracles learns their spells through revelations granted by such records or legends, taught in either written form or orally.

Casting Miracles requires a holy talisman of some kind as a focus, talismans normally used by clerics and priestesses in their prayers and ceremonies. Due to Miracles being sourced to the acts of the gods, it is faith in the power of the Miracle that powers it, believing a spell to work helping it perform.

Compared to other systems in this world, Miracles are primarily defensive and utility based in nature, focusing on healing, deflecting projectiles, reducing magical damage and hindering enemies. The offensive Miracles that exist are either aligned with the arcane, or lightning.

Like Sorcery, you must prepare Miracles ahead of time while resting and may only prepare so many at a time. You may swap out or in any Miracles you know while resting and recovering. Miracles are cast in the exact same manner as Sorceries, just with a talisman instead of a catalyst.

On purchase, you have an adept understanding of the foundation, basics and nature of Miracles and know basic Miracles such as Heal and Force.

-“Pyromancy” (100CP): Pyromancy is an art born in the wake of the great disaster that befell Izalith. One of the Witch’s Daughters of Chaos, Quelana of Izalith, is credited with its birth after fleeing from her chaos consumed home. Pyromancy, like many things, starts with a little fire.

The core of a Pyromancer’s art is the Pyromancy Flame, their focus and source of their power. A Pyromancy Flame is a small fire fostered and grown by a Pyromancer, becoming stronger when fed and able to be split or fractured to share with prospective students.

Compared to other systems in this world, Pyromancy is heavily offense focused, with many different spells focusing on the command of fire, and in some abominable cases, poison. Several utility focused spells that draw out one’s inner power or speak to the inner nature of undead.

Like Sorcery or Miracles, spells must be prepared ahead of time while resting, but can be swapped between any you know freely while resting. Pyromancy is often called primal art due to the practitioners being connected to nature, but this crudeness makes spells a bit slower to cast than other systems.

On purchase, you’re bestowed a ‘Pyromancer’s Flame’ of your own, granted an adept knowledge of the foundation and basics of the art, and know basic Pyromancies such as Fireball and Combustion.

-“Mystic Ember Smith” (400CP): In these legendary yet dying lands, one can still hear the clinking of hammer on metal in otherwise quiet places. Legendary blacksmiths command the power of supernatural flames found in these lands to aid in their craft

On purchase, you gain great skill with basic blacksmithing with an emphasis on repair, able to repair most normal weapons, armor and trinkets with the right materials and a bit of time, providing they actually can be salvaged.

Secondly, Mystic Ember Smith bestows the power to work with supernatural embers and flames that aid in smithing, allowing you to repair, enhance, forge and transform weapons with unique natures and qualities depending on the techniques and flame used in the process.

While working with some form of supernatural flame, a Mystic Ember Smith stokes the fire by burning ‘souls’ or spiritual energy in sufficient amounts. The hardier the material they’re working with, the hotter the fire they’ll need, the more ‘souls’ or energy they’ll need to burn.

Mystic Ember Smith is also able to transform sufficiently durable and well-made equipment into an entirely new form using ‘Boss Souls’ as a catalyst, imparting the power and nature of the soul onto the piece of equipment.

-“Strange Journey” (100CP): Everything here has such a long and storied history, though it might not be readily apparently. You are no exception, and your road through life has been quite an odd one.

On purchase, you may select a second origin. You <u>do not</u> receive additional mechanical benefits inside the jump such as discounts or freebies, but will have all the inherent benefits of the past existence and memories of said origin.

Perhaps you were a Gravelord Servant and saw the light, becoming a Warrior of Sunlight. Maybe you thought yourself to be “The Chosen Undead” before being warped by the chaos flame into a Demon.

When it comes to racial origins like Drake or God? Well, time and space is more than a bit strange in these lands. Perhaps your soul was simply displaced along the way.

Notably, this also allows the buyer to gain access to the scenario(s) normally exclusive to the secondary background(s) they pick up through this perk.

May be purchased multiple times. If purchased more than twice, take the “Unwanted Visitors” drawback for no benefit to reflect the Blades of the Dark Moon hunting you for your constant swapping of allegiances and/or abominable nature.

———{Origin Perks}———

The below perks are discounted for their corresponding origin, such as perks listed under Firekeeper being discounted for Firekeeper. Discounts cut half the price off. 100CP Perks are instead free for their corresponding origins.

——{Undead Pilgrim}——

-"Manipulative Script" (100CP): In dangerous places, those who come before you leave advice, either well intentioned or misleading, that can reach through time and space. You too have this capacity.

You can write messages that persist in the place you left them. Even if destroyed, they'll reappear in some form in due time. Even alternate versions of the location will have the messages you leave.

The only requirement is having a way to actually leave the message, though nearly anything works. Anything from leaving a message in the dirt with a stick to paper and ink is valid. A soapstone would be best though, attracting attention with its luminescent glowing script.

-"Treasure Down There" (200CP): The brave, the mighty, the brilliant, none are so dangerous as the clever, trust us on that. You do want to be a dangerous man or woman of respect, right? Just buy this, it's real cheap friend.

You'll become real quick-witted on purchase, quickly becoming familiar with your environment and how to use it to your advantage from just a few moments of observation.

You're able to twist your words around enough to tempt and manipulate what few people will listen in these lands more often than not. You're fairly covered, don't you think? Deadly traps, for the things that won't listen, deadlier traps for the ones who will.

If taken with Manipulative Script, people are far more susceptible to believing whatever messages you left. Whether this is used for good to warn people of danger, or schadenfreude to lead uncountable travelers to their doom, it's now your skill.

-"The Rock" (400CP): Words, strategy, preparation, these things are important for pushing on, but sometimes you just need to take the hit, physical or mental. At such times, it won't do to be made of glass, you need a mind and body of stone.

On purchase, you become hard, or at least harder. Your body is more resistant to damage, your mind is more resistant to damage and your will is harder. Hell, even your equipment will be harder to damage and less prone to losing its edge.

-"Invasion" (600CP): Space and time are strange and convoluted in these lands. Travel between parallel worlds by willing and unwilling inhabitants isn't rare, but it is notable.

This perk allows for you to move through dimensions to arrive in parallel worlds nigh identical in nature much of the time. Your body in these parallel worlds is a proxy, not holding the full extent of your vitality, but definitely holding the full extent of your power.

If you die in these alternate worlds, no big deal, it wasn't your body anyways. However, if you were to kill an alternate version of someone existing within your world, such events would likely mirror back on yours, only no one can trace them dropping dead back to you. Convenient, right?

The perk continues to work at full capacity in later worlds as well, allowing you to visit parallel realities of the one you exist in to torment or slay enemies, or otherwise run amok before leaving.

—–{Chosen Undead}—–

-“Sprawling Reach” (100CP): From the holy city of Anor Londo defended by numerous trials and tribulations, to the molten, demon infested reaches of Izalith, your journey expects you to touch upon everything this land has to see. It all started with breaking out of jail.

You have an uncanny ability to navigate the world around you. You’re fantastic at moving through treacherous territory, getting through great obstructions and finding lost places.

As long as you have a vague idea of where exactly you want to go, it’s going to be damn hard to stop you with silly things like walls, geography or misdirection. Enemies are an entirely different story though, be careful about those.

-“Cling to Sanity” (200CP): While others fall into madness and despair around you, it is only befitting of someone bestowed with such a lofty title to live up to the expectations they and others have for themselves.

Your mental defenses are truly commendable, able to withstand great trauma, pain and hardships inflicted upon you with nary a fear or doubt that wasn’t already there creeping upon you.

Additionally, alternative means of madness inflicted upon you such as curses, diseases and brain damage are slowed down. Your resistance to such things isn’t as strong as the more common kinds.

If taken with Sprawling Reach, you will never grow board or complacent while traveling. New sights and sounds will continue to be wonders, or an early warning depending on circumstances.

-“Backstabbing Bastard” (400CP): Arguably one of the greatest threats you’ll face on this path you’ve chosen are the scrupulous men and women that stand in your way, and the invaders at your back. With all your combat skills and determination in mind, a knife in the ribs really is the easier solution.

With this, your natural intuition for picking out weaknesses and digging at them is heightened greatly. The most common application is, of course, stabbing someone in the back when they’re not looking in just the right place for lethal damage.

Sometimes stealth isn’t an option or the enemy isn’t so easily subdued however. Don’t worry, this intuition despite the fluff text works on more than just humans. If something has a weakness, trust that you can find it, attack it and really twist the blade.

-“Willing Pawn” (600CP): It is a sad truth known to few, but there is no such thing as a Chosen Undead. In fact, all these prophecies, trials and tribulations testing the undead and leading them to linking the flame are the machinations of a Primordial Serpent and abandoned God.

So what though? Following their lead, while abhorrently perilous, freed you, showed the way to great power, knowledge, treasures, experiences and ultimately left you with the ability to undermine them in spectacular fashion.

By purchasing this perk, you now fit snugly into massive schemes laid out by others that’ll deliver you to all sorts of advantageous or dangerous places and events in a swirling storm of activity. You are an incredibly important peace to the plan that needs to be prepared after all.

You have a sense of when this has started and what path you’re being guided towards. This allows you to decide in the moment whether you want to go with the flow as a ram on rails, or diverge from the path set before you to potentially ruin the carefully laid plans of mice and men.

If taken with Backstabbing Bastard, you’ll be especially adept at figuring out how to overturn the incredibly complex plots that surround you to destroy them and the ones who were plotting in grand, spectacular fashion.

——{Firekeeper}——

-“Bonfire Creation” (100CP): The ultimate duty of the Firekeeper, to kindle and oversee their bonfire for the benefit of travelers and the world itself, offering light and warmth in dark times.

This perk allows you to create bonfires, small flames that slowly rejuvenate the body and soul of those who rest near them. Yes, even undead see these benefits despite their cursed nature.

Building one is as simple as stacking the bones of the dead, adding a bit of humanity and kindling it with a small spark produced from focus. In a puff, the flames will go up and continue to burn softly, transforming to resemble other bonfires complete with poker.

The flame of your bonfire will endure through harsh weather, time away from it and can continue burning as long as you semi-regularly supply it a bit of humanity. It’s also good for warding off mindless monsters and wild beasts, somewhat at least.

-“Soul Growth” (200CP): Souls, the lifeblood of the world, the lifeline of the undead. They’re also a vital resource though, especially in the hands of one such as yourself.

On purchase, you are able to use ‘souls’ as a resource while resting near a bonfire or normal fire to develop your soul or the soul of someone resting with you, artificially facilitating growth in any of their basic capabilities. Strength, dexterity, stamina, even intelligence or luck can be enhanced in this manner.

These individual pops of growth matter little individually, but may stack up over time to make someone greater than they ordinarily could be. Initial uses of this ability on someone cost few ‘souls’, but price builds over time no matter how it’s used on the same person.

-“Gnawed by Infinity” (400CP): You are a Firekeeper, either a new one or old one. Either way, you have already felt this sensation of something dark within and around you.

On purchase, your soul attracts a slow, steady stream of seemingly never-ending Humanity. Humanity is the essence of a human, it is a dark power resting within each and every human soul, it is the infinitesimally small fractured fragments of the dark soul.

This would allow you to have an affinity for abyssal spells or chaos aligned weaponry, true. The more immediate benefit to your current role however, as Humanity makes excellent kindling for Bonfires among other supernatural flames, like spiritual coal.

-“A Nice Long Rest” (600CP): Bonfires soothe the bodies of those who rest near them and play a small part in keeping danger away. Known advantages, albeit not very significant ones. You however, are able to command fire’s hold on reality in a way none other can.

On purchase, when resting near a bonfire, time and space bends around you and others resting at it offering a variety of benefits at your discretion. It is as if you and the others sit inside a dimension with the fire as its origin and you with minor control, untouched by the outside world.

With you in control, wounds heal at a far accelerated pace, equipment mends itself before your eyes as if returning to how it once was, you are able to think many times faster or accelerate time to pass the days or nights away in seconds.

Needless to say, you can tend to your Bonfire and related abilities while inside this bubble. On the flipside however, you also cannot interact with the outside world until you get up from your fire’s side.

A sufficiently sized campfire can replace the role of a bonfire if need be, transforming to take on one’s qualities as long as you sit beside it and excise the power of this perk.

---{Warriors of Sunlight}---

-“Gross Incandescence” (100CP): You live a waking dream for those passionately seeking a sun of their own. If only they could be so grossly incandescent as you.

You have the ability to glow, beaming the light of the sun from your body like some sort of old divinity walking out of the pages of a holy time. Not just some metaphor, the light streaming off of your body really is a form of sunlight. You may shut it off as you like when attempting to evade notice.

-“Jolly Cooperation” (200CP): Giving off the presence of an old friend, your warmth is able to improve the morale of those around you, allowing them fight better in situations that would otherwise leave them contemplating defeat.

You’re also able to fight alongside most anyone you call an ally as if you’ve fought together for ages. The more natural form of teamwork is easily built with time as well with just a bit of effort on the parts of both parties.

-“This Little Light” (400CP): The sun, oh holy symbol of the lord’s luminescent grace slowly fading from the world. It is this fading that has spurred you to find a sun of your own.

You have the ability to track down light, both metaphorically and literally. Whether this means finding the Brightside in a dire situation, a bit of light in your heart in times of darkness, or actual sources of light and where to find them.

Your eyes have likewise been adapted, being able to use even the smallest bit of light to see as if it was noon under a cloudless sky. Excessive light doesn’t bother you as light is what you always seek.

When taken with Jolly Cooperation, you are able to share your positivity with anyone you call an ally. This helps you as a group find the bright side of life and get through various dark times together.

-“Praise the Sun” (600CP): The Lord of Sunlight’s divine grace shines upon thee and through thee. It is under the sun in which you receive his blessing and become a knight most fearsome.

Whenever you stand in light of the sun, its warmth will surge through you, invigorating body, mind and soul. This enhances your will and morale while bringing out the best in your physique.

While others would cook from its exposure, your body will instead mend itself. While others would grow fatigued, the sun’s heat is like a refreshing breeze aiding in stamina recovery. You are as a golden god to those who behold you.

The effects are stronger with more direct exposure, and will linger even after leaving the light of the sun, fading away over time.

When taken with Gross Incandescence, Gross Incandescence will become many times more potent as long as you stand in the sun. You are like a golden god, putting off tremendous heat and bright light that makes you a brilliant albeit difficult sight to behold.

---{Archive Scholar}---

-“Eyes of Seath” (100CP): Seath the Scaleless, who became blind with time, bestowed his Channelers with helmets baring six eyes to give him sight in other lands. Symbolic or literal, it matters little, for you should take this seriously.

You now have six eyes arranged on your face in whatever position you wish, the additional eyes provide heightened depth perception and peripheral awareness. This gives you a better picture of whatever you’re looking at, either a specific point or the landscape ahead of you.

More importantly though, you have the ability to share the sight of a pair of your eyes with an ally. You can do this three times at once, once for each pair of eyes. While sharing sight, your ally will be in control over the pair of eyes associated with them.

-“Maddening Persistence” (200CP): When Seath descended into madness, so too did his scholars and sorcerers, only you will quickly realize the advantages they’ve wringed out of it.

You are now able to take to your goals with obsession and drive surpassing the line crossing into madness. When sharpening a blade or spear (trident) tip you won’t stop until it could glide through flesh like butter.

You can study for days absolutely lost in understanding and acquiring knowledge. Usually the only thing snapping you out of things is when it becomes self-destructive, but with time you’ll be able to more easily snap out of it, push further or set different triggers for stopping.

-“Collector” (400CP): Channelers stopped being simple scholars and sorcerers once Seath needed them to be something more. Channelers are also in charge of procuring material for his experiments, live materials.

You have all the skills and abilities necessary to spirit people away without damaging them. This includes but is not limited too, sneaking inside of settlements, breaking and entering, knocking out or silencing your target without alerting others and transporting them out unseen.

Incredible security, difficult targets or being exposed through some out of context means can cause you to fail, but barring such things you’ll be a terror told about in hushed whispers. An additional benefit allows you to slowly teleport short distances, aiding in mobility as you sneak about.

-“ Seath’s Studies” (600CP): Above all others, you have proven yourself most capable in aiding Seath’s research. It is you who have been given the most trust and the most exposure to his most vital experiment results and tomes on sorcery.

You’re incredibly familiar with Seath’s experiments, all of them, from his exploration of crystal sorceries to his heretical crimes against nature producing warped life.

Through this knowledge, you can warp the biology of captives to mimic the form and abilities of other lifeforms, though this is tricky and failures will come out as uniquely twisted abominations. An example of a failure is a Pisaca, while a success would be the Moonlight Butterfly.

Delving into Crystal Sorceries has taught you how to create crystalline structures, even Crystal Golems with the energies of your soul, as well as the White Dragon Breath Sorcery mimicking Seath’s breath.

Combined with expertise in the fundamentals of Sorcery, you could adapt normal Sorceries into superior Crystal Sorcery variants that are stronger, providing proper experimentation and development time of course.

When taken with Eyes of Seath, you are able to bestow your mind’s sight, which is a fancy way of saying you’re able to share memories. This allows you to bestow experiences, knowledge or even proof to back up your words.

---{Way of White}---

-“Vereor Nox” (100CP): Fear the dark, or respect the dark depending on who you ask. This is the prayer used to remind clerics never to underestimate or overlook their age-old enemy despite their biases.

You have a way with words, able to weave similar short, memorable prayers that hold whatever meanings you ascribe to them when making them, such as reminding you of a lesson, reinforcing an ideal or strengthening resolve.

Simply reciting the prayer causes the feelings or intent put into that prayer when it was made to all come rushing back, and repeating it can reinforce the effects.

Your prayers can be shared with others and work to similar effect, though it is their own belief or faith in the prayer that determines its true potency.

-“Resonance Rings” (200CP): Miracles are as divine as they are enigmatic in nature. One such unexplained property is their propensity to spawn rings of light. When someone casts a Miracle, a ring of light empowering other Miracles cast near it spawns in the world, or another world.

These rings of light appear near you more often than not, empowering Miracles and other divine abilities used near them. Even in the absence of others wielding the might of Miracles, these rings have a tendency of spawning near you.

While it’s normally a small boost, standing near three or more gives a much more significant enhancement, something not uncommon with this perk. Rings will normally disappear in a few minutes after spawning.

-“Preacher” (400CP): In troubling times of fire’s fading glory you would think faith would be shaken. You would be wrong, in fact such encroaching darkness only tightens the Way’s grasp on the public.

Your ability to manipulate others using their own fears and insecurities is truly. . .despicable. By uniting perception against a boogeyman, real or not, you can make the meek flock to your side for protection and guidance so they may be taught the proper way to live, for their own safety.

Shrewd minds may see behind your veil, but those who wish to believe fall prey like a sheep led astray by a hungry wolf. Your ability to inspire “revelations” in your flock also allows you to spread the ability to cast any Miracles you know if you have knowledge of said art, their belief in your words enabling them.

If taken with Vereor Nox, followers swayed to your side will put so much faith into the prayers you teach them that the effects can be extreme. Teach them a prayer that helps push away fear and watch them turn into crusaders. Teach them prayers renewing their faith and they’ll indoctrinate themselves.

-“Allfather’s Hand” (600CP): Most capable member of the Way of White, a Paladin blessed by he our father and leader who art wise and good in all he does, Allfather Lloyd himself.

Your body has been bestowed with powers of divinity. You have passive regeneration slowly mending your body as you trudge through these forsaken lands.

You have been granted inhuman strength allowing you to pick up and swing weapons resembling hunks of stone or metal more than implements of man with unsettling ease.

