DARK SOULS

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...

Is this your fate?

You will receive **1000 CP** to help you determine how will you begin your journey.

CLASS

Wanderer

You begin your journey in this dark and broken world as an enigma, one with neither a history nor any allegiance to be found in this land. Oh wanderer, what reason do you have to be part of this world?



Assassin

In a harsh and unforgiving world, there is little room for honor and fighting fair. You've trained in more underhanded ways, of shadows and stealth. Though you may not be as formidable as a knight, it won't matter when a dagger strikes their back.



Priest

Even in the darkest of times, there will always be those who turn to faith to save them. But what is a faith without a priest? Through the miracles you wield, you shall guide others to the salvation they so desperately desire.



Pyromancer

It seems you've decided to follow in the footsteps of a certain Daughter of Chaos and taken to harnessing the might of fire. A simple art it may be but sometimes it is the simplest things that are most effective.



Sorcerer

So you have chosen to study the mystic arts brought about by the Scaleless Dragon. A wise choice. Where miracles excel in healing and defense and pyromancy focuses on offense, there is something to be said about a sorcerer's versatility.



Warrior

In a world such as this, it is only natural for warriors to rise up for one reason or another. Perhaps you are a knight or just a simple fighter? Nevertheless, so long as you can wield a weapon in your hands, you can be considered a warrior in these lands.



Race

You may freely choose your own age & gender.



Human

Frail and far descendants of the Furtive Pygmy, not of the abyss, but of the twilight between ages. Free agents once used as fodder to fight against forgotten dragons and now to feed the flames of war against the dying of the light.

Pygmy | 100 CP

Primordial man, child of the Abyss, shapeshifting monster, all descriptions which are fair, yet fail to capture the most basic aspects of your nature.





Animal | Free

As rare as it is, it's not unusual for an animal to gain sapience, becoming just as intelligent as any man could. Either you were granted a shard of a powerful soul, born through inhumane experiments, or some other method, few would be eager to go against a thinking beast.

Plant | Free

Just as it is the case with animals, it is not unheard of for plants to gain a similar level of higher thought as other races. From the fungoid people found in Oolacile, to the Greatwood spirit trees, there are as many floral creatures in this world as there are trees in a forest.





Witch | 100 CP

As Gwyn had his Gods, and the Furtive Pygmy had Humanity, the Witch of Izalith had her own children, the Witches, beings who shared with her a connection to fire that few could match.

Demon | 100 CP

Brought about by the machinations of the Witch of Izalith, the Demons are beings of Chaos who come in all shapes and sizes, all while possessing a strong affinity for fire and magma.





God | 100 CP

Led by the mighty Gwyn, the Gods were one of the races born at the manifestation of the First Flame. Standing tall and mighty, the Gods soon came to take dominion of the world, ruling over it as its rightful kings and queens.

Giant | 200 CP

Possessing a similar appearance to humanity, the Giants differed from them in one prominent way. They towered over man to such an extent that even the smallest giants stood higher than even the tallest man and they held a strength to match.





Sea Giant | 200 CP

There is more than one type of giant in this world. Hailing from across the sea, these Giants of stone had