Finally, through the divine blessings coursing through your body and equipment makes you especially lethal against the dead and undead. Necromantic constructs and those afflicted by the undead curse tear against your attacks like wet tissue paper.

If taken with Resonance Rings, your blessed constitution grows empowered. Even around a single resonance rings, wounds start healing before your eyes and undead fall like dominos. Around three or more though, and all the previous benefits of this perk double in potency.

—{Chaos Servant}—

-“Egg Head” (100CP): Taking the eggs from our Fair Lady to ease her burden has, let’s say, minor complications. Complications that will wrap your head in silk, to keep it together you understand.

On purchase, you will find that your body has become host to a gigantic maggot that can be commanded freely. The silk that it has covered your head with is permeable enough to see, hear and breath through, but it’s mostly there to make sure what’s left in there doesn’t fall apart.

The way the maggot exits your head is by making your head split apart like a blooming flower, allowing it to lunge and bite targets in melee range.

The maggot feeds on ‘souls’ collected from enemies or the energy of your soul to sustain itself, and can mutate over time because of this. Mostly this affects physical abilities or resistances.

-“Toxic Decanter” (200CP): As a follower of the Fair Lady, you’ve spent your fair share of time around Eingyi, an outcast Pyromancer who delved into hideous poisons. In this time, you have learned much from your egg infested brother in service.

You have an extensive library of knowledge centered around all manner of poisons and their applications. Where to find them, how to cultivate or mix them and the best methods for dispensing them in combat to leave your foe doomed.

If you have a working knowledge of Pyromancies, you can likely use Eingyi’s teachings to develop Toxic Pyromancies. If you have Egg Head, your maggot gains the ability to metabolize poisons and eventually develop them into a naturally produced toxic spit.

-“Blight Swallower” (400CP): Fair Lady, former Daughter of Chaos, is worshipped by Chaos Servants for her charity to them. This deed was taking their disease into herself to save them from their suffering, at the expense of her own health.

You have the same miraculous ability, to take the diseases and toxic build up from the bodies of others and consume them, cleansing them of their ailments.

While your body is good at handling these things, it is not immune, which leaves the second part of the ability. You can eject toxins within your body as silk covered eggs from your back.

Each egg holds a parasite representing the diseases or toxins, which can be bestowed upon others in a manner similar to Egg Head. The eggs are inert until being removed from you.

If you have Egg Head, your maggot can now make like a leech and suck the toxins from you or someone else itself, though be careful or it may get sick.

-“Abominable Mutation” (600CP): The Chaos Servants are not the only ones caring for the Fair Lady, there is another, her powerful older sister, the Chaos Witch Quelaag.

Mutated by demonic chaos flame, after staying in your Covenant’s care for so long you have become a malformed being much the same as her, with a massive demonic spider for a lower half.

Your lower body packs great strength, numerous dexterous legs, several dozen eyes, a gigantic maw of teeth and the ability to spew searing hot molten rock like projectile vomit.

If you also have Egg Head, the chaotic taint will also have reached it, and you have the ability to expel it where it’ll rapidly mutate into a new form based on what you fed it, which is to say, the types of ‘souls’ or the energy of your soul it has used to sustain itself.

This form will always resemble some twisted invertebrate, and may range from the size of a man to a demon as large as you, depending on how well fed it is. At any time, you may also revert it from this form back into the compact larva that rests in your chest.

---{Forest Hunter}---

-“Cutthroat” (100CP): Most Forest Hunters were once bandits, and many never stopped. Alvina cares not what you do with the bodies of those you slay or what you pilfer from them after all.

You’ve got a keen sense for shinies, prioritizing whatever little treasures might be in your vicinity or who might have something you’re wanting. People can’t hide treasure from you, whether it be buried, hidden on their person or locked away.

While most small treasures in these lands are unimportant for survival, big things come in small packages that can be conveniently overlooked with just a shallow layer of dirt and grass.

-“Man’s Best Friends” (200CP): The great grey wolf ‘Sif’, the giant cat Alvina, both wise and intelligent beyond their species for reasons unclear. With your home being such a mystical wood, wouldn’t additional conversational partners like them be nice?

You have the capacity to uplift animals around you, making them much more intelligent and dexterous the longer their exposed to your presence. Although their body won’t change, they will become well capable of wielding weapons, complex thought and eventually speech.

Normal animals will prioritize themselves first, but are usually amicable due to your favor. Animals that were explicitly loyal to you before like an old pet will remain completely loyal afterwards though.

When taken with Cutthroat, your animal friends tend to drop off whatever valuables or treasures they find, having no use for them themselves.

-“Revenants, Family” (400CP): In service of Alvina, to protect their home and the grave of the honorable Sir Artorias, Forest Hunters leap to defend from any invader, and can even be summoned between worlds to carry out their duty.

Now, when you are attacked or your home is invaded, corporeal ‘phantoms’ of old Forest Hunters will manifest and rush to your aid. Although translucent and hazy, they’re certainly physical, capable of fighting just as a normal man, and capable of dying like a normal man.

One should not underestimate them, for they are still all capable warriors, bandits and hunters. If taken with Man’s Best Friends, ‘phantoms’ of animals you’ve uplifted and befriended will start to manifest alongside the ‘phantoms’ of old Forest Hunters.

-“Cornered Beast” (600CP): Long ago, Artorias fell to the abyss. When the nameless hero was forced to confront them, they soon learned that despite his broken and battered body that he was no less dangerous than he ever was.

On purchase, your constitution becomes strange. You can never truly be broken or whittled down by an enemy, since you can only become more dangerous from such action.

Whenever you’re left injured or broken, the rest of your body compensates to make up for those injuries. Like some kind of twisted berserker, you become stronger, faster, more agile, more dexterous and you become capable of yet more ridiculous feats.

With both of your arms broken arms and your left foot mangled you could still hop around on one leg while twisting your great hammer around your body with your neck and stumps like the most dangerous paraplegic in Lordran.

With Man’s Best Friends, your connection with beasts causes your primal instincts to swell and sharpen with damage as well, truly making you no more dangerous than when cornered and near defeat.

—–{Path of the Dragon}—–

-“Duelist” (100CP): Those who walk the Path of the Dragon, require scales of the Eternal Dragons. With scales being a rarity, honorable combat over them is common among those who share the same goal.

On purchase, you become more well suited to such challenges. Passively, you’ll gain a cooler head that can think clearing even during periods of action and intensity. Your hand to hand combat skills will also improve, making you well suited to brawls.

It is when you engage in a contest, competition or duel however that your true talents shine. During any prearranged, mutually agreed upon form of contest or combat, you will actually become more capable of complex thought and action than outside of it. A definitive edge, no?

-“Dragon Eyes” (200CP): The transcendent apostles who pray to Eternal Dragon’s have a secret art used to aid them in their quest for eternal life. The eyes of dragons are now yours to use as you see fit.

Your special eyes show you the way to dragons and anything related to them, shining lights in the distance guiding you. This does not only include dragons, dragon scales or weapons made from dragons, but relics and antiques heavily connected to dragons like objects from the Vinheim school of Sorcery.

With Duelist, you’ll actively become stronger during the sort of competitions listed within the perk when something dragon based is being wagered or involved in the proceedings.

-“Gut Instinct” (400CP): Many of the Eternal Dragons supposedly slain during the great war can still be fought around Lordran. The zombified upper halves are all over the place, the active lower halves now demons in Izalith, acting independently from one another even on the edge of destruction.

Your various body parts have the same capacity, though where you picked that up is anyone’s guess. Each of your independent body parts has the capacity for thought and independent movement, it’s just that while attached they usually defer to whatever your brain says.

When severed, detached or pulled out, they truly do get a mind of their own though. Your parts gain muted senses besides touch due to the lack of their own sensory organs, the ability to animate and writhe or hop about, and a keen sense of balance for standing.

Your limbs and other body parts removed from you count as “dragon related objects” for the sake of the vision granted by Dragon Eyes, allowing you to find them if they get lost. They also become capable of sight themselves.

-“Draconic Transformation” (600CP): You have attained a measure of success at the end of the road many others like you have walked. You now have the ability to transform, at least physically resembling that which you seek to be.

On purchase, you may transform into a hybrid of a dragon and whatever your current form is. Doing so makes you larger, coats you in scales, gives you a distinctly draconian appearance, especially the head, and bestows talons on your hands and feet.

This transformation makes whatever your current form might be far more durable and stronger compared to before, improves stamina a great deal and bestows several special abilities.

You’re able to breath fire fueled by your soul’s energy, as well as empower yourself and knock away projectiles with an ear shattering roar. Special advice, strip down before transforming or your clothes may get damaged.

When purchased with Dragon Eyes, your vision in this form becomes far sharper and clearer. When purchased with Gut Instinct your removed body parts independently become capable of this ability. This includes gaining a draconic head and sensory organs, essentially turning them into mini-dragons.

—-{Painted Heathen}—-

-“Writhing Bile” (100CP): Not everything that gets banished is dangerous to the gods or committing some grave sin. Sometimes things are thrown into this Painted World for being. . .disgusting.

Your lungs now swim with churning red bile. This doesn’t harm you, seeming not to do much more than make you cough most of the time. It’s very easy to spew the red bile out in absurdly copious quantities that shouldn’t fit inside of your chest though.

The thick red bile is incredibly flammable, allowing you to light it with a torch to potentially ignite enemies or the ground. Alternatively, spewed slime will slowly grow animated and can slowly crawl across the ground, throw its weight around or pick up and swing things within its viscous body.

-“Banished Evil” (200CP): Occultists were once a thorn in the side of the gods, commanding deviant powers that actually threatened them and their rule. Symbols of them were discarded in the Painted World, and you would certainly count after this perk.

Your nature is now aligned with the occult. Your attacks both unarmed and weapon based are especially effective against entities that have some form of divinity, making you the perfect kind of warrior for hunting them.

Your black power gets mightier with your loathing of the divinity you’re targeting and manifests itself as twisted magical power. When purchased with Writhing Bile, the slime you produce and the flames it gives off when set it aflame share this occult property.

-“Absolution of Sin” (400CP): Velka, Goddess of Sin, is a rogue goddess not looked upon warmly by other gods. She nonetheless holds great power and influence, and is well liked by many of those within the Painted World due to this frail relationship.

You are a priest or priestess of Velka like the ones found in Carim, and as such have the capacity to absolve others of their sins. This forgiveness is often sought after, as it can help others mend relationships after burning bridges and evade the notice of the Blades of the Darkmoon.

Beware, as while forgiving sin can help someone mend relationships by softening aggression over their acts, it cannot remove memories. Any sin too great will be unable to be forgiven, and the secondary party’s anger or hatred will not be abated no matter what your customer wishes.

If you have some working knowledge of Miracles, you will also have been taught Miracles associated with the Goddess Velka, Karmic Justice and Vow of Silence.

When purchased with Banished Evil, you can absorb and channel the sins against the gods you forgive into a dark power that stands as the antithesis of the living. Wounds inflicted with this occult resource gush the victim’s lifeblood, either literally or metaphorically, not unlike Priscilla’s Lifehunt.

-“Blasphemous Birth” (600CP): Most beloved, beautiful and kind being of the Painted World, protected and cherished by its inhabitants. The abomination Priscilla, whose very existence was an affront to their sensibilities, and whose power struck fear into their core. The unholy matrimony of god and dragon.

You too are like dearest Priscilla, part dragon, part god. You stand over twice the height of man with appropriate physical abilities for such size, having soft features and body type of a god but clearly bestial features like a crown of spines and long flexible tail.

Being the same type of abomination as Priscilla, your tail is covered in soft fur, potentially other parts of your body as well. Your soul is also extraordinarily powerful and you possess the magic ability to become invisible for short periods of time.

When purchased with Absolution of Sin, you also gain great black wings able to lift even your hulking body aloft due to your connection to the goddess Velka. You also have the ability command crows, the animal associated with her.

—–{Dark Wraith}—–

-“Dark Hands” (100CP): The Primordial Serpent Kaathe gifted and taught the Four Kings a great many things, which were then passed on to their knights, who later back known as the Dark Wraiths. Among his presents was the Dark Hand, something you don’t require to simulate with this perk.

On purchase, your hands gain the abilities of the Dark Hand, able to command black energy to enhance your melee attacks or project a weak shield of darkness from your hands.

Enemies vulnerable to darkness will feel the full fury of your frightening fists. The shield on the other hand has no particular weaknesses or strengths, defending against everything to a reasonable degree but failing against anything truly strong.

-“Lambs to Slaughter” (200CP): A Dark Wraith’s duty is the collection of humanity to further their goal, bringing about an Age of Darkness. Their targets matter little as long as they collect what they seek, so choosing easy marks just makes sense.

This perk allows those with it to more easily find, torment and slay those of naïve innocence or feeble heart. Their breath is like a siren’s cry to your ears while they’re in the area, leading you to them.

Knowingly facing you in combat will demoralize and stress them out, especially if you stand in their way. As if even their body fears you, their flesh rends more easily than other foes as well.

-“Dark Slumber” (400CP): After descending to madness and dark intentions, New Londo was flooded and the Four Kings along with their Dark Wraiths were sealed away beneath still waters. When the city was drained, they awoke from their slumber none the worse for wear.

When an area you’re within is struck by disaster, artificial or natural it matters not, you are able to descend into a hibernation as others die and cities fall to ruin. You will survive, sleeping unharmed within the rubble until it is once again safe to awaken.

When taken with Lambs to Slaughter, you exude a curse from your shallow grave, a subtle temptation that calls to the curious and naïve. This sways them to reach the source of the calls, clearing the way to you and allowing you to awaken more easily.

-“Red Eye” (600CP): Kaathe bestows the Red Eye Orb to his Dark Wraiths, allowing them to take the guide of a red phantom in other worlds for their hunting leisure. How appropriate then that you are able to take this form to perform Kaathe’s ultimate teaching, Lifedrain.

On purchase, you acquire the ability to wrap yourself in a cloak of red energy that leaves your appearance hazy and intimidating. One that causes you to appear as a phantom.

In this form, you have the ability to blanket the area around you with darkness, which you blend into with unnerving ease. This allows you to hide within plain sight, essentially.

More importantly is Lifedrain, the ability to suck the humanity and lifeforce out of your victim after grabbing them, and absorbing it into yourself. The longer you keep your stranglehold, the more you suck out, but the process itself is tiresome.

When purchased with Dark Hand, the black energy used to enhance your melee attacks grows stronger and becomes transferrable to melee weapons within your grip.

---{Blade of the Dark Moon}---

-“Identify Sin” (100CP): Servant of Gwyndolin, hand of justice, tasked with hunting the guilty. This is your identity, and as such, you must be equipped for identifying your prey.

On purchase, you are able to identify on sight whether or not someone carries the weight of great crimes and sin upon their soul. Despite their best attempts to hide such things or act contrary to their nature or past, you will know.

Such things that ping this sense would be betrayal of comrades, slaughter or defilement of innocents, cultural ruination, torture, slavery and other such maliciousness.

-“Judgement” (200CP): Gwyndolin’s authority does not end at identify criminals. In order to realize his judgement, finding and bringing an end to those found guilty is the only next step allowed.

While on the trail of a sinful party, you are able to hear their thumping heart like a telltale heart, unable to hide their guilt. Their sin works against them when being found, as every bit of battle damage they take causes the sin within them to explode like boiling water under pressure.

Open wounds eject shredded viscera and a spattering of blood upon the ground. When purchased with Identify Sin, this viscera becomes a bright, glowing blue before your eyes that ensures that a fleeing enemy won’t be able to hide.

-“Grand Delusions” (400CP): Inspired by your lord’s great illusion that bathes all of Anor Londo, this ability has been bestowed upon you. You are the dominator of deceived eyes.

On purchase, you become capable of weaving tangible illusions. Illusions take a bit of some to weave, as you’re forming them as you envision in your mind’s eye. Your illusions do not simply give when pushed upon as if a trick of the light though, needing to be struck first before dissipating.

While you can only form illusions the size of Gwynevere or below, you can make them look like just about anything and insert complex commands while weaving them. This allows them to potentially speak, move and otherwise keep up the ruse as long as possible.

(Note: Illusions cannot persist without you being in the vicinity to maintain them.)

-“Blue Eye” (600CP): Blades of the Dark Moon resemble blue phantoms when invading other worlds and meting out justice. Tis good that you may appear this way as you will, for the guilty may lurk around every corner, you would do well to be prepared.

You may appear as a spirit of vengeance, cloaked in blue aura that hides your identity and causes you to resemble a phantom. In this form, your magical might is greatly enhanced, causing any spells you cast to be far more potent than usual.

Additionally, any weapon you put your hands on is cloaked in the same dark blue energy as the rest of your body, greatly empowered by magic that assures enemies that don’t have some form of protection against it will suffer.

When purchased with Grand Delusions, your illusions will be empowered like any other spells in this form, allowing you to shape larger illusions or illusions that are much more substantial. This allows you to actually create minions that pose credible threats to those who challenge you.

---{Gravelord Servant}---

-“Calcium” (100CP): Muscles can be trained through exercise, minds developed with rigorous study, but it all matters little if the frame that hosts them is broken down.

On purchase, your bones become especially strong, resilient and repair far faster than normal. Unlike normal bones which need to be set just right and become weaker when broken, yours heal perfectly

Even if you were slain, your skeleton would persist far longer than any others, continuing to repair and maintain itself as long as it stays mostly intact.

-“Gravelord Vassal” (200CP): Gwyn and his ilk aren’t the only ones with Miracles prescribed to their names. Nito too has divine spells owing to his status as a Lord, and you’re aware of them.

Nito’s Miracles are the Gravelord Sword Dance and Gravelord Greatsword Dance. Both are similar, causing gigantic red swords of energy to spear upwards from the ground, with the second obviously making larger and more powerful swords.

Unique to this perk, you’ll receive adaptations of this Miracles. Ordinarily both variants have slow cast that causes numerous swords to spear up around you, and you would only be able to prepare a sparse few casts of each. With these variants, you may summon a single precisely aimed sword at a time.

-“Dead Man Walking” (400CP): Deep within Nito’s tomb exists many giant skeletons raised by Pinwheel’s necromancy. Nito himself is also an intelligent, animate mass of bones. Would you like to join the party?

On purchase, your lifeforce, consciousness and ability to animate is all concentrated within your skeleton. This means that while all those things like flesh and organs and muscles are nice to have, they’re no longer strictly ‘necessary.’

As long as your skull stays mostly intact, you may stay animated and alive even if you’re nothing but bones. Additionally, if your bones are scattered, you can exert your will to pull yourself back together.

If purchased with Calcium, your bones are made even harder, taking on a toughness similar to high quality iron, making putting you down quite difficult.

-“Eye of Death” (600CP): Nito, bane of all that lives in this world, epitome of death itself. You have been bestowed great curses and necromantic power reminiscent of what he holds in order to further his agenda, an end to all things.

On purchase, you gain the ability to raise the dead as unliving yet animated constructs to do your bidding. Following Nito’s lead, you’re most adept at raising and controlling corpses that have long since been rendered as nothing but bones.

Additionally, you have the ability to apply a curse that causes random spirits of the dead from the area around the cursed individual to raise as strong, aggressive phantoms. The only caveats are you must remain nearby to maintain it, and you begin leaking black smoke, marking you as suspicious.

If purchased with Gravelord Vassal, you have the capacity to cast a Miracle known as “Black Phantom” allowing you to summon a random spirit of the dead to attack an enemy nearby without relying on a curse that tends to draw attention to you.

—–{Demon}—–

-“Strength of Taurus” (100CP): Demons come in many shapes and sizes, sporting varying abilities. Those like the Capra Demon and Taurus Demon have bodies and muscles as resilient and durable as stone, and you too have developed these qualities.

Your flesh and muscle are as dense as they are resilient, taking on a quality somewhere between stone and leather. As a result of this bodily warping, you’re much stronger and hardier compared to before, and much heavier too. At your discretion, you may also bestow yourself growths of bone to give yourself horns or spines.

-“Skill of Capra” (200CP): Demons, warped into unnatural abominations by the twisted chaos flame. Perhaps foul nature can still be likened as nature of its own though, and through it things may grow and form an ecosystem, bonds and friendship.

Something about your twisted origins allows you to much more easily tame, train and command abominable beasts that ordinarily have no capacity for such things, such as undead hounds or chaos eaters. Treat them as pets, guard beasts or your personal little executioners.

When taken with Strength of Taurus, your corruption will bleed into the beasts, both warped and mundane, to give them similar rocky qualities.

-“Nature of the Firesage” (400CP): While some demons have bodies of warped flesh or stone bodies, the strongest and most terrifying burn with otherworldly heat, toting molten forms. You, a great demon yourself, also have this kind of burning form.

Your biology is intricately linked to lava and fire. Your blood like molten rock, breath like flame, but all of it contained and firm to move without deforming. As such you are incredibly dangerous in close proximity and are by and large immune to mundane lava and flames, resistant to the magical kinds.

With some workable knowledge on pyromancy, you could likely learn to emphasize your natural infernal form or incendiary breath with your spells or vice versa given time and tinkering. Pyromancy Flames should be easier to foster with your biology.

Purchased alongside Strength of Taurus, you may quickly and easily cool your body to safe levels for others or rapidly heat it back into a semi-molten state.

-“Origin of Centipede” (600CP): Ceaseless Discharges, cursed with defects from birth that caused him to ooze magma from open sores and pustules. Granted a ring by his mother, the Witch of Izalith, and his sisters that would soothe his pain, he would lose it and see both himself and the ring become monsters.

You have been bestowed an incredible ability inspired by this tragic tale which happened long ago in this world, linked in nature to the life-giving properties of your progenitor’s twisted soul. You have the ability to transform objects into seeds of life that will grow into demons.

Simply focus upon an object in hand to transfer a bit of this power into it and cast it away. The object will then grow, based on its environment and whatever abilities the object had into a demon of its own.

Demons will naturally be attuned to stone or fire, but given unique circumstances may develop into something entirely different, such as lightning or perhaps even water.

The more powerful the magic or spiritual abilities present in the object, the greater the demon that will grow from it. The original object that formed them can also be recovered from their corpse once slain, but oddly isn’t present on the inside until they actually die.

When purchase with Skill of Capra, your demons will default to seeing you as a mother or father due to the role you played in their birth, and open towards the training allowed by said perk.

——{God}——

-“Amazing Chest Ahead” (100CP): Gwyn’s people, of which you are one, were worthy of their name when it came to aesthetics. Monolithic structure, beautiful art, and beauty unmatched.

You have been blessed with the divine appearance as any other god of Anor Londo, looking like sculpted perfection, handsome or beautiful beyond words, with flawless skin, glorious hair and an amazing. . .pectoral region. It is your decision whether your incredible looks are masculine or feminine.

-“Knight of the Lord” (200CP): A knight’s will is in their blade, changing the course of battle with each swing. Their armor is their body, standing firm and protecting the fragile soul that lies within. Like the scorched black knights of Gwyn, your fate is forever tied with your equipment.

With this perk your weaponry and armor is essentially an extension of your body and soul. It can become stronger, more resilient, more dangerous or gain new abilities entirely based on the special properties your body and soul possess.

Equipping yourself will always be worth it with your weapons soaring to new dangerous heights as dangerous qualities are focused in them, and armor always able to protect in some manner. The downside is diseases, severe damage or corruption of what’s inside may also transfer. . .

Those with Amazing Chest Ahead will find their equipment transforming into pristine, miraculously beautiful versions of what it once was. Make it as dazzling as tools of a god are expected to be.

-“Lord Splinter” (400CP): Gwyn split his lord soul, linked to light, many times during his reign. Large chunks were given to the likes of Archduke Seath and the Four Kings of New Londo. All gods carry some shred of his light within them though.

You have a larger piece of the original Lord Soul, a nice splinter instead of some scraping. As a result, you have a special affinity for Miracles associated with Gwyn and his children, as well as elemental abilities relating to Light and Lightning.

Even without prior knowledge of miracles, you should be able to pick them up with natural talent, especially lightning spear Miracles. Passively, you can also bestow your weapons and armor with arcing electrical might that grows in potency with the power of your soul or summon piercing rays of light.

-“Ancient Tradition” (600CP): Souls are powerful, the Lord Souls are the entire reason for the rise and victory of the gods against eternal dragons. According to ancient traditions, gods would put dying allies out of their misery to take their power, making good use of the waning soul within them.

Following the old ways, you too have taken to following this practice and the benefits it implies. By being in physical contact with an enemy on their death, you are able to absorb their essence into yours directly. What exactly this entails depends on those you slay/are touching when they die.

Normal souls simply empower you a little, or en masse will begin to make you grow larger. Truly numerous souls can even cause you to double or triple in size.

Those who would have “Boss Souls” as identified in the “Soul Collector” general perk can impart entirely new abilities and skills that you didn’t have before. Based on power in relation to your soul, they can even give considerable enhancement to power.

It’s important to note two things however. The first being that souls with natures in direct opposition to your own, such as belonging to someone with a polar opposite mind, or belonging to a being completely unlike yourself, can have subtle unwanted influences as well

When purchased with Knight of the Lord, you can instead direct the absorption of a soul into a piece of equipment you currently have on you, such as weapons, armor or miscellaneous objects, to enhance those things instead. Taken with Lord Splinter, and you can throw lightning spears with Miracles.

——{Drake}——

-“Aloft” (100CP): Eternal Dragons has scales of stone. While their diminutive cousins the drakes aren’t quite so absurdly heavy, it’s a wonder that either of them can soar through the air so smoothly, gracefully. No more wondering for you.

With this perk, it is as if you become much lighter while in the air, as if gravity’s hold on you has lessened. With your muscular and powerful wings as a drake, it is simple to thrust yourself through the air. Additionally, your grace in flight is enhanced, allowing you to take to the skies like a bird.

This also applies in other forms, allowing you to float or fly gracefully no matter how heavy or poorly designed from an aerodynamics point of view you might be, as long as you have some thrust.

-“Dragon’s Breath” (200CP): Drakes and dragons alike are fearsome beings for a great many reasons, and one of those reasons was their terrific breath. Most drakes are limited in a manner of speaking, at least compared to their greater cousins, but not in your case.

You are allowed to pick your own breath weapon from those displayed by a dragon or drake within this world. Whether that’s fire or water, lightning or darkness, or even stranger breaths like crystals or miasma. Choose carefully, for this is permanent.

Your breath weapon’s potency is at least partially fueled by your biology, but as an adult drake you could easily kill most hollows, knights and common threats wandering these lands with a good spray that can stretch from one side of a bride to the other.

-“Legendary Blades” (400CP): Well. . .I am at a loss for words, for this is a strange ability indeed. Although it seems to be linked to the practice of some individuals transforming the scavenged parts of dragons into weapons, for you that process seems to cut corners?

Upon purchase of this perk, your severed limbs and body parts possess a bizarre quality. If you so wish it, those lost pieces of yourself will transform into masterwork forged blades with magical qualities reflecting your biology and just how much of your body was transformed into the weapon.

Fingers turned into knives, arms into swords, legs into axes, how peculiar. When purchased with Aloft, such weapons will be strangely light even at great size. With Dragon’s Breath, they gain a tendency for elemental alignment with your breath.

-“Mark of Calamity” (600CP): An accursed power possessed by no drake. No, this belongs to something far more sinister and hair raising, a beast Anor Londo feared long ago. This is the power of the Black Dragon, Kalameet.

On purchase, you gain a kind of short range telekinesis. With it, you could pick up knights and beasts of matching size within range and sight, and toss them about like a child would an abused doll.

Those grabbed with your power become prone to a much more terrifying power though, a curse only you and the black dragon can apply. Any enemy struck by this curse becomes vulnerable to the world around them, intensifying damage inflicted to them by twice over for a time.

Purchased with Legendary Blades, and you can spawn weapons of even greater power than before, or optionally turn small things like claws or fangs into jewelry that carries this curse on its own while drawing curiosity and greed.

———{Items/Equipment}———

Not everything can be done under one's own might. The equipment they carry and the resources at hand are just as vital, and this is where they can be purchased.

Items follow the same pricing scheme as Perks, the Items listed under an Origin are discounted for the corresponding Origin and full price for everyone else. 50CP are instead free for a matching Origin.

———{General Items}———

-"Estus Flasks" (Free): You receive five Estus Flasks. Estus Flasks are dull green grass bottles that fill up with a golden fluid, if it could be described as a fluid, when you rest next to bonfires.

Undead who drink of these flasks will heal from grievous injuries, though especially large bodies or extra severe injuries might need several flasks worth to properly recover.

It's unknown where these bottles come from, but you should be able to find more around these lands, giving you healing potions on hand. You may use these potions regardless of origin.

-"Introductory Equipment" (Free/100CP): For those with at least mostly human body types and sizes, you receive a useful boon in the form of some free equipment consisting of weapons and armor.

There are nine sets to choose from, the Warrior, the Knight, the Wanderer, the Thief, the Bandit, the Hunter, the Sorcerer, the Pyromancer and the Cleric.

The Knight is notable for having the best, yet heaviest armor, the most well-made shield and a broadsword. Warrior, Wanderer, Thief, Bandit and Hunter all have varying forms of leather armor.

Warrior has a longsword and the best shield of this group. Wanderer has a curved sword and a poor leather shield. Thief has a dagger and a small shield used more for parrying than blocking.

The Bandit has a battle axe and the spider shield which diverts poison well. The hunter has a short sword and poor wooden shield, but also receives a bow and quiver of arrows.

Sorcerer, Pyromancer and Cleric all have cloth armor with inherent resistances to the forces associated with them (magic for Sorcerer, fire and poison for Pyromancer, lightning for Cleric).

Sorcerer's set has a knife, a small leather shield and a basic Sorcery Catalyst. Pyromancer has a hand axe, broken shield and a Pyromancy Flame. Cleric has a mace, wooden shield and Miracle Talisman.

Additional sets after the first will cost 100CP. (For additional details on what any one set offers, you may consult the wiki. The sets above correspond to the weaponry and armor belonging to the starting classes.)

-"Armor & Weapon Smithboxes" (100CP): Two wooden toolboxes filled with a wide variety of sturdy tools. For those who know how to actually use them, these tools would allow for one to craft, repair or reinforce armor or weapons they might have, the only thing needed being a flame of some kind.

-"Green Titanite Slab" (300CP): Green Titanite, among the rarest materials in these lands, so rare that most will only ever be able to find shards of the stuff. How fortuitous that you have an entire slab.

This is a Green Titanite Slab, material relating to the gods, a slab that rejuvenates over time when broken for pieces, or reappears in your warehouse in a few days when used in its entirety.

Green Titanite has mystical properties that enable it to be crafted into or used to improve equipment with a wide variety of elemental or magical inclinations, Magic, Divine and Fire explicitly.

———{Origin Items}———

—-{Undead Pilgrim}—-

-“Soapstone Bundle” (50CP): This is a bundle of soapstones, crystals that come in a variety of colors that work similar to chalk. Simply use to write on some surface and glowing letters appear.

The soapstones do not wear down with use and can be used to write on virtually any surface, only destruction of said surface truly erasing it unless you use the blunt end of a pink soapstone.

-“Alluring Skulls” (50CP): This is a sack, a sack of skulls, weird glowing skulls. Alluring Skulls contain dimly lingering souls that produce the scent of life when shattered.

While they can’t be used for much, the souls too weak to help you on their own, they make for an incredible distraction for things starved of life that feed on souls, such as undead.

-“Ring of Favor and Protection” (100CP): A special golden ring that vastly improves constitution when worn, allowing you to take a greater beating, trudge on long treks, carrying heavy equipment, easier.

Makes long journeys or extended combat much easier, but like a woman scorned, it snaps in half if you remove it, requiring you to mend it each time.

-“Titanite Slab” (100CP): Titanite Slabs, incredible material of the gods, heirlooms of a nameless blacksmith deity who forged weapons for the other gods during life.

This Titanite Slab rejuvenates over time when broken, or replaces itself in a few days when completely spent, appearing in your warehouse. The most common form of Titanite, useful most of the time.

Normal Titanite has no special alignment, allowing it to be used to make/reinforce equipment that are fine against all manner of enemies where other forms are usually used for more specialized equipment.

-“Favor Armor” (200CP): Golden armor representing the Goddess Fina’s love. The chest plate is designed symbolically with arms wrapped around the wearer, to show the goddess’s love.

Favor armor offers moderate physical and magical protections apart from defending against blade or flame. The snug fit and high durability notably keeps the wearer’s body contained and protects against lacerating wounds, vile toxins and even curses fairly well compared to other armor though.

-“Drake Sword” (200CP): A mystical weapon born from the tail of a drake. Simply holding it somewhat wards against magic and fire. About the size of a shortsword, it can be easily wielded with one hand.

The Drake Sword is able to release shockwaves of power at enemies that can deal considerable damage, but releasing such power tends to release backlash upon the weapon itself.

Although made of strong materials and baring mystical powers, the crude craftsmanship leaves much to be desired when it comes to more threatening foes of this world.

-“Evil Eye” (300CP): On purchase, you receive a black orb resembling an eye with a slit white pupil, you may optionally have it implanted to replace your eye on entry into the world.

This prosthetic, reminiscent of the infamous beast “Evil Eye” that assaulted the kingdom of Astora, gives you unique abilities. You are able to see souls even within someone or something’s body, or through thick surfaces.

You also have the power to drag these souls right towards you, or even yank them right out of considerably weaker enemies to kill them outright.

-“Black Separation Crystal” (300CP): A black separation crystal, unique artifact and tool used in regards to beings of alternate worlds. When used, it sends those who are spatially displaced in the nearby area from where they should be back to where they belong.

This allows you to banish invading phantoms within your dimension, send summoned allies back to their home or even allow you yourself to go back home if summoned somehow.

This crystal will continue to hold power in future worlds, allowing you to banish other types of summons, severing their connection to the current area.

—{Chosen Undead}—

-“Tiny Being’s Ring” (50CP): A weak magic ring that fills you with additional vitality. This essentially allows you to cling to life harder and endure ailments or wounds of greater intensity.

Doesn’t help tremendously, but one more stab, ten more steps to a safe place, could be all the difference between life and death.

-“Binoculars” (50CP): A handy pair of binoculars, useful for surveying these dangerous lands from a distance without putting yourself in danger.

Strange for something of primitive make, they will always stay in good condition with perfectly clean lenses that won’t smudge, fog up or become grimy from use.

-“Bandit’s Knife” (100CP): Though called a knife, the lethal curved blade is long enough to possibly be considered a short sword, one the perfect size for slaying men.

Short and mobile enough to quickly slip it between the enemy’s ribs, the perfect shape to cause deep lacerations with each slash. Whether quick or slow, this is an implement of death.

-“Black Fire Bombs” (100CP): A small satchel filled with black fire bombs. Each bomb takes the form of a roped up black urn containing a greasy black powder, though you’ll likely never be inspecting them.

Thrown without need of a fuse, when the brittle container fractures it triggers an intense, incendiary explosion. Anything that hates fires, despises being hit by one of these, truly dangerous.

-“Elite Knight Armor” (200CP): “Armor of a nameless knight, perhaps an elite knight of Astora, based on the fire-warding heraldic symbol on its blue surcoat.”

A construct of steel, adorned tastefully, one of the most efficient suits of armor when looking for a balance of protection and weight. Good at protecting against both magic and physical dangers.

The only failing of this Elite Knight Armor is the absolute zero resistance or protection against curses, of which can prove lethal.

-“Master Key” (200CP): The Master Key is a key ring that will always have a key for almost any lock when checked. Only magical intervention or keys of an entirely different scale can prevent its use.

A popular tool among thieves. In this accursed land of hollows and monsters though, some doors are better left closed.

-“One Great Shield” (300CP): A large, intricate shield that seems to have the perfect heft, is basically indestructible, comes in the shape desired and emblazoned with a crest of your own design.

This shield can defend against all kinds of dangers like magic, flame or lightning, and can absorb considerable shock that allows you to defend against things many times your weight class.

As long as the rift in strength isn’t so vast you’re unable to see the other side, you could take attacks from giant beasts and come out just fine, providing you properly blocked anyways.

-“The Bells of Awakening” (300CP): Upon purchase, you ‘receive’ two large bells. These bells will be dropped off somewhere in the world in separate locations, hidden behind great challenges.

You will know the general location of these bells, so seeking them out will not be difficult. Their true worth comes when you finally reach and ring them.

When each bell is rang, the tone can be heard all throughout the world and parallel worlds, not through volume but through some sort of resonant nature they have.

When both bells are rang, activity and change both good and bad to start sweeping through the world. Ancient sleeping beings will awaken, plans will begin to be enacted, organizations will begin to push their agendas. Whatever the case may be, things will begin to become interesting.

——{Firekeeper}——

-“Cleaning Cloth” (50CP): While appearing to be a simple, clean washcloth, this cloth is supernaturally, permanently cool and just moist enough to not drip and make a mess.

Using this cloth, you could wash away the soot that comes with your profession or simply rest it on your head to cool down. Simply wring the cloth to cause accumulated filth to evaporate.

-“Homeward Bones” (50CP): A bundle of strange bones that allow you to warp back to the last bonfire you made or rested at, the decision there is yours.

Each instance of teleportation costs one bone, but they replenish fairly quickly so they won’t run out soon unless you spam them within a day. Useful for travel or escaping danger.

-“Zweihander” (100CP): A gigantic, straight greatsword that you found plunged into the ground near your bonfire one day. The first half of the blade is blunt, allowing you to rest it on your shoulder.

Although quite large and heavy, for those who can properly swing it, even a single clean hit can send an enemy flying. The craftsmanship on the simple blade is excellent.

-“Very Large Ember” (100CP): A magical ember and flame of incredible quality, kept in an ornate clay box. Although it is similar to the bonfire you’re used to tending, it is of entirely different use.

The legendary smiths would be able to use something like this in their craft to create or reinforce weapons of legendary quality for these lands. It seems to stay perpetually aflame no matter how much time passes with it in your possession.

-“Dingy Clothes” (200CP): The clothes of a maiden who became a firekeeper, caked in the ashes of a bonfire which have dyed them black. This same coating, however, provides benefits.

These clothes carry a great resistance to magic, curses and lightning, but are lacking when it comes to behaving as normal armor. Due to many thin layers, they cling to the wetness of lacerations, helping to stop up the bleeding.

-“Fireguard” (200CP): Although Firekeepers are often safe due to their services benefitting wanders and warding off mindless hollows, sometimes the especially depraved look to steal away their souls.

For you, I offer this iron bar. When placed at the entrance of a room or cave, it branches and spreads out to form a cage, preventing entry from that direction and keeping you safe. The bars are extremely strong and dig deep, requiring something of incredible strength to pull them down.

-“Coiled Sword” (300CP): A bizarre sword with a twisting blade that’s unwieldy when it comes to actually cutting, but possesses a fine, sharpened tip and abilities more akin to a fire poker than sword.

The Coiled Sword ignites whatever it pierces whether that be enemy flesh and bone, or the ground at your feet, though obviously less than flammable things wouldn’t stay aflame for long.

The Coiled Sword also intensifies present flames, allowing you to stoke bonfires or worsen an inflamed enemy’s condition. Even one good stab can spell an enemy’s death.

-“Rite of Kindling” (300CP): A lost tome containing instructions to old methods of kindling bonfires. This tome allows you to create larger bonfires that many more may rest and heal beside.

What’s perhaps a more important ability however is a ceremony found within that can allow others to become firekeepers. This is not a ceremony or role to be taken lightly however.

Those who become firekeepers will gain the power to kindle a bonfire and obtain souls that attract humanity used to keep it kindled. Those who cannot handle the rush of darkness may be driven despair.

Unlike you, most firekeepers will only be able to keep one fire at a time. Still, spread throughout your allies, many more points of respite can be made than you by yourself.

---{Warriors of Sunlight}---

-“Gold Pine Resin” (50CP): Gold Pine Resin is a rare type of Archtrees resin that sparks with electricity. You receive several a small satchel filled with individually packaged packs of it that recover with time.

To use, simply rub the resin on your weapon, giving it the power of lighting for a time until the resin loses its potency or is washed away by the blood of enemies. Highly effective against some foes.

-“Sunlight Medal” (50CP): This appears to be a warm, golden medal emblazoned with a familiar symbol of the sun. It can’t be lost, always finding its way back in your possession.

Each time you engage in jolly cooperation with someone, working to complete some arduous task or vanquish a fiendish foe, the Sunlight Medal creates a duplicate.

This new medal can’t duplicate itself, but is otherwise an exact copy. You may stockpile the medals as symbols of fond memories, or give them to those you cooperated with as a symbol of friendship. All medals have an aura of authenticity allowing someone to tell a real one from a fake one.

-“Sunlight Straight Sword” (100CP): A longsword with a bit more heft than the average one. It is of quite high quality, very well forged. It’s an easy to use and dependable weapon, though not quite as grand as its name suggest. Somewhat more receptive to miracles that can bless it than other swords.

-“Sunlight Talisman” (100CP): A duplicate of Solaire of Astora’s Talisman. The Knight of Sunlight’s illustration of the holy sun can even be found proudly adorning it.

Used for casting Miracles, those with considerable faith will not be able to find a more potent symbol of faith. Such is the unwavering praise Solaire has for the lord of the sun.

-“Iron Armor” (200CP): Well-made iron armor with a bucket helm just like Solaire’s. It’s good armor, well rounded, but nothing so great so as to be notable.

Like Solaire’s armor, it even has handmade decorations like the symbol of the sun and the feather in the helmet. Your decorations seem just a bit different , as if Solaire took the time to make some for you.

-“Great Lord Greatsword” (200CP): Relic of Lord Gwyn, his great, large and mighty sword. It is the only thing he carried with him into the First Flame and sacrificed himself to prolong the age.

How you obtained it is as mysterious as the flow of time in these lands. It is of incredible craftsmanship befitting the Lord of Sunlight, though has lost much of its great abilities upon his fall.

-“My Own, Personal Sun” (300CP): A gloriously incandescent orb that can be held within your bosom or manifested in your hand, glowing with the light of the sun.

It can be used to perform glorious recreations of holy Miracles and both its light and potency as a talisman for casting them is based on the faith put into your light.

This little light can be fractured and gifted to others, who may in turn foster the light of the gods within themselves and eventually share as well, similar to a Pyromancy Flame.

-“Miracle of the Sunlight Spear” (300CP): Scripture detailing Lord Gwyn’s conquest over the Eternal Dragons in great detail. This bestows revelations of his Sunlight Spear, enabling its Miracle in you.

The Sunlight Spear is reminiscent of the lower powered Lightning Spear miracles, but is much more powerful and made up of crackling, golden energy of greater intensity.

Not only may you learn it, you may share it with others. As faith is the source of its great power, those who wield it will see much greater results through belief in something greater than them.

—-{Archive Scholar}—-

-“Big Hat” (50CP): A gigantic hat reminiscent of Big Hat Logan’s big hat. Just like his hat, which he wore from antisocial tendencies, your big hat covers almost your entire head, blocking your face and ears.

Despite these obstructions, the wearer still seems to be able to hear and see as well as if they weren’t wearing it, though may optionally just have it behave as normal. Always stays in place just fine.

-“Prism Stones” (50CP): A simple refilling bag of prism stones, shiny crystals that break with a loud scream when dropped from too high, and glow with colorful lights. Curiously, the height they break from is also the same as a drop that would inflict severe injury, perhaps death, to a normal human.

-“Channeler’s Trident” (100CP): Signature weapon of Seath’s Channelers, a three-pronged trident. Each tip is sharpened to the point that those who inspect could see the madness in the owner.

When thrust into the air in circular motions as part of a martial dance, nearby allies will have their blood lust rush to the surface, invigorating them for a fight.

-“Blue Titanite Slab” (100CP): A slab of Blue Titanite, a magic aligned form of Titanite. As with the other slabs on offer, it will rejuvenate when broken, or replace itself when used in its entirety.

Because of the nature of the material, it’s used for reinforcing or creating all manner of magical equipment that interacts with the power of the soul.

Weapons tend to be better at tearing through normal armor, armor tends to be better at defending against spells and other forms of magic.

-“Channeler’s Armor Set” (200CP): The signature armor of Seath’s Channelers, the heaviest armor employed by a Sorcerer. Their helms are adorned with six eyes, and the armor itself seems to be built in layers with various odd ornamentation.

While its worth as armor is questionable given just average protection for the most part, it is imbued with magic and tends to be accommodating for helping the focus of those wearing it.

-“Seath’s Embers” (200CP): A pair of magical embers belonging to Seath the Scaleless. The first is his white Crystal Ember, the second is a large, blue Magic Ember.

The Magic Ember is used by smiths to forge magic equipment, equipment that carries the arcane nature of the soul and benefits from a wielder/wearer with vast knowledge or strong soul.

The Crystal Ember can make crystal equipment. Crystal equipment is very brittle and excruciatingly difficult to repair, but weapons with these properties become extremely sharp and jagged.

-“Moonlight Greatsword” (300CP): A paradoxical blade born from the unharmed, still living Seath’s severed tail. Perhaps transported from another world.

The Moonlight Greatsword is a large, broad bladed sword of blue-green color. It’s covered in strange markings, possesses a golden guard and greatly wards against magic just by holding it.

With a bizarre constitution, the blade appears to be entirely made of solid magic, becoming far more powerful the stronger your mind and soul are. It glides through things with no magical warding.

Additionally, it can project waves of exploding magical shockwaves from focused slashes, though such things can degrade the weapon if relied upon.

-“Logan’s Catalyst” (300CP): The catalyst of the one and only Big Hat Logan, great sorcerer and seeker of knowledge. Originally just a normal, gnarled staff, it was greatly strengthened over time by being wielded by Logan’s skilled hands.

When used by a sorcerer of superior intelligence, spells cast with this catalyst become far more powerful compared to others. So wide reaching is its efficacy, that abyssal sorceries will also benefit.

——{Way of White}——

-“White Séance Ring” (50CP): A divine ring entrusted to the head bishop of the Way of White and apostle to Allfather Lloyd, uncle to Lord Gwyn. It is of great symbolic importance.
For mechanical benefits, it is of lesser importance, but useful nonetheless. It simply has the power to allow the wearer to attune one more spell than they ordinarily could, even if they had no talent with magic of any kind.

-“Gold Coins” (50CP): A bag of gold coins marked with the image of Allfather Lloyd. Of little use in these lands but kept by those who dream of one day returning to the outside world.
Could potentially be used to bribe new souls in these lands, or of use if you really do plan to return to the lands of the living far, far away.

-“Large Divine Ember” (100CP): A potent, mystical white flame with divine properties. Usually reserved for black smiths of the church, it has somehow found its way into your possession.
A smith would be able to forge divine equipment with it. Divine weapons notably have the property of being extra effective against the undead, and necromantic constructs tend to crumble, being unable to called back up once destroyed by a divine weapon.

-“Lloyd’s Talismans” (100CP): A bundle of Lloyd’s Talismans in a pack that refills over time. Lloyd’s Talismans are a tool utilized by Lloyd’s cleric knights during their undead hunts.
On impact when tossed, they burst in a white cloud that blocks undead caught in it from healing for a short time. It is also able to put abominable creatures such as mimics into a deep sleep, leaving them relaxed and vulnerable. Striking them will wake them right back up though, albeit leaving them groggy.

-“Paladin’s Armor” (200CP): Armor of the legendary Paladin Leeroy, recovered from his corpse in an alternate world. This golden armor adorned with white cloth is of the Way of White’s paladins.
As armor, it’s quite heavy, but offers significant protection against all manner of things, especially the physical weapons of man and wretched curses. In fact, the only thing it could be considered weak towards compared to other suits of armor is, ironically, lightning, the power of the gods.

-“Sanctum” (200CP): Legendary shield of the Way of White, one of the treasures taken by Lloyd before his holy mission to the land of gods. Still pristine gold and white even after all this time.
Although much of its divine power has faded, it still increases the user’s healing while on their person, causing them to slowly regenerate.

-“Grant” (300CP): Legendary weapon of the Way of White, one of the treasures taken by the Undead Paladin Lloyd before his holy mission to the land of gods.
This mass of iron can only be lifted by someone with inhuman strength, but it’s blessed with considerable magical might that grows stronger with the wielder’s faith.
Its blessings also make it especially effective against undead, as any other Divine weapon. Those who lift Grant into the air above their heads can also release a powerful, dangerous divine shockwave that can blow away all around them. Such power inflicts brutal backlash on the relic though.

-“Thorolund Talisman” (300CP): Looking like a normal Thorolund Talisman given to high ranking members of the order, this one carries Allfather Lloyd’s blessings, emphasizing its benefits.
This talisman causes Miracles cast with it to be incredibly strong, even if you yourself have no faith in them. In fact, your own faith matters little when it comes to casting Miracles with it.

——{Chaos Servant}——

-“Egg Vermifuge” (50CP): Resembling a hairy nut, specifically some kind of fuzzy acorn, an Egg Vermifuge contains potent chemicals that purges parasites lurking within one’s body.

You receive a small, refilling bag. You can either eat them for the benefits above, or plant them to make this parasite cure more widely available.

-“Blooming Purple Moss Clumps” (50CP): Clumps of purple moss with flowers, eating one of these clumps acts as a powerful antitoxin that purges deadly poisons from the body.

You receive a small bag with individually packaged clumps that slowly refill over time. Be careful you don’t get yourself poisoned too often, or you just might run out.

-“Large Flame Ember” (100CP): A large, magical flame contained in a clay box. Odd in that it emphasizes the power of flame more than even other flames, it is able to kindle likened power in other things.

In the hands of a capable smith, it is able to make equipment aligned with fire, or transform equipment into something aligned with fire. Armor with this alignment better protects the wearer from flame, while weapons brandish burning intensity that can set foes alight.

-“Red Titanite Slab” (100CP): A Red Titanite Slab, rare relic of a nameless blacksmith god. This form of titanite is aligned with fire, and like the others available, slowly rejuvenates itself when broken or used.

Using Red Titanite, one can improve or create equipment aligned with fire and heat. The more something is improved with titanite, the more titanite it eventually needs to be further improved.

-“Gold-Hemmed Black Clothes” (200CP): Clothing worn by the Daughters of the Witch of Izalith. These robes were bestowed upon you by Quelaag who had little need for them after transforming into a demon, her sister keeping them out of sentimentality.

Although lightweight, the robes are not true armor. That said, they offer remarkable protection from flame and caustic fluids, allowing one to navigate the dangerous depths of these lands with more ease than others.

-“Quelaag’s Furysword” (200CP): A sword just like Quelaag’s, perhaps scavenged from a distant world. Like Quelaag's body, the sword features shells, spikes, humanity and a coating of chaos fire.

The majority of the curved sword’s damage is the result of the flames it ejects when biting into an enemy. That said, it grows even stronger if the wielder possesses plenty of Humanity/Darkness within them, like other Chaos aligned weapons.

-“Knight of Thorns” (300CP): Although Kirk is feared as an infamous Darkwraith, he seemed to hold allegiance to the Fair Lady. To come closer to this potential ally, distant they may be, there’s this.

You receive the equipment of Kirk, allowing you to fight in his likeness. His shield covered in jagged spikes is used to bash and rend enemies. His spike covered sword used to skewer and shred.

Most important of all though is his armor, armor that is also covered from head to toe in barbs. While just passable as armor, it sacrifices defense for offense, as bodily contact with your enemies is truly dangerous for them. Every kick, tackle or swipe lacerating their flesh from the numerous spikes.

-“Old Witch’s Ring” (300CP): A relic of Lost Izalith, an old ring with strange script written on it. When first worn there are no apparent benefits, making it seem like a useless trinket.

In truth, the ring serves as a kind of universal translator, allowing you to understand and speak with even those who speak long lost and dead languages without issue.

—–{Forest Hunter}—–

-“Green Blossoms” (50CP): Several recovering bundles of dried green blossoms, as well as several seed packets for growing your own. Green Blossoms when prepared function as a stimulant that helps even the undead recover their stamina more quickly, making extended combat or journeys easier.

-“Curative Mushroom” (50CP): A small bag containing a few slices of mushrooms, it refills slowly over time. When one of these mushrooms is consumed, it temporarily grants the consumer regeneration that can allow them to recover from great damage for a short time. Use them wisely.

-“Ring of Fog” (100CP): “Those who befriend Alvina are given this mysterious ring. It resembles a pearl with its robust pure-white fog.” Given to loyal members of her Forest Hunters, those who wear this ring with become highly transparent and difficult to see, similar to a ghost.

-“Enchanted Ember” (100CP): Ancient magical ember of the land of Oolacile. Born from some manner of lost Sorcery, the flame produced by this enclosed ember is able to change equipment into an ‘Enchanted’ state in the hands of a knowledgeable smith.

Enchanted equipment becomes imbued with the magical nature of the soul while losing some physical substance. Equipment is empowered by wielders/wearers with strong minds or souls as a result.

Weapons gain an ethereal quality that causes them to behave somewhat like magic even with a physical form, while armor tends to have excellent defense against magic.

-“Eastern Armor” (200CP): A suit of armor from the foreign land that Shiva of the East hails from. It is exquisitely crafted, and offers emphasized protection against blades, befitting given those are the most common threats from his distant home. Cutting you will be difficult in this, rest assure.

-“Murakumo” (200CP): Another weapon from the East, a great curved sword. It cuts like a katana, but has such size and heft that someone of incredible strength is required to wield it.

As a result, it requires someone of incredible strength, skill and stamina in order to properly wield. The results are clear though for those who can, one smooth chop through most enemies.

-“Mobile Mushrooms” (300CP): A small bushel of seemingly normal mushrooms. When you tear one off and plant it, it will slowly grow over time into a mushroom person.

Each mushroom person is thick and bulky like the ones found within Darkroot Garden, starting as a child until they reach adulthood over the course of a couple weeks.

By planting the full bushel, an area will naturally start to produce mushroom people over time, eventually filling the area with them. These beings tend to be friendly, to you anyways.

-“Lost Grave” (300CP): After purchase, a lost grave of a great hero marked with a gigantic gravestone, resisting the wears of time, appears deep within a dark forest somewhere out in the world.

While many have never heard tale of them, records of such a hero can be found scattered throughout the world. It is because of this greatness that respect for their final resting place has bloomed, as the wildlife, wandering warriors, soft bandits and old heroes took up to defending it.

A covenant has been formed for the defense of the the woods and the monument it contains, with something powerful waiting in the deepest sanctums.

There is little honor left here besides the comradery held towards one another and the honor of laying down one’s life for the service of the resting place of an old hero and fallen allies.

You’ll find no issue with looting enemy corpses should you find and ally yourself with them, but no tactic or method of combat is too severe for those who wish to push into the inner sanctum and loot the burial grounds of old relics and equipment belonging to the fallen.

—{Path of the Dragon}—

-“Slumbering Dragoncrest Ring” (50CP): This ring was secretly worn by a surreptitious sorcerer at Vinheim Dragon School. Depicting a sleeping dragon on a brown background.

Those who wear this enchanted ring will no longer make sound from most common actions, like walking, running, breathing or swinging their weapon, allowing them to move in secret.

-“Dragon Scales” (50CP): On purchase, you receive a large crate filled with the stone scales of ancient eternal dragons. A rare crafting material used by smiths of considerable scale to craft or improve upon weapons made from ancient dragons.

The scales can also be used to help aspiring members of the Path of the Dragon engender relations with the stone dragon deep below the world, aiding in the pursuit of transformation. No refills.

-“Scales of Challenge” (100CP): Not dragon scales, but the literal object used to weigh things against each other, only this one is large and made of stone.

When organizing wagers and offering something to the scales, it measures not only the actual weight but what it’s worth. When a wager is settled, it also aids in making sure the wager is honored and the loser actually hands over what they bet. Only helps with physical objects being bet.

-“Dragon Crest Shield” (100CP): One of the enchanted blue shields, this shield has been warded against fire. Emblazoned with a dragon, this is a highly durable shield and greatly protects the user against both physical attacks and swaths of fire, the most capable flame protection among shields found here.

-“Transcendent Apostle Armor” (200CP): A unique set of armor made of stone, or perhaps something like it. Crafted and fitted for transcendent apostles who have taken their first steps to rising above.

This is armor made to accommodate the draconic transformation that leaves a human in the form of a dragon hybrid. Though it is heavy, it offers great physical and magical protection, but fails drastically in the face of lightning.

-“Dragon Bone Fist” (200CP): A pair of dragon bone gauntlets designed for beating enemies into submission. Taking use of a transformed apostle’s greater strength, those who wield these see their fists transformed into lethal weapons. Those wielding these weapons are warded against magic and flame.

-“Obsidian Greatsword” (300CP): Formed from the tail of Kalameet, an infamously powerful dragon and one of the last before his eventual death in ancient times. It resembles a jagged, obsidian curved sword.

It boasts incredible power, is surprisingly heavy and far more durable than you would think by looking at it. Its edge is sharper than can be achieved with human hands and simple tools alone.

When pulling on the power inside, the wielder can even unleash a wave of black fire in all directions. The abyssal heat has a way of temporarily rupturing a struck enemy’s sense of balance, causing them to stumble and fall, and is incredibly painful regardless.

-“The Hermit” (300CP): On purchase, a place is formed somewhere out in the world. A place you are guided too by instinct, but remains hard to find and secretive even then.

Travelling far to some mysterious land is often required, but you will eventually find what you seek. A hermit of some kind, secluded within a strange place unlike most sights you may find.

They’re ancient, worldly, with knowledge appropriate of their age. They could be anything from a centuries old withered king, to the last of an extinct race such as a dragon, but usually something thematic of what you’re currently seeking in life.

The hermit may be wise, they might even be great and powerful, but now they simply sit in solitude for reasons unknown. You may potentially learn an incredible amount from this hermit, but there is a problem that crops up no matter which world you find them in.

Each hermit you locate is varying degrees of mad, eccentric or possibly even unresponsive as they sit in a single spot, unmoving but alive. It will be a great task to pull it free, but their knowledge is almost always a reward worth earning.

—-{Painted Heathen}—-

-“Dried Finger” (50CP): A pair of bizarre dried fingers with far too many joints bound with rope like a folk charm. Actively degrades the user’s luck when prayed upon, causing pain to danger to seek them out.

Dried Finger can either be used to drag threats towards you when desiring a fight or to cause a distraction, or given to unknowing fools as a trick to have them face great perils. Luck regresses to normal over time, effects may worsen if used multiple times during a short time span.

-“Peculiar Doll” (50CP): A peculiar doll in a dress, just like one held by an aberration in this world. Has a mysterious power to make abominations and outcasts feel happy when gifted to them, as if they received something truly important.

When passed on, a new doll will appear in your warehouse. Old dolls will continue to hold the mysterious sentimentality as the one you have quickly becoming a cherished object.

-“Velka’s Talisman” (100CP): A tuft of black hair belonging to Velka, Goddess of Sin, woven into a Talisman. Due to heretical properties, it channels Miracles with intelligence instead of faith.

Disbelievers with remarkable intelligence are able to match faithful followers of the gods in their use of Miracles with this Talisman. Better Talismans in the hands of the true zealots still reign at the top though.

-“Dark Ember” (100CP): An ember burning with a mystical flame with black, occult properties. The ember is able to aid a skilled smith in granting objects Occult abilities.

Occult equipment is detrimental to gods, weapons being the bane of divinity while armor and shields carry potent resistances to the holy powers that be. There is a reason such a dark thing was banished to the painted world.

-“Xanthous Cloth Armor” (200CP): Cloth armor of the Xanthous King, no one knows its true origin. Its most pronounced features by far are likely the bright yellow color that burns the eyes and the absurdly large crown with mysterious origins.

While not matching actual metal armor, the cloth armor is surprisingly protective despite its absurdity and light enough to actually see use for those who prize speed. It also bares incredible resistance to magic, giving it utility in hunting or combatting Sorcerers.

-“Bloodshield” (200CP): An enchanted shield spoken of in legend, marred by bright red blood and marked with a metal design resembling the face of a demon.

The Bloodshield’s name is not just symbolic, but promotes strong blood, making the holder less likely to bleed out, fending off deadly toxins and even wards them against curses. Otherwise, just a really well-made shield.

-“Lifehunt Scythe” (300CP): Pulled from another world, a weapon born from the soul of the stark white crossbreed that resides in the painted world. Takes the form of a large, gnarled scythe.

Priscilla’s dreaded power of Lifehunt resides in the scythe, rending enemy flesh horribly with each wound inflicted. In the hands of a normal mortal however, the backlash is almost as severe. Someone or something with greater constitution would be required to swing it safely.

-“Painted Home” (300CP): Not truly a world of your own, this large painting can sit on a normal sized wall and depicts a cozy cottage and garden surrounded by a wooden fence.

If touched, one will find they can penetrate the surface, and will be sucked into the place it depicts. The cottage has the interior of a large house, the front and back yard are of a moderate size, surrounded by a wooden fence that wards visitors away from sheer cliffs that drop into endless gray nothing.

This place is temperate, warm, safe and the only way out is walking off the ledge beyond the gate in the back yard. All other ways lead to long, deadly drop that deals with invaders for you.

—(Dark Wraith)—

-“Cursebite Ring” (50CP): A gnarled ring depicting a gray skull in the center. One of the infamous bite rings commissioned by Sir Arstor of Carim. It simply wards the wearer against curses like those afflicted by basilisks, making it far less likely to be afflicted by them even after direct exposure.

-“Transient Curses” (50CP): Cursed limbs of the deceased, when broken they cause their defiler to temporarily gain properties of a cursed being without the degenerative afflictions that come with one.

Someone who uses a Transient Curse and gains these properties is able to interact with normally intangible spirits, allowing the defiler to combat ghosts and wraiths with mortal arms.

-“Darksword” (100CP): Once known as the blade wielded by the knights of the Four Kings, it is now just another infamous symbol of the Darkwraiths. It hosts a wide, thick blade and spiked guard.

Due to the weight and balance of the Darksword it takes both strength and skill to wield properly. Any Darkwraith who can still remember knows the strange techniques associated with it.

-“Rare Ring of Sacrifice” (100CP): This mystical ring was created in a sacrificial rite of Velka, the Goddess of Sin. The ring absorbs a single lethal curse that has started to circulate through your body before breaking, saving your life. You’ll receive a new one in a couple weeks after it breaks.

-“Darkstalker Armor” (200CP): The black, skeletal armor of the Darkwraiths. Some say the skeletal mask is partially fused with their faces, though thankfully for you this is not the case.

Despite its heavy, metal nature, it does not actually offer much in the way of physical protection. Instead, it has significant supernatural warding against poisons, divine lightning, flame and especially against the soul born powers of the arcane.

-“Covenant of Artorias” (200CP): This ring symbolizes Knight Artorias's covenant with the beasts of the Abyss. Its wearer, like Artorias himself, can traverse the Abyss. This special version of the signet helps the wearer endure all kinds of forms of passively corrupting darkness.

-“Sword of Four Kings” (300CP): One of the massive swords of the Four Kings. The blade is twisted and missing great chunks due to the corrupt abyss and the things that lurk within it.

The wielder’s soul is concentrated along the blade, emphasizing the innate occult properties of the big, gnarled greatsword that allow it to cleave through souls as well as the flesh of mortal man.

The dark, corrupt power of the weapon is focused in the tip of the abyssal blade, making thrusts especially lethal. While effective, they’re a bit unwieldy due to the warped weapon's shape.

-“Catalyst of Manus” (300CP): Catalyst of Manus, Father of the Abyss. The large, warped, wooden staff appears petrified and resembles a blunted axe.

Due to its connection to the abyss, it’s excellent at channeling and casting dark sorceries to exciting potential effect. In fact, it is likely the most powerful catalyst in these lands for dark sorceries.

Because of its large shape and great weight, it can also be effectively used to smash enemies in if they get too close for comfort like a proper striking weapon.

—–{Blade of the Dark Moon}—–

-“Leo Ring” (50CP): The Leo Ring once belonged to Dragonslayer Ornstein. It increases the penetrative power of your piercing attacks made against the enemy in the same moment they attempt to go on the offense, allowing them to thrust even deeper. Lethal in the hands of a patient, methodical fighter.

-“Twinkling Titanite” (50CP): A sack of Twinkling Titanite chunks. After being peeled from their slab they were at some point imbued with special power, taking this form, thus no twinkling slabs exist.

Twinkling Titanite chunks are used by smiths well learned in the techniques in these lands to improve upon relics and weapons that bare host to unique powers where more mundane or simplistic materials offer no benefits at all. The sack refills with time.

-“Dark Moon Talisman” (100CP): Talisman given to every Blade of the Dark Moon upon proving their loyalty to Gwyndolin and the covenant’s just cause.

It’s an incredibly potent tool for calling upon the might of Miracles, but only for those who have great and sincere faith in something like the concept of justice, the gods or a personally held belief.

-“Book of the Guilty” (100CP): A large, special tome filled with cluttered notes and thousands of pages. Maintained by Velka, it holds the names of every sinner who has committed blasphemy or a crime against their fellow man and what they’ve done.

This is used by the Blades of the Dark Moon to locate those who they should hunt down and bring to justice. The book will continue to update in future Jumps, and names will be cleared if proper punishment or absolution has been administered.

-“Brass Armor” (200CP): Brass armor like that of the firekeeper who tends to their flame in Anor Londo, who is in reality a member of the Blades alongside yourself.

Although magnificent to behold and on the weighty side, it is neither spectacular nor terrible in any one regard for the most part. It is however spectacularly durable, allowing you to go through long tours of combat or adventuring without needing to worry so much about maintaining it.

-“Indictments” (200CP): A book of never ending Indictments. These are black slips of paper with gold lettering and a blue seal that carry some of the power of Velka, goddess of sin.

Using one of these you can force acknowledgement of someone’s sins or crimes that you’ve witness by tearing out an Indictment, causing it to crumble into ashes.

Those afflicted in this way have a way of being chased down by evidence of their crimes and proof of their wrong doings making its way into the hands of those with the power to enforce justice.

-“Tin Darkmoon Catalyst” (300CP): A powerful catalyst from another world, born from the soul of Gwyndolin after he was slain. Contains properties of his sorcery and divinity alike.

Those who wield this tin scepter are able to channel their will and faith to fuel powerful sorceries in place of brilliance as is the norm, just as Gwyndolin’s use of the normally heretical art was his birthright.

You’ll still need to put the token effort into learning a spell, but your own soul and general intelligence don’t have to play a factor in how good they are as long as you’re casting them with this.

-“Crown of the Dark Sun” (300CP): Ceremonial crown of Dark Sun Gwyndolin that covers the upper face as well. Blessings and residue of the Dark Sun causes it to greatly empowers all kinds of spells while worn, wards away curses as well.

When I say all kinds of spells, I mean all, Miracles, Pyromancy, Sorcery all benefit from Gwyndolin’s Crown. (Special note: For clarification’s sake, this is improved upon from the canon crown, which offers only a marginal magical boost.)

—{Gravelord Servant}—

-“Covetous Silver Serpent Ring” (50CP): The serpent is an imperfect dragon and symbol of the Undead. Its habit of devouring prey even larger than itself has led to an association of gluttony.

The ring acts as a magnet for souls, allowing wandering undead to pull more ‘souls’ from the enemies they slay before they fade.

-“Skull Lantern” (50CP): A lantern made from the skull of an undead, with handle made of the deceased being’s hair and a baring full beard. It releases light from an internal flame like a normal lantern.

A reliable source of light is surprisingly rare and valuable in these tumultuous lands, where all manner of things lurk in the darkness. Can be used as a bludgeoning weapon that bellows fire with strikes, but not work very well in this role.

-“Effigy Shield” (100CP): A frightfully occult shield with strange, alien appearance. It was created by occultists as part of an ill-fated plot to destroy the gods.

The Effigy Shield is the most proficient shield in all the lands at protecting the wielder from divine weapons and lightning. This was of course in preparation for facing Gwyn’s men.

-“Pinwheel’s Masks” (100CP): Masks of the dreadful necromancer, Pinwheel. The masks bestowed upon you are the Valiant Father, the Kindly Mother and the Naïve Child.

The Mask of the Father fills the wearer with strength. The Mask of the Mother fills the wearer with vitality. The Mask of the Child fills the wearer with energy. Only one may be worn at a time, unless you had multiple heads of course.

-“Balder Armor” (200CP): Armor worn by knights of the ancient, ruined kingdom of Balder. Although lacking in coverage compared to most other armor, the thick iron plates offer significant protection.

The protection against physical threats is heavily emphasized, but the pieces offer decent protection against most things you’ll face in these lands. No defense against curses however.

-“Gravelord Sword” (200CP): Sword of Gravelord Nito’s servants, appearing as an amalgamation of warped boned with a blade sprouting out of it, all around the size of a greatsword.

Despite its strange form, it is exceptionally dangerous. Not only does it make for a fine weapon under normal uses, it leaks a miasma of death from its edge that riddles wounded enemies like a toxin.

For servants of Nito, attempting to inflict and spread death, few tools match this gifted sword’s efficacy.

-“Gravelord Sarcophagus” (300CP): If you would like undisturbed rest, this makes a lovely bed for the dead. A large stone coffin, upon stepping inside and laying down, the dead in the area will rise from their graves and unify to make sure no harm comes to you as you sleep.

At first, they’ll lay asleep like you, corpses and skeletons only getting up if someone intends to disturb your grave to attack graverobbers or move you somewhere else.

The entire area’s worth of corpses and skeletons will eventually rise up to collapse on invaders as they continue their attempts to disturb you. Only mostly whole corpses/skeletons will rise.

Can also be used to travel between empty grave plots in the area, though the ride feels like something is “assisting” you through the ground.

-“Miasmal Censer” (300CP): As censers are used to burn incense during holy rites, this Miasmal Censer can be seen as a way to honor Gravelord Nito, spreader of death and disease.

Upon lighting the Miasmal Censer, a virulent black miasma will spread into the area choking light and spreading through the living as a lethal plague that decays the body, continuing to rest in the area and make it uninhabitable for any but the dead for as long as you allow it to burn.

Of course, the dead have nothing to fear from disease, meaning it can also be carried on its chain to spread deadly miasma wherever you go. Stay fearful, however, of the things that continue to lurk within the black cloud.

——{Demon}——

-“Undead Hound” (50CP+): On purchase, you gain a pair of loyal undead attack dogs, both with an emaciated, hairless body that is lightweight and speedy. They’ll revive after a few hours when killed. You may purchase this twice to get two more dogs.

-“Chaos Eater Acid” (50CP): A very bizarre tool, it resembles a large yellow bucket with many eyes that looks suspiciously like a Chaos Eater demon. The interior is lined with multiple rows of teeth and when squeezed it belches corroding acid. Technically alive, but doesn’t need food, doesn’t think much.

-“Sunlight Maggots” (100CP): Sunlight Maggots, loathsome demon parasites the size of bowling balls that glow with brilliant light. If they’re able to crawl onto someone’s head, they dig into their skull and turn them mad. If killed first, they can be used like an improvised shining helmet.

Whenever one of your maggots is slain, a new one is born in your warehouse. Your parasites tend to stick near your side or sit still when left alone, at least if there’s no prey in the area.

-“Chaos Flame Ember” (100CP): A twisted ember once used in ancient rites before taking this form during the fall of Izalith. A flame ember infused with the power of chaos.

A smith well versed in this land’s crafting techniques would be able to create or transform preexisting equipment into demonic variants containing the power of chaos flames.

Chaos weapons and armor are imbued with flame similar to items forged with a flame ember, but more twisted and become even more potent the stronger the wielder’s connection to darkness.

-“Bounding Demon” (200CP): A giant, decomposed lower half of a once living dragon, brought to life by the demonic flames of Izalith. Bounding Demons consist of the demonic, undead legs, tail and partial spine of a dragon.

Though without most sensory organs, this demon can still perceive its surroundings and follow your orders or protect an area at your designation, though its size means tight spaces are an impossibility.

-“Demon’s Great Hammer” (200CP): A demon weapon built from stone Archtrees, used by lesser demons native to the undead asylum. Surprisingly well made despite crude appearance.

Although it has no special powers on its own, its extreme weight means those who can pick it up can quite readily mash their enemies to a pulp. It’s also quite receptive to reinforcement.

-“Titanite Demon” (300CP): When the nameless blacksmith deity passed, from several of his slabs rose great beasts. These beasts were Titanite Demons, and now you’ve been bestowed a loyal one.

Titanite demons have a humanoid shape with a missing head and leg, and wield great scepters. Both their body and their weapon is completely made of demon titanite which is used in smithing weapons with connections to strong souls.

Not only is the demon quite powerful and hardy, it can wield the power of lightning and will rejuvenate over time when broken. This allows it to double as a renewable resource deposit.

-“Sealed Ruins” (300CP): A ruin long since sealed and buried found somewhere within the world. It is heard of in myth, and legend, and contains ancient relics and dangers alike.

Exceedingly difficult to locate, some version of these ruins appear in every world you visit and they’ll always contain a miscellaneous assortment of ancient dangers and treasures.

Often the case, the lost civilization the ruins belonged too will still be living inside, though what monsters they may be or have become in the meantime vary from world to world.

Expect scenic volcanic surroundings, booby traps, monsters that stretch the understanding of the world and horrible vermin due to the ruins often appearing in jungles.

Ancient toxins, weapons of incredible design, mystics with forgotten medicinal or martial secrets, or simply relics that could fetch a fortune are often waiting to be plundered though, if you can take them.

——{God}——

-“Silken Clothes” (50CP): A set of pristine white cloths with golden stitching. These silken clothes were woven for the gods during the height of their prosperous Age of Fire.

They offer no true form of protection, but are luxuriously comfortable and permanently clean, filth just falling from their threads. This set was tailor made for you.

-“Early Age Portrait” (50CP): A noble and powerful knight of Anor Londo, during the height of the Age of Fire a painting was commissioned in your honor.

This painting is particularly resilient to the passage of time and depicts you in the greatest light possible at your discretion. Commission a grand portrait of you slaying a dragon, or something humbler like posing with fellow knights.

-“Hawk Ring” (100CP): One of the special rings granted to the four knights of Gwyn. The Hawk Ring belonged to Hawkeye Gough, a giant who led Gwyn’s archers to shoot down dragons.

This ring causes arrows to fly farther and true, as if projected with even more force than your body could possibly produce. This makes long distance shots much easier.

-“White Titanite Slab” (100CP): A White Titanite Slab, relic of the nameless blacksmith god. White Titanite has some kind of mysterious, intimate connection with divinity.

This slab rejuvenates over time when broken, or replaces itself if used entirely. A knowledgeable smith can use it to craft, reinforce or transform weapons or armor with Divine properties that are the bane of the dead or, in a strange twist, Occult weapons that are the bane of divinity.

Those who continue research may yet find new depths to the bizarre properties of this material.

-“Silver Knight Armor” (200CP): Spotless, shining, silver armor of Gwyn’s knights. When Gwyn departed to link the flame, his knights split into two groups. The silver knights are the ones who stayed in the capital in service of the remaining divinity.

Heavy, exceptionally well crafted and durable against blade and lightning to enable the knights to spar with fewer concerns. This silver armor functions perfectly and was made by the gods, for the gods.

-“Dragonslayer Greatbow & Dragonslayer Arrows” (200CP): Bestowed upon you is one of the dragon sniping greatbows used during ancient times, so large and powerful that it has to be braced against the ground before firing unless you possess the strength of a monster.

The ammo of choice for these giant bows are ‘Dragonslayer Arrows’ that resemble spears more than the kind of arrows you’re used too. You get a trunk full of arrows that’s always full when you check it, giving you a virtually endless amount of ammo.

-“Dragonslayer Spear” (300CP): Great spear born from the soul of Ornstein, resembling the one he wielded in life. Mysterious weapon brought into this world from another.

The Dragonslayer Spear is large, long and easily identifiable by its wide cross guard attached below the blade. The spear is imbued with the power of divine lightning that increases in potency with the wielder’s own divinity and faith.

In the right hands, this spear can shoot bolts of lightning and serves perfectly as a dragon slaughtering implement of vaguely reptilian destruction.

-“Lordvessel” (300CP): A large stone basin littered with engravings, script of the gods. Not quite the one extended to chosen undead within the world proper, this is something extra special.

The Lordvessel acts as a pit, drawing ‘souls’ and similar things alike down into it from the surroundings area, and is able to contain a nigh limitless amount of such things.

Those who possess the Lordvessel are able to transport between bonfires and other raging flame. More importantly however, the Lordvessel can blast open doors, locks and barriers by expending souls in a manner inspired by the item in this world.

It matters little whether the obstruction is magical or mundane, but the amount of souls required to blast through scales with the scale, power and complexity of thing you’re trying to push past.

—{Drake}—

-“Drake Shell” (50CP): Fragments of the egg shell you once hatched out. Due to the stone-like qualities of the shell, it is rich in different minerals that revitalize the health of a drake’s scales.

Consuming pieces of it allow you to recover lost scales or repair scale damage inflicted by blade, lightning, darkness, whatever really. A new broken shell will be bestowed upon you in a day’s time when the old one is consumed.

-“Oil Bombs” (50CP): Glass vials on lines of rope, filled with refined oil. The bombs are small enough to be handled by human hands, while the ropes attached allow drakes to pick them up and drop them from above with their jaws or talons.

It should go without saying, but for drakes with the ability to breath fire, these can be dangerous supplementary weapons.

-“Giant Bones” (100CP): Massive bones belonging to long dead giants. They’re surprisingly resilient despite the wear of age, and when gnawed they sharpen and strengthen one’s fangs.

Along with the fangs, so too do the jaws become stronger. New bones can be found in your warehouse when any of them become gnawed beyond recognition.

-“Tail Spike” (100CP): A mechanism similar to a bear trap that seals around the tip of a drake’s tail when pressure is applied to the center, or peels off when pressure is applied to the back.

This simple machine bestows the drake’s tail with two metal spikes that can further weaponize the drake’s powerful tail swings and help them punch through armored foes like knights.

-“Drake Armor” (200CP): Armor smithed and fitted for an adult drake by a mad man. Made from vast quantities of titanite, it consists of a helmet and numerous plates that protect various vital spots.

The Drake Armor includes a long saddle for potential passengers. The armor is also strong enough to protect drakes from most potential dragon hunters providing they don’t carve off the armor or inflict such severe damage that they die even with it still on, due to how thick the plates are.

-“Drake Nest” (200CP): Assembled from the collected twigs and branches of the giant trees native to Lordran, a veritable fortress of flexible stone “straw” and twigs for drakes to nest in.

The nest shares the magically durable properties of the trees it was made from, resisting magic, fire and blade alike and making it difficult to attack your sleeping form from any direction but above.

This will be an arduous task, especially if the nest is placed in a high location, as climbing it is a danger in itself due to the wicked wooden spikes ticking out at all angles.

-“Seed of Eternal Stone Archtree” (300CP): A seed, and a promise, planting it will bring into existence a great stone Archtree, which will spawn more as time goes on.

Eternal Stone Archtrees are similar to rock in hardness and texture, and have magic resisting properties. Their existence will cause the surrounding environment to become more stone-like over time as well, down to the creatures that inhabit it.

The ideal nesting material for drakes and dragons alike due to its sturdy composition. An excellent crafting material for those who know how to make use of it.

-“Clutch of Eggs” (300CP): By purchasing this, you cause clutches of eternal dragon eggs, the real deals, to spawn in random exotic locations in each world you visit, including this one.

Through this act, you introduce dragons to the world. They’ll be able to care for themselves for the most part after hatching like capable predators and will mature in several years time.

Like the old dragons were introduced to concepts like life, death and magic by the gods, you will see these dragons heavily influence by the properties of the world and environment they hatch in.

There is no inherent benefit to you by doing this, unless you actively seek them out to befriend and train, or capture and study, but it does make the worlds you visit more fantastical in general.

-------{Companion Imports and Purchases}-------

In the following section will be a number of purchases focused on purchasing new companions to join you on your adventures, or powerful imports for bringing in a few old ones with new abilities.

-------{Companion Importation}-------

The capacity to integrate one of your past companions into the world alongside you, granting them new memories, powers, equipment and potentially a new form. Importation is not required for companions to be present, just for them to gain the points required for new abilities and gear among other things.

-"Summon Friendly Phantom" (150CP): On purchase, you may import one of your old companions into the world with a free origin and 800CP to spend on whatever combination of perks and items desired.
When you Import a companion into the same origin as your own, 50CP is refunded, functionally making the cost 100CP instead of 150CP. This may be purchased as many times as you like.

-------{Original Companions}-------

Sometimes one may like the idea of someone more than the substance, true affiliations or baggage they bring along. In such a case, companions that fill a wide variety of roles, but act mostly as blank slates for you to fluff as you desire, are available for purchase below.

-"Brave Sun Warrior" (100CP): Brave, jovial, idealistic, this knight of the Warriors of Sunlight brings a bit of light to this dark journey. This man came to these lands of the gods after hollowing in hopes of finding a mysterious something they're remiss to talk about.
Somewhere along the way though, they found friendship, in you. Protected by iron armor, wielding straight sword and a well-maintained shield, he's trained and more than capable in close combat. Of course, your 'sun bro' as you may call them is never without a cherished talisman used for Miracles.
Although he can heal himself, you too, he's mostly a beginner in the art. He'd be happy to teach you what he knows though if you asked though. Just, make sure to keep him out of trouble, he can sometimes replace logic with idealism.

-"Scholarly Sorcerer" (100CP): A bright mind and scholarly desires define this man, though one can't say a bit of arrogance doesn't shine through. Brought up in a noble background, he threw himself into dedicated studies, especially the art of Sorcery, to sate his lust for knowledge.
His sheltered upbringing leaves him a bit naïve despite the wisdom he believes he has, while his ironclad dedication to his art has left his body weak and unpolished. He more than makes up for these flaws with his expansive knowledge on a variety of subjects and skill in Sorcery.
In truth, he saw hollowing as a blessing, an invitation to the land of gods in pursuit of more knowledge and lost spells. His fine clothes are enchanted to war against magic, he carries a wooden staff for his spells, a buckler as a small defensive tool and a knife for emergencies. He can teach you if you want.

-“Curious Pyromancer” (100CP): Curious, polite, a bit spacy, sometimes reckless, your new Pyromancer friend has come a long way from the Great Swamp. Wearing the traditional garb of a resident, which resemble rags, she seems to be just fine trudging through muck and filth.

A small axe in one hand, a moderately powerful pyromancer in the other, she’s surprisingly dangerous when you can actually get her to focus and follow directions. While she kinda crumple against attacks too strong, she’s fleet footed enough to have that usually not be an issue.

Originally leaving on a pilgrimage, she wanted to learn more about the world and innovate Pyromancy. She had lofty dreams like any sheltered young person. She’d be happy to share what she knows and has earned with you if you like though, she’d probably find it quite fun.

-“Cheerful Hollow Knight” (100CP): A strange, yet surprisingly upbeat hollow woman. She’s likely one of the people most used to this condition in the world, having died many times with no sign of losing her sanity in the near future as far as anyone can tell.

She’s quite danger prone from a lack of caution and general klutziness, and seems to wander off immediately after getting back up from random death. Mostly just enjoys seeing and doing new things, meeting people, simple pleasures in life.

She has worn out armor of leather and iron and a rusty sword to protect herself with, and she’s surprisingly deadly with it despite appearances out of pure trial and error. She also has an undead horse, but it spends most of its time wandering off or being dead.

-“Giant Crow Chick” (200CP): This companion starts as a chick, a crow chick to be precise, one the size of a small child that speaks in an adorable combination of childish voice and squawks with speech quirks here and there. It now follows you around after having lost its nest, bonding near instantly.

As times goes on, it will grow bigger and faster until it reaches adulthood and can fly across countries at extreme speeds while ferrying a fully armored human passenger with them.

Like normal crows, giant crows have a keen eye for shinies, and your friend here will often pilfer or pick up valuables and shiny objects they see as they flit about as gifts for you. Gender and name are up to you, as is whether or not the crow will ever stop having a cute voice.

-“Divine Knight” (300CP): A Silver Knight in the past, and one of Gwyn’s Knights that stayed behind in the capital, they’re your friend now. No longer a simple Silver Knight, the Divine Knight you have companioned clung to their sanity and honed their martial skill to protect what was left behind.

Choose any one type of weapon found in these lands, the Divine Knight has mastered that type of weapon and has a powerful variant of it in their possession. They possess Silver Knight Armor and have the equivalent of the God perks, but aren’t as strong as Gwyn’s Knight in their prime.

Core personality such as gender, appearance and exacting personality are up to you, but the Divine Knight likely looked up to both Gwyn and his four knights, with lingering loyalty towards them even though all but Ornstein have been gone for a long time.

-“Great Grey Wolf Pup” (300CP): A puppy the size of a normal fully-grown wolf, it’s energetic, friendly, incredibly loyal and bizarrely intelligent for what otherwise appears to be a normal animal.

Your pup continues to grow bigger and smarter by the day, until it will eventually reach the size of a bus and intellect on par with a human, encouraging similar intelligence growth in surrounding animals as if it had the Man’s Best Friends perk.

Your fluffy friend also comes wielding a short sword and really knows how to use it, grabbing it up in its surprisingly strong, dexterous mouth to swing and chop with great skill. Your wolf pup‘s gender and name are up to you, likely accepting whatever you call them with wagging tail.

-“Royal Sentinel” (300CP): The Royal Sentinel is an elite armored giant that guards the most important structures in Anor Londo with is allies. As part of the giant race, they have dark, bumpy skin and stand three times the height of a human.

Royal Sentinels are covered in thick, heavy armor, wield massive shields and halberds and have the the equivalent of the 200CP perk for Gods. Royal Sentinels can’t move very fast, but are bastions of defense and fearsome allies.

He has some talent with archery and smithing, but would need practice in order to gain appreciable skill. The one you’ve allied with, after now finding a new friend after all this time guarding an abandoned city, has wholly shifted loyalties to you.

-“Bat Wing Demons” (300CP): Two companions in one companion, this is a pair of twin Bat Wing Demons that wandered the walls of Anor Londo at the behest of Gwyndolin until deciding that joining you would be more entertaining.

The twins are agile fliers that can work together to carry heavily armored knights great distances, have great sight despite the lack of eyes and are well trained in the use of their demonic lightning spears. Most of the time they’ll simply perch in high places to watch over you from afar though.

The demons have the “Strength of Taurus” and “Aloft” perks by default to aid their flight abilities. Their nature as twins leaves them close enough to finish each other’s sentences, if their warped vocal chords worked that is. When imported into future Jumps, they share the benefits evenly.

-“Primordial Serpent” (300CP): A Primordial Serpent, an ancient creature whose race lurks in the shadows of the world. They have been known to influence things behind the scenes for a long, long time, and now this one has decided to join you, very enthusiastic about your ambition and vision.

Appearing like a giant, ugly, fleshy snake with flapping jowls like a moustache and giant, exposed molars that dully clonk when he bites. This serpent is excessively intelligent and manipulative, and can travel through the shadows of the world with great speed.

In whatever world he joins you in, he will spread lies and misinformation while crafting plots, all in order to push your agenda, whatever that may be, for you.

-“Eternal Dragon Ally” (400CP): One of the last of the eternal dragons, a nigh extinct race of which only a hand full of individuals still exist. Standing above most other creatures in these lands, spike covered wings stretching wider than it is tall, curling horns like a ram sprouting from its head.

As with all dragons, this one is covered in stone scales of immortality, meaning the dragon will never die unless those scales are literally peeled off of their form. Hailing from an age before the age of fire, your friend here is mostly apathetic or lost in thought due to being one of the last of his kind.

They are your friend and think of you fondly, but you’ll have to forgive them if they’re not quite as active as you in your adventures. Your companion here has the equivalent the Drake’s perks, sans the capstone, but have a much stronger breath weapon than any drake.

------{Canon Companions}------

For those who desire to bring along someone who already exists from this world with them on future adventures, the below option has been presented for purchase.

-“Destined Meeting” (Variable): You are able to organize a destined meeting with almost any canon character, meaning space and time will be no obstacle to meeting them under optimal conditions for getting in their good graces, if you navigate it correctly anyways.

You may extend an invitation to this person of your choosing, and if they accept, they’ll become your companion. For clarification, any sapient character outside of the Lords, Manus and Seath are available. This includes Sif and Quelaag, who can easily end up as dangerous enemies.

For pricing, human characters such as Solaire or Dusk are 200CP, while inhuman characters such as Gwyndolin or Priscilla are 300CP. Additionally, you can apply a one-time discount on a purchase of Destined Meeting for a character connected to your origin.

Examples include the Stone Dragon for those of the Path of the Dragon, or The Fair Lady for Chaos Servants. As previously mentioned, this may be purchased multiple times. It also works on an invitation system, so if your target really wouldn’t want to come, you may just end up wasting points.

———{Scenarios}———

In the below section, you'll find eight unique scenarios exclusive to different pairs origins. Each scenario will have a core challenge, but different requirements that need to be filled.

Similarly, there's a core reward, and a unique reward depending on the given route you follow waiting at the end should you succeed.

As a reminder, those who have purchased "Strange Journey" will be eligible for additional Scenarios matching the additional backgrounds obtained with that perk.

-"**Impregnable Bastion**" (Forest Hunter/Archive Scholar Exclusive): The same land, far in the past, during the construction of the most infamous structures in Lordran. You stand at the gateway to Anor Londo, the feet of Sen's Fortress, the shell of it at least.

Your task here slowly unfolds in front of you as you discover yourself in the custody of the gods. Sen is currently constructing his infamous hall of traps, falls and monsters used to test the hearts and prowess of those who would attempt entry into the city of the gods.

To build it up, he must not only design the traps and build up the walls, he needs to test his work, and that's where you and other 'volunteers' come in. You will be tasked with running through the fortress from bottom to the top a hundred times.

Each time you run your way through Sen's Fortress, he will ask you to relay your experiences inside his towering death trap so he may build it up bigger and deadlier. Each run through having new or improved traps, more ominous twists and turns.

Simply surviving and aiding Sen will not be the most arduous task however. After passing through a hundred times, a new group of volunteers will be brought in. Ten humans from varying lands, one of them standing out nigh immediately as someone sharp.

That man represents the top level for those of this world, someone worthy to pass into Anor Londo. After the alterations made to Sen's Fortress through your advice and accounts, if even this man cannot survive, you have made the test into something impossible to pass.

This act of making an impossible to pass test means you fail. If others besides this man pass however, you have somehow led Sen into making his fortress too easily overcome, and this will also be a failure. You must not only survive, but strike a balance in what you relay to Sen in order to properly pass this scenario. That still isn't all however.

For Forest Hunters who take this scenario, you will be given a secondary task every time you enter the stone wall of Sen's Fortress. This towering structure was built on top of deep, dark pit that served as a natural trap, a lethal fall for those who don't watch their footing.

You will have to climb your way down each time you plunge headfirst into the dangers within until you reach the bottom and begin digging a hole into the wall out and up. Yes, you are designing your way out of this, a tunnel to the surface.

This tunnel will have to exit far away from the fortress to evade the notice of patrols. You won't have much time to dig due to how long it will take to climb down and back up while covering your tracks too, as staying too long will leave Sen suspicious.

Be clever and bluff your attempts past him while fulfilling the original goal of aiding in improving Sen's Fortress and its deadliness. During the final challenge, you will enter alongside the other ten volunteers and given the final additional challenge of escaping without the others noticing down to the bottom and making your way out.

In the act of making this hidden path to the bottom of the pit and meeting back up with your fellow Forest Hunters, you will have given Alvina extra incentive to draw new members by creating the story of "Sen's Treasure Pit". This place takes all the unworthy challengers of the fortress, collecting their corpses at the bottom to be looted by Alvina's hunters.

On the other side of this scenario is the challenge for Archive Scholars. You will be on loan to Sen from Seath, not only helping him by making your runs through his deadly traps, but aiding in the design and construction of new ones for him to later install himself.

Your allegiance to Seath never changed however, and you're given a task from his end on top of things. You must weave his magic into the traps you help to design, slowly increasing his awareness of the fortress and allowing him to spy on potential new test subjects.

While you are given significant advantages with extra familiarity with the traps Sen plans to install in the fortress, you must avoid arousing suspicion that you're using it to your advantage. If he discovers the magic you weave for your master or an abuse of your role, you fail.

Continue to play it casual, expand Seath's awareness of Sen's Fortress, and fulfill the original final goal. On top of it though, you must make your way to the top to abduct this clever, agile and powerful warrior who makes it to the top as a test subject for Seath.

Follow the path set out for you, complete all the goals mentioned in both the primary scenario and your route, and you will receive great rewards.

No matter what route you travel, the primary reward of this scenario is the sorcerous knowledge and prowess to create golems like the Iron Golem that serves as the gatekeeper at the top.

Using some souls and the bone of a creature, you are able to create a core to animate a body of your discretion, programming it with allegiance to you and whatever tasks you may have in mind. The more powerful the souls, the stronger the beast's bone, the stronger the golem.

Forest Hunters who beat this scenario will also receive 'Death Evader' abilities, giving them great agility, balance, instincts and awareness of all dangers in their surroundings both visible and hidden. With this tool kit, sprinting, leaping and flipping through a hall of traps will be of no issue even in full armor.

Archive Scholars who beat this scenario on the other hand will combine what they learned from Sen and Seath into a 'Trap Mastery' ability, gaining great prowess with trap design and construction and the ability to weave spying magic into constructs.

Combined, this allows you to design traps and gives an awareness of when, why and how they activated. Traps doubling as an alarm system, securing your stuff has never been easier.

-“**Velka’s Embrace**” (Painted Heathens/Blade of the Dark Moon Exclusive): The goddess Velka contacts you while you pass beside one of her shrines, speaking as if she was right in front of you to ask of you a favor.

Velka was spurned by the other gods long, long ago and now lives in isolation, using only the prayers of her followers for conversation. She desires a change, wanting you to go back in time to the moment that caused this rift to form.

Listen to her story, accept her terms, and she will throw you back in time using her connection to a great, unpunished sin committed in that era, deicide. You will arrive in Anor Londo in her presence where you will explain your duty to her past self.

Your task is to find a criminal of this time that has slain the Blacksmith God. This criminal was able to sneak and kill their way into Anor Londo, assassinate their target and escape. Without your intervention, he would slip away into the annals of history.

Despite Gwyndolin’s Blades best attempts to track him, they would be unable to find this great sinner, leading other gods to suspect Velka pardoned him and had some involvement in the plot.

In an ironic twist of fate, you’ll need to prove the innocence of the goddess of sin, tracking down and capturing the unpunished sinner somewhere Lordran. Once captured, you must deliver him to the gods for interrogation.

This task is easier said than done however, as the sinner is every bit as stealthy, powerful and clever as one would expect for an invader in the city of the gods that went uncaught in a time without your diligence.

He’ll cover his tracks well, leave traps at dead ends purposefully directing his pursuers towards and if you didn’t know better, you’d say there were more than one of him out in this wilderness.

You mustn’t take too long to capture him though or the damage to her reputation will inevitably lead to the rift you were sent to mention. If need be, you may even have to aid in finding evidence disproving their connection if his testimony alone is not enough.

As a Blade of the Dark Moon, you will be involved in the interrogation of the Unpunished Sinner under the guidance of Gwyndolin. With his aid and a matter of days, you must get a confession of his guilt and that he was working with others for this plot, including a god.

No matter what, you will be unable to get the name of the god out of him, and the following day the sinner will be dead within captivity. During the interrogation, you’re made aware of important clues, including the fact that the god left relics allowing them to evade notice.

From here on, your task is easier said than done. You must track down all the collaborators in this plot to incriminate Velka as being involved in the death of the blacksmith god and bring them to justice.

Multiple humans trained to be as deadly as the first will be waiting, and only one of them will know the benefactor god’s identity. Track all of them down, including the guilty god whose sins can go unnoticed before the goddess of sin and the son of Gwyn, and bring them to justice.

As a Painted Heathen, your task will be incredibly different. Your involvement with this case is over as soon as the Unpunished Sinner is captured, the conspiracy and its folds left to Gwyndolin and other gods.

Now that you've done Velka her favor, you must leverage your position and have her return the favor by helping you with a more personal quest. You must get her to help with aiding your lady, the unwanted abomination of the gods, Priscilla.

In the eyes of the gods, her existence alone is tantamount to great sin. Only Velka herself would be able to absolve something as serious as 'the crime of her existence.'

In this time, Priscilla is still a young girl who hasn't been subjected to a life time of isolation and rejection. If Velka stepped in now, she may yet just have a chance at living a good life without so much sorrow.

Velka agrees to your request as the two of you begin to plot. Priscilla is in a faraway jail, some would say an asylum, as the gods continue to deliberate her fate. Velka will leave one of her servants, a giant crow, outside of the city to take you there.

You will have to fight through the gods and humans who control this asylum filled with criminals and corpses, or simply sneak past them, and break the young Priscilla loose before starting your escort mission back to Velka.

From here on, you must be flown back to Lordran using Velka's servant, but from here on you're on your own. You have to be completely unseen by the gods as you escort her back to Velka, as capture could mean Priscilla's death or implicating Velka, burdening her again.

Get Priscilla to Velka, have her 'sins' absolved by the goddess of sin herself, defeat this scenario and give your lady the life she deserves, one not bound to other outcasts like yourself.

Whichever route you complete, your first reward is a gift from Velka, her command over crows. Not only do you have expressed control over mundane crows, you can summon a giant crow on command to fight for you or aid you in long distance travel.

With a bit of magic, you could even see through the eyes of your crow servants to stay aware of things in the area from a position of safety and obscurity.

Blades of the Dark Moon will receive a blessing for your service to both Velka and Gwyndolin, washing away sins accumulated in the act of delivering justice. You may deliver punishment to the guilty in broad daylight and get away with it now.

This isn't so much mind control as it is full acknowledgement of the guilty party's sins from those around you, and the veracity of your position to inflict judgement upon the guilty for those sins. It is as natural as a policeman handcuffing a murderer.

Painted Heathens receive a choice of two companions. The first option allows them to take along the young, absolved Priscilla with them, so they may act as her parental figure and give her the life she deserves themselves. With no other similar figure, guardianship is uncontested.

The second option, upon returning to the present, is offering an invitation to the aged Priscilla who grew in the care of Velka. As humble, kinda and majestic as you remember her with new warmth and dignity befitting a goddess proper.

-“**Age of Fire**” (Firekeeper/Way of White Exclusive): The ‘Chosen Undead’ if you can call them that has come and gone. A hollow guided by an undying will slew the lords and collected their souls, but disappeared before linking the fire, leaving others without much option.

Whether they absconded with them and went into hiding, or has been displaced through space and time, you will never find them. Thus, your first challenge is to locate Kingseeker Frampt, the Primordial Serpent who worked in the shadows to prolong the Age of Fire.

This can be achieved by ringing the Bells of Awakening and finding him in Firelink Shrine. From there, you must convince the old worm that the lord souls have disappeared and a new plan of action is required. Do so, and he will disappear to begin forming new plots.

Your next course of action will be convincing the world that this prophecy of a “Chosen Undead” will no longer come true, and that they’ll have to manufacture that light of hope themselves somehow.

To do this, you shall travel the lands to five kingdoms and gain audience with five kings. As a hollow, loathed by the humans lacking the undead curse, this is far easier said than done, and hostility will be met with hostility.

Nevertheless, you must sway the kings with the facts that you know hold true. Each king and kingdom different from the last, requiring a different approach to reaching the king and convincing them to find hope elsewhere.

By doing this, you may yet cause the flawed prophecy to crumble and the world of man to begin cultivating champions to brave the threatening land of Lordran, enter the Kiln and sacrifice themselves as some measure of fuel for the flame.

That’s where things start to split however, as your next task is invigorating the First Flame, and depending on your route you will have to do things much differently.

Firekeepers will have to make personal sacrifices and go on a great pilgrimage. Now that the prophecy has been discredited, you will have to journey far and wide to locate as many Firekeepers as you possibly can and convince them to make their own sacrifice.

Firekeepers will have to engage each of their fellow Firekeepers and peacefully convince them to hand over their soul, which contains that familiar property that attracts humanity and darkness like a festering magnet.

Each person has their own motivations, their own desires, wants, and few if any would choose death without a compelling argument. Once you have their soul though, convincing them to turn it over for the good of the world, collect it within your bosom.

You will have to clear your mind and let go of negativity and dark attachments, as the abyssal darkness that slowly begins to accumulate within you as your special soul grows in potency will soon start to weigh on you. Full corruption will be a failure as your life is consumed by darkness.

Once you have collected so many Firekeeper Souls that your ever step feels like the weight of the world weighs down on you and even the day looks bleak, go and end your pilgrimage in Lordran, in the Kiln of the First Flame, and offer your black soul to the fire.

Your special massive soul will reinvigorate the First Flame while maintaining enough of its unique qualities to continue dragging darkness into it, giving it a perpetual fuel source as long as darkness spreads, though even that will not be enough one day.

Members of the Way of White however will be tasked with traveling to Thorolund, the throne of hollow hunting where they had sworn never to return, and meet with Allfather Lloyd himself to converse about the future of the Age of Fire.

There, you must convince your liege of the vital importance of preparing a worthy sacrifice to the First Flame in order to fuel another era. As a hollow, this shall not be easy, not in the lightest, especially with the proposal you bring.

You will have to rile Lloyd, Thorolund and the Way of White in a crusade so they may start a holy war against hollows and other human kingdoms. No longer will hollows be collected in asylums, but prepared and brought to the kiln.

You yourself will be at the front line of the wars, and will have to capture the champions that were slowly being cultivated by the kingdoms you'd convinced earlier. Those champions, each powerful and baring unique powers, are the hopes of their kingdoms.

After five champions have been collected and a slew of hollows, they will be stuffed in a massive effigy at the edge of a pit leading to the kiln that had been carved by Way of White members, where they will be pushed down into the First Flame, renewing the Age of Fire.

No matter which route you complete, embers from the reinvigorated First Flame will fly like fireflies from the explosion of heat and nestle into your bosom, bestowing a measure of its power upon you.

This grants considerable potency to any abilities even tangentially relating to fire that you may wield, and giving you some influence on the world around you, slowly warping it at your discretion on a small scale.

Firekeepers who complete this scenario will have unique properties bestowed to the First Flame Embers collected inside of them reflecting the wholesomeness and purity they had to cultivate to avoid corruption.

The flames will burn anything that attempts to invade your body beyond ash, whether it be abyssal corruption, virulent diseases, aggressive parasites, mortal blade and whatever else you can think of. It does not prevent injury, but it certainly minimizes the potential.

Those of the Way of White will have the embers bestowed upon them take a much darker, aggressive tone reflecting the warmonger ways they followed in order to collect a sufficient sacrifice.

They will be able to command plumes and lashes of extremely potent fire tinged with the First Flame able to burn body, mind and soul of those they touch away into ashes and cinder. Such an offensive blaze is certainly feared by all forms of independent life.

-“**Lord of Dark**” (Chosen Undead/Darkwraith Exclusive): Unlike the previous scenarios, you do not share a common order for things in this scenario, just a common goal between routes.

That goal I’m speaking of? You’ll be ending the Age of Fire and killing the gods who work to preserve it. You may be thinking that the Age of Fire is nothing you can forcefully end, that it dies too slowly to guarantee during your time.

That’s where you’re wrong, as you’ll be taking a much more proactive approach to guaranteeing an end to the light which should have ended so long ago. It all starts with a trip a trip back in time, so buckle up.

Chosen Undead will be arriving near the original time the Age of Fire was supposed to end, when the fires that illuminate the world were fading. If you haven’t already guessed, your goal here is stopping Gwyn from rekindling the flame.

You have a personal investment in this, as doing this may allow you to prevent the curse placed on the humans of at least one world. The place you’ll be arriving is on the path leading into the kiln, but your arrival is nothing subtle.

The gods are aware of your arrival and your intentions and will come ready. While the Four Knights are away on missions, they’ll be back soon, and Gwyn still commands his army of Silver Knights, Duke Seath, Executioner Smough and his own son Gwyndolin for this conflict.

Lucky for you, the thin pass into the kiln and fragile foot holds mean Gwyn cannot command his army in full to combat you, a squad of Silver Knights or one or two of his top brass will usually be the maximum of any one fight.

You won’t be allowed to leave your station here in the kiln as Gwyn will find his way past to make his sacrifice, causing you to fail. No, you’ll be playing interference, stopping those who would work towards keeping the lights on by acting as a deadly wall.

Gwyn can’t afford to just keep funneling his army to attack you in a constant stream luckily enough, for the gods it’s a race against the clock and eventually the Lord will have to come down to face you himself. When he does, you’ll be waiting.

First you will face the divine knights under his command wielding all manner of great weapons. Then Executioner Smough, the gluttonous monster who consumes his victims after mashing them with his hammer. After Smough is Seath, a scaleless dragon wielding formidable sorcerous power, albeit lacking the immortality he would have in the modern era.

The Four Knights will eventually return and they’ll be next. Finally, Gwyn, the Lord of Sunlight, greatest warrior of the gods and wielder of furious electrical power will join the fray with his sorcery slinging abomination of a son playing a supportive role.

Dethrone Gwyn’s army, allow the First Flame to die, and you’ll accomplish your goal, ushering in the Age of Dark.

Darkwraiths will go to a very different time and place. You will arrive in the ancient land of Oolacile, dropped into the abyss at its inception, birthed by the Manus the primordial man’s madness and out of control humanity.

As if sensing your allegiance, he will not attack you, but neither will you be capable of helping him leave this abyssal cave or cause his madness to abate. Your goal in this world is simply to keep him safe as he spreads the abyss so you can forcefully end the Age of Fire.

This is easier said than done given that, like the Chosen Undead's route, those of this age have been alerted of the dangers involved. Although you have an ally, the dangers are greater as well. The first threat you'll face is Kalameet, shot down over the abyss by Gough.

The furious black dragon will attack the first thing it sees, and unfortunately for the two of you that's you. Gwyn's Four Knights never expected that to be enough however. Yes, four, all of them are here and have been warded against abyssal corruption.

So, if and when you slay Kalameet, the Four Knights will not be far behind him, plunging into the Abyss to face you as a complete team. Gough fires giant arrows with frightening precision and can bring down dragons as large as Kalameet with a single shot.

Artorias wields his massive greatsword with the agility of a wolf thirsty for blood, combining power with speed. Ornstein commands lightning like Lord Gwyn and was responsible for the deaths of numerous dragons.

Perhaps most dangerous of all is Cieran however, more familiar with darkness than any of the other knights, the Lord's Blade is an assassin that will strike at your backs the moment you allow your guard to slip in the face of the fearsome onslaught of the other three.

Fending off Kalameet and the Four Knights with the aid of Manus is just the beginning however. More gods and allies of the light will come for his head to abate the spread of the abyss, and you will have to aid him through each battle.

Fortunately, as the abyss spreads, so too does Manus grow in power. After a time and repeated battles, Kaathe will even bring reinforcements, allies of darkness for this war between light and dark.

At your discretion you may leave the cave and take the fight to them, though this will mean leaving Manus vulnerable to a great enough force. All that said, the longer he survives, the farther the abyss will spread, the less fight they will be able to put up.

Help Manus spread the abyss over the world enough to snuff out the light, end the Age of Fire, bring on the Age of Dark and you will have beaten this route of the Lord of Dark scenario.

No matter the route you take to your goal, your central reward is a massive cluster of humanity, which is itself the fractured Dark Soul. You will possess a great enough mass to gain benefits relating to darkness from it, as well as spread the abyss if you so choose.

Any dark powers you command will become significantly stronger, and you will be able to spread an abyssal touch to powers that aren't inherently dark as well.

Chosen Undead who complete this scenario get a 'Dark Lord' styled ability, allowing them to gain command of creatures of the darkness, either naturally dark or corrupted into that nature, as thralls as long as they're not vastly above the Chosen in will or power.

Meanwhile, Darkwraiths gain an ability reminiscent of one of Manus's feats, giving them both an awareness and ability to interact with objects personally associated with them whether they're in the present or forward in time.

The farther forward in time, the hazier your sense and influence over them, causing a need to be closer in space for full power.

-“**Eternal Sleep**” (Undead Pilgrim/Gravelord Servant Exclusive): Pinwheel has been slain, whether by your hands or someone else’s. This pathetic necromancer that siphoned Nito’s power to command the dead is no more. That’s how it should have been anyways.

When the veil is removed, Pinwheel’s body is revealed to be three different bodies stitched together. He controlled them with the same power he now wields to give himself longevity in death. Pinwheel has the power to enforce the will of his soul to possess new bodies.

No matter whether Undead Pilgrim or Gravelord Servant, your task is to put down this abominable fiend a total three times. After the third death, this formerly masked necromancer will be no more.

Journey to the Tomb of Giants near where he was slain for your first encounter. Deep within the abyssal tomb, Pinwheel bided his time until silence is all that remained and began to accumulate the bones of those who rested here.

There, when you arrive, you’ll find he’s created a body of giant bones packed and stacked together in an imitation of Nito’s own form. The darkness and his large form will surely make this a terrible fight, but if you’re prepared for brute force, that’s all he has to offer.

After slaying Pinwheel for the first, perhaps second time depending on if you were his original killer, the second big fight of this scenario is not in these lands. First head to the Valley of the Drakes and make your way to the bottom of the crevasse.

At the bottom you’ll find rushing rapids, a river leading out of Lordran. Follow it, for Pinwheel travelled this same path in fear. Track Pinwheel down, his location varies based on how terrifying he found you. The more fear he holds, the farther away he is.

Whether you track him to a lake, or all the way to sea and find him along the coast, Pinwheel’s second body will be made of the corpses of zombie dragons and slain drakes that were washed out of Lordran.

This bloated corpse is certainly more horrific than his last, twisted forms that may have still been alive and independent before Pinwheel took hold pulled together and pinned together with bones.

Pinwheel will fight from the waters, forcing a long-range battle with gouts of flame blown from multiple heads and awkward, heavy slams that crater the coast in his attempts to beat you to death. Clumsy as always though, if you keep a cool head you may prevail once more.

Pinwheel will disappear after being slain for the second time in this scenario and needs to be tracked down for a third battle. Where he flees and how you find him is left up to which route you’re following.

As an Undead Pilgrim, he will seemingly slip away for over a year with no trace of where he went. In your travels you will eventually catch wind of necromancy at play and hear of a kingdom that fell into ruin.

Making your way to this kingdom you’ll find it littered with skeletons, not the inanimate kind either. These skeletons will be kitted with full armor and finely crafted weaponry.

Make your way into the throne room of the castle and you'll find a horrible site. A patchwork abomination made of the packed together, writhing corpses of dozens and dozens of hollows. The head is molded in a faux insulting replica of a skull.

From the top of this false head is the form of this place's former ruler, a feeble sorcerer king with that catalyst sewn to their arm. This is Pinwheel's third body and far more formidable than the ones that came before.

Being made of hollows, each part of the body will eventually come back to life when killed. In addition to flailing limbs, giant blasts of arcane energy and fireballs the size of a charging bull will rain on you from above.

To defeat him and this scenario's Undead Pilgrim route, you will not only have to survive fighting him for a prolonged period of time, but cut him apart and locate a totem made of bone inside of his body that contains his soul, before crushing it.

For the Gravelord Servant, Pinwheel will be hard to find specifically because Pinwheels fear of death and rage at defeat will resonate with another form of him, pulling him through time and space. Whether he finds himself in the past or simply another world is unclear.

Together with another form of him though, they work in secret in a deep, dark crypt to form a body suitable for their necromantic power. The bones of a great giant, combined with the flesh of demons and gods.

Unlike all the other bodies he's taken, he works much more meticulously on this one, carefully cutting, drilling and sewing it together into a Frankenstein's monster-esque abomination that wields the full potential of its components.

When the two tried to possess it, they fought for control, reawakened the fragments of life left in the sewn together bits, and were consumed by the monster. Now you must make your way through the hole in space and time into the crypt to end it in Pinwheel's stead.

It's immensely strong and fast, hides in darkness, has energetic breath of fire and lightning, and continues getting back up every time you kill it. To end it for good, you'll have to beat, smash, grind or otherwise obliterate its body so there's nothing left to get up.

The main reward for successful completion of this scenario and ending this accursed necromancer who spit in the face of death is a chunk of Nito's Lord Soul, the Lord Soul of Death. With it, all powers relating to death, disease and decay will become far stronger.

Additionally, you have some innate command over the dead and are more easily able to kill things that are particularly stubborn about hanging on to life.

For those who complete the Undead Pilgrim route, you will gain an ability similar to the one Pinwheel displayed in this scenario, and are able to eject your soul into a new body, possessing it, enforcing your will upon it and controlling it.

When attempting to control a still living body, successful possession relies on clashing wills with the host and beating them into submission.

For those who complete the Gravelord Servant route, your attacks will now be laced with the essence of death. Any wounds of meaning you inflict tend to spread decay, inhibit healing and cause flesh to crumble into dust like breaking brittle stone.

-“**Fall of Izalith**” (Chaos Servant/Demon Exclusive): For this scenario, you will be thrown back in time a thousand years to revisit a tragedy connected to your origin. You will arrive for the Witch of Izalith’s mistaken experiment and the fall of Izalith.

The Witch of Izalith experimented with her Lord Soul of Fire in a concerted effort to find an alternative to the dying First Flame. Her ritual, conducted deep below Izalith in a specially constructed chamber, failed.

This failure was not ushered in by an explosive bang, at least not at first. The Witch was mutated into the ghastly demonic form visible later as the warped soul and fire inside of her started to form the Bed of Chaos.

You arrive hours after this happens, and in one week’s time, after stewing and building in pressure, the Bed of Chaos will explode into life. The ground beneath the city will rupture as lava and chaotic flame gush upwards, destroying the city and mutating the inhabitants.

This is what happens without your involvement, many of the inhabitants caught completely unaware. What you’re tasked with and what you do with this knowledge varies very heavily on your origin and motivations. This split in routes is severe.

As a Chaos Servant who dutifully served the Fair Lady in the present, you are motivated to save her and her people from their ill-fate. As a twisted outcast, this is easier said than done. Racing against the clock, you must first spread awareness of the Witch’s mistake.

What methods you use are yours, but the fastest way is convincing Witch of Izalith’s children, the Daughters of Chaos, directly as they’re looked upon as leader figures of this great city. Once you can convince them of the danger involved, you need to begin evacuating.

Even if you can begin evacuation quickly, the residents can’t possibly leave before the explosive kaboom that’s coming and your Fair Lady would never leave them behind.
Thus, with the help of one or more Daughters, you must head up to Anor Londo.

Gain audience with the gods, plead for their aid while warning them of the impending dangers down below. The magicians of the city have knowledge of powerful sealing magic that should allow them to contain the ritual chamber that the Witch resides in from the outside.

All they need is time to prepare and build a sufficient ward. If you can convince them and give them enough time to do so, you will have enough time to fully evacuate the city. The indirect nature of this ward won’t hold long however.

Now that you don’t have to worry about your lady in danger, your final task is simple but brutal. To make sure she will never be tempted to return and help somehow, to make sure she can never be threatened by this tragedy ever again, you must kill her mother.

Your body is already abominable, it’s okay for you to enter the city after the explosion once the seal break. Gwyn and his Silver Knights may even join you using miracles for protection. Animals and stragglers left behind will still be twisted, but not nearly as many as the present.

Plunge into the ritual chamber, evade the massive, flaming, bladed limbs of the Bed of Chaos and charge through its roots to kill the feeble body of the twisted Witch of Izalith inside. End this nightmare and you will have defeated this scenario.

For Demons, you will be attempting far different things in your time here. In the previous course of events, Gwyn and his knights routed your people, the Chaos Demons of Izalith, and sealed your mother, the Bed of Chaos, to trap you here. You won't let that happen again.

Your first task is to play the role of a sheep dog, using your terrible, horrifying form to scare as many inhabitants of Izalith into the city proper as you can. Specifically, herd as many of the Daughters of Chaos into the city, at least four.

The Daughters of the Witch are among the most powerful inhabitants, though none of them were close enough to fully transform into demonic allies the first go around, and you'll need all the help you can get.

After your first week passes and you witness the birth of the demon race, it is time for war. The new demons will face Gwyn and his army, including his Four Knights. You will have to do battle with these knights alongside the other demons.

The most important part of winning this war is not just defeating these powerful enemies however, you must make sure to protect the Bed of Chaos, the life of the demon race, from being sealed away like it was in your time.

If you fail to corral enough inhabitants to build an army that can fight the gods, or allow the Bed of Chaos to be sealed with the demons along with it, you fail.

Overrun the gods, keep the Bed of Chaos protected and unleash hell upon the world, allowing demons to roam freely and the chaos flame to breath and spread across the land, and you will complete the Demon route of this scenario.

No matter the route you take to completing this scenario, you will be rewarded with a chunk of the Witch of Izalith's Lord Soul of Fire. With it, your abilities relating to fire, directly or indirectly, will become drastically more powerful.

Depending on which route you completed, your piece of the Lord Soul will contain different properties and abilities.

For those who complete the Chaos Servant route, your chunk of the Lord Soul is pure, giving you the capacity to wield the long dead Flame Sorcery which was capable of summoning firestorms that could touch the sky.

You will also be able to extend an invitation to your unmutated Fair Lady, gaining her as a companion if she accepts.

For those who complete the Demon route, your piece of the Lord Soul will have all the demonic chaos flavor befitting you. Using the demonic, mutagenic powers of the warped Lord Soul chunk, you can twist existing life into demons.

You will also be able to extend an invitation to a single warped child of the Witch of Izalith, acquiring them as a demonic companion should they accept.

-“**God of War**” (Warrior of Sunlight/God Exclusive): You’ve been transported back in time, thousands of years to the dawn of the Age of Fire. You will appear near the beginning of the war between the Lords and Eternal Dragons.

At first you have no inherent goal besides joining together with the race of gods fighting beside and under Lord Gwyn against the Eternal Dragons. You will simply be doing battle with these ancient, immortal, stone scale covered monsters.

Your appearance here has caused some kind of shift in the timeline, butterflying some small changes into something very threatening on the horizon. In either case, you will likely come into contact with Gwyn’s first born, the original god of war erased from history due to some sin.

Why this happened you may never know, as it certainly won’t be happening now. This man who stands a master of martial skill and the lightning of his father’s divinity, is as compassionate and warm as the sun, and just as deadly.

As a Warrior of Sunlight, your first task shall be to befriend him, as otherwise the founder of your noble covenant will meet a quite violent and untimely end in the near future. Befriend him, grow with him, become his rival and his ally on the battlefield.

Aid him in his battles against the dragons by joining in jolly cooperation, nothing could be more delightful. Your reason for doing so is not just pleasure though, it’s business, so let’s get down to business.

Your appearance here in this time has through some series of coincidences led to a very large, very angry dragon meeting and devouring an old, some would say primordial, man that has given it quite the stomach ache.

Eventually, you will meet it. A stone dragon that makes castles look small, with scales the size of boulders. A giant ball of darkness sits in it stomach irritating it fiercely and corrupting its body and abilities.

Sand black as night leaks from its mouth like a waterfall, and its roar can drown out even pitched battle between screaming dragons and the crackling lightning spears of Gwyn’s knights before it’s even visible.

The dragon possesses formidable size, strength and durability in addition to the ability to breath a squall of warped, black, iron pebbles like a meteor storm, each stone able topuncture armor like a wet finger through paper.

You will have to face this monster, greatest of all dragons in this war, with the Gwyn’s first born right there beside you. You may have reinforcements, it may just be the two of you. Whatever the case, either that dragon dies on this battlefield, or you do.

Defeat the black stone dragon that swallowed a great mass of darkness, show that the Warriors of the Sun can banish the dark no matter how bleak and black, and you shall pass this scenario’s Warriors of Sunlight route.

As a God, you will follow a much different route. Your first task is to put your all into this war and prove yourself as someone competent to Lord Gwyn. Aid in turning the tides of pivotal battles, bring back home feats of skill, work your way into his inner circle like the Four Knights.

As you begin to do this, Gwyn's first born will be thrown into different missions and battles than he would have. In one such conflict he will come into contact with the Witch of Izalith and her Daughters of Chaos.

Love will bloom on the battlefield between the prince of Anor Londo and a princess of Izalith. The nameless god of war and the daughter of chaos will quickly marry, her identity in your hands as it matters little to the results.

The charming knight in shining armor thing Gwyn's son has going on combined with his warmth, charisma and power will endear him to not just the woman in his heart, but to her mother and indeed all of Izalith.

With her daughter married to such a man, she decides to take a page out of Gwyn's book and bestows a piece of her Lord Soul to him as a show of how important he is as an ally. With everything being combined, it seems much like the Witch is preparing him as a potential heir.

As the war goes on he'll be brought in on their ways, taking to their martial skills and Flame Sorcery as well as anything else, which is to say with frightening skill. That's nice and all, but there's a problem.

Whether it be growing discontent with his father, the Witch's advice from her own ill relations with Gwyn or a conniving Frampt whispering in his ear, Gwyn's first born now has the desire to challenge Gwyn for the crown and his stats as Lord of Sunlight.

As someone who has pushed through this war, surviving numerous battles with giant immortal dragons all in an attempt to work your way into Gwyn's inner circle, you're put into position for the final task of this route.

When Gwyn's first-born issues his challenge, you must step up as Gwyn's champion, defend his honor and combat this god of war, an avatar of storms both fire and lightning, master of martial prowess. Defeat him, lethally or nonlethally, and complete this scenario's God route.

Whichever route you follow to defeat this scenario, the primary reward will be the same, a hefty chunk of Gwyn's Lord Soul of Light, the same size of Seath's chunk. With it, all of your abilities relating to light or lightning will become vastly more powerful.

More than any other Lord Soul, this one also invigorates the body allowing you to grow bigger, stronger and faster upon taking it inside of you.

Those who complete the Warriors of Sunlight route will receive a Miracle from the god of war to commemorate your friendship, allowing you to call a bolt of sun infused lightning from the sky down on their target.

They also receive super heavy black iron armor and hammer forged by the gods from the corpse of the black dragon you helped slay. Immensely durable and powerful.

Those who complete the God route will usurp the title and domain of 'God of War' from Gwyn's first born, gaining an inherent mastery of a variety of weapons and immense talent with all forms of combat and martial skill. They will also receive a fiery tinge to their Lord Soul Chunk, making their miracles hotter and brighter.

-“**Eternal Dragon**” (Path of the Dragon/Drake Exclusive): Like the above scenario, you’ll be transported to the dawn of the Age of Fire near the beginning of the war against the Lords. With your current form you aren’t exactly accepted among them however.

Whether you’re part of the Path of the Dragon and using your hybrid form to blend in, or a simple Drake, you are seen as an outcast or lesser compared to the others. Nevertheless, you must join with the dragons and aid in the war to prevent their extinction.

How you go about this and whether or not you even stick to this goal will heavily depend on the route you take. For now, you’ll be doing battle with the gods without the immortality of those around you while also making sure they don’t eat you.

By joining the Path of the Dragon route, you will be seen as an aberrant or outcast for being such a freakish little thing. They may not know your true nature, but they do know you aren’t something natural.

Fortunately for you, there’s at least one other for you to spend solitude with, Seath the Scaleless. Born without scales and poor vision, Seath is both mortal and an outcast among dragons, tormented by his eventual fate.

With the First Flame ushering souls, Seath has begun to use his incredible intelligence to learn their secrets and is beginning to figure out the prototypical form of what would eventually become Sorcery.

Your first task is befriending the albino dragon and building a sense of comradery between you. You must gain the trust of this paranoid yet perceptive creature who has had no one to trust before.

Once you have gained his trust, you must let him in on your secret nature and reveal all you know of your covenant and its goals. In this way, you will show him that the two of you have the same goal, a desire for the scales of immortality and becoming true Eternal Dragons.

With your knowledge of how your transformative ability works, allowing you to imitate dragons down to false scales, and Seath’s incredible intelligence and wisdom, the two of you will have to work together to find the secrets of immortality.

The first thing you will need is the secret relic of the dragons, a brittle crystal that Seath can use for some imitation of immortality with some study, and with study learn vital information for what the two of you will need.

From here, there are no more clear-cut goals. Yes, all you have to go on now is “figure out how to transcend and gain the scales of an Eternal Dragon” so that Seath and yourself may escape from the cold grip of death being spread by Nito.

The only hints you’ll receive are that the crystal is indeed vital, and that you’ll likely need “research subjects” for study, ones that naturally have stone scales of immortality if you understand my meaning.

Drakes will follow a far more combat heavy time in their route. You’re not so much an outcast as you are a weak, dim cousin of the eternal dragons that some dragons even prey on as a source of food. You have to prove that you? You’re something more.

Enter the war against the gods beside the eternal dragons, already a dangerous proposition because the opposing side of this war is fully armed and prepared to slaughter exactly what you are and who you're fighting beside. Dragon slaying arrows and lightning spears will rain on you.

Nevertheless, you can't afford to die, and you'll be facing far more danger than that of a single battle. Numerous times will you inevitably encounter Gwyn's armies, including his four knights and his son, the god of war.

Again and again you will have to survive, aid the dragons in winning battles and prove yourself. Show how valuable and powerful you are, charm them to your side, become the war hero that serves as the only reason they're not going extinct.

Eventually you will rise from being just a drake to being more than a drake, rising to the status of a hero and even a leader of dragons. Fight on, fight on! Fight on until your final battle that will seal your race's victory and survival against the gods.

In the final battle, the traitorous outcast Seath will betray the dragons and turn to the side of the gods, killing many of your comrades before teaming up with Gwyn on the battlefield. With however many you have left, you must force a fight to the death with them.

Slay both Gwyn and Seath in this battle, rise to the status of a legend among dragons, and in turn you shall ascend from your form to something more.

No matter which route you follow, the end reward is the same. You will transform into an Eternal Dragon, obtaining incredible size and power beyond that of a drake, and more importantly, the scales that give them immortality until each and every one is peeled off.

As a dragon, you will receive a dangerous breath attack, though if you already had one as a drake it will become much, much more powerful upon ascending.

For those who completed the Path of the Dragon route, your reward is twofold. First, having discovered the secret to ascending to an eternal dragon with Seath, you have the capacity to duplicate this process and aid others down the long path it requires to obtain that same form.

Second of all, you have the ability to extend an invitation to your fellow outcast and research partner in this scenario. If Seath accepts, you will obtain him as a companion.

This Seath, compared to the one in the present, is quite sane and more powerful due to his ascendance, but lacks the Lord Soul chunk bestowed upon him by Gwyn and has yet to delve nearly as far into his studies.

For those of you who completed the Drake route, you also receive two rewards. The first is a size a greater size beyond the normal ascendance into an Eternal Dragon, over three times the size of Kalameet, and a stronger constitution that aids your innate abilities as a dragon.

The second reward bestowed upon you gives you a kind of dragon lordship, the ability to command dragons and similar creatures like drakes.

This ability is less potent on individuals vastly more powerful than you or with a will to contest your own, but aids in building respect regardless of such things nevertheless. This is befitting of someone who lead their greater cousins out of the grips of extinction.

———{Drawbacks}———

You may gain a maximum of 800CP through drawbacks. Any additional drawbacks you wish to take beyond that point will be nothing but fluff for your journey.

-“Cackling Stalker” (+100CP): Patches the Hyena, infamous or not infamous enough? A treacherous, back stabbing liar who makes his way in these lands by deceiving the travelers he runs into and putting them in precarious positions, such as booting them into a hole or activating booby traps on them.

Now he’s after you, but you’ll never see him. Your travels are now filled with all manner of deadly traps and obnoxious obstacles, not to mention pits that you’ll feel yourself kicked into.

The best thing you can do is be careful of your surroundings, the traps aren’t magical, just numerous. Every time you get caught, you’ll hear him laughing at you from the darkness.

-“Old & Hollow” (+100CP): You look way uglier, smell way worse and look like a hollow. You will appear as the equivalent depending on race if something other than human, like a burnt-out husk as a god, a zombie dragon as a Drake, or swollen/cancerous creature as a Demon even compared to other demons.

This doesn’t have many mechanical penalties, but you’re going to be just repulsive for the duration of the Jump no matter what form you take. Travelers tend not to trust hollows either, so have fun.

-“Crestfallen Warrior” (+100CP): Depression has struck, the situation is hopeless, the odds of stagnating until you give up are heightened. You’ve become a somber sad sack that always sees the glass half empty, always.

Becoming crestfallen drops your morale into the pits, which tends to mess with your performance. Humans tend to hollow faster when they lose morale too, so that’s another problem.

-“Grounded” (+100CP): You’re grounded mister. You can’t jump, can’t fly and can only climb/ascend by physically lifting yourself with station objects like a ladder or walking up stairs.

You could certainly get air by flinging yourself off of ledges and such, but you won’t be getting any lift from special abilities or even your own power without physical assistance.

-“Ruptured Vessel” (+200CP): You have the equivalent of a leak, but with souls. Any souls gathered have a chance of slipping out of you at any time and you can’t really stop this.

You could potentially recollect them as they slip out, but it’s a bit of a constant effort. The best method of minimizing things is a steady influx of souls. If you ever leave yourself with no souls but your own, even that may slip away though, spelling death.

-“PRAISE IT” (+200CP): You’re obsessed, so obsessed it defines your character. How exactly you’re obsessed is left in your hands, but you’ll pursue that obsession to maddening, self-detrimental extents.

This obsession will definitely lead to you putting yourself in more danger than necessary for the pursuit of what you see.

It could be anything from the desire to “find your own sun” causing you to even put a brain eating parasite on your head if it glows, to “being a dragon” and going to the ends of the earth for the cause, or causing you to look down on everything else for not being as dragony as you.

-“Unwanted Visitors” (+200CP): Your world now seems to be the favorite hunting ground for aggressive phantoms from other worlds, and boy are their visits frequent. Warriors that take on a phantasmal appearance when entering yours, their goals vary but often share a concept of “killing you.”

Some phantoms believe you have committed grave sins and wish to bring you to justice, lethally. Some are just servants of the dark and think harvesting your soul will help them reach their goals. Careful or you may just lose your head.

-“All Mimics” (+200CP): Careful, traveler, don’t open any suspicious treasure chests are they’ll likely be mimics waiting to bite your head off. Abominable creatures with unclear origins, they can disguise themselves as inanimate objects and use gnashing fangs to consume the naïve.

With this drawback in full effect, you’re going to have to be much more careful. That pot? Pot mimic. Corpse on the ground? Corpse mimic. Don’t put on random pieces of equipment, weapon and armor mimics are common. Did I forget to mention Mimics are terrifyingly strong? That’s a thing.

-“Disrespect” (+200/Requires “Grounded”): Two archers, just two Silver Knight archers guarding every bridge, scaffolding, ledge and narrow walkway you might ever possibly come across.

They’re always watching, always waiting to make crossing any sort of crossing a living nightmare. Each is equipped with a giant bow and dragon slayer arrows, seemingly pulling new ones out of thin air so they can shoot in rapid succession despite the incredible power and perfect accuracy behind them.

These arrows can and will knock you around no matter how poised you may be to take them, usually meaning you’re in for a giant fall. Attempts to kill them with projectiles from a distance will see those attacks deflected by their giant arrows.

If you try to get close, they pull out a shield and sword to fight in melee, but be careful while trying to fight them here, as if you touch the wall near them, you’ll be jettisoned off the ledge.

You can’t kill them, you can’t avoid them, and it’s always the exact same two archers. If you actually survive your encounters and the great falls resulting from them, you could swear that they’re making rude gestures at you as you drop.

-“Welcome to the Bone Zone” (+300CP): Bonewheel Skeletons, one of the most despised monsters you’ll encounter. The dreaded amalgamation of skeleton, wheel and many, many blades. They’ll tear you apart no matter how tanky you might be if they start grinding into your flesh.

Worse yet, they seem to roll in trying to kill you no matter where you are, from Lost Izalith to Anor Londo. Necromancers will be backing them up to raise them if you ever kill them too. You will never be left alone, not for long. There’s no getting off this wild ride.

-“Vanquished” (+300CP): Your back and stomach are now your Achilles Heels. Whatever armor, whatever protections, whatever bizarre physiology you might have, these areas are as defenseless as the exposed flesh of a man.

Whether it’s the blade of an assassin, or the fireball of a pyromancer, if these areas are damaged too significantly you **will** die. The best thing you can do is simply not get hit, so stay cautious or your end is surely nigh.

-“Kindling” (+300CP): The fading flames of the world sense the potential within you, the powers bestowed upon you, and with them, hope.

Fires, wherever you go, will seek to lick at your flesh, burning and crumbling it into bits and pieces before spiriting the fallen embers away to fuel the dying age, cauterizing the wounds in the process.

Nothing can hide from the light of the world, and fires will begin to spark up in the places you flee towards in some foolish attempt to escape if you try. The best thing you can do is stay on the move. Be careful not even your soul is burned as kindling

-“Beginning of an Age” (+300CP): This certainly doesn’t look like the ruined, dead lands you expected to arrive in. In fact, things seem far too active and unlike what you remember.

By taking this drawback, the location and time you arrive is now, well, different. You’ve been thrown into the sweet spot between the Age of Dragons, and the Age of Fire, right smack dab in the middle of the war against the dragons.

In addition to the immortal, colossal dragon race on one side, you have the holders of the lord souls like Gwyn, Lord of Sunlight, and Gravelord Nito both at the height of their power on the other.

Instead of the old, dead or weathered enemies in the present, everything you find here is incredibly strong and in its prime. Be careful where you stand in this brawl between gods and dragons, or you’re likely to become collateral.

((This cannot be taken with scenarios that dispense you in this period in time by default. If taken with other scenarios you will return to this period the moment you complete said scenario instead of lingering in the time detailed in it))

———{End of Jump}———

Congratulations, contrary to expectation you didn't die. As a result, you're in the clear, drawbacks have faded like the flames eventually will and you're granted a new choice.

-"New Age": You choose to stay. By staying within this world, you're ushering in a new age for your life, and perhaps the world if you so have the potential. What a bleak place to call home though, how dreary.

-"You May Rest": You choose to go home. After venturing through harrowing lands where nothing is as it seems, down to the laws of the universe themselves. A simpler, safer place in your heart calls you back, the place you called home once upon a time.

-"Bigger Things": You choose to continue your adventure. Your legend hasn't ended here, there is still a road to travel, you will do more, see more and fill your life with more moving experiences.

-------{Notes}-------

-1: This Jump was a remake of the original Dark Souls Jump, which was at the time adopted from Rukipedia. I'd like to give special thanks to them and the different encouraging anons and names that helped me get started with Jumpmaking since it led to lots of happy moment later down the line.

Special thanks to the always amazing and awesome and talented Valeria as well, the cutest and most helpful assistant and girlfriend in the world. I really wouldn't have been able to push this far and hard without her. (For anyone who might have questions in the future, ask for "NuBee".)

-2: Most abilities that would require "souls" may also use sufficient amounts of spiritual energy of a greater cost compared to the cost in souls.

-3: For those curious about the details and differences between Slabs and Embers for the purposes of equipment, it's like this. An ember is great for transforming existing equipment into specialized equipment or just working with it in general. They can't just make it 'more' on their own though.

The Slabs, however, are a crafting and upgrading material. You can make shit out of the various forms of Titanite, or improve upon/reinforce existing equipment with them. When the right Ember and Titanite are used together, that's when the best results are made.

That being said, you're in a real world, not the game, so by no means does this mean the different Embers and Titanites are only good for one thing and locked into their roles. Being creative can often open new doors for these things that weren't available due to game mechanics or new influences.

-4: The additional eyes given by Eyes of Seath can be dismissed as desired.

-5: As a God with a chunk of Gwyn's soul, you no longer strictly need a Talisman for Miracles, able to perform them on your own power, but it does help.

-6: Ancient Tradition has a grace period of a few minutes where you're able to absorb the essence of someone who just died. Contact with someone or something that died can be done through secondary contact, such as through a melee weapon.

-7: If Strange Journey is used to take Scenarios that would directly conflict with each other, such as "God of War" and "Eternal Dragon", those scenarios will happen in different worlds or timelines in order to make sense of things and make clearing them possible despite clashing goals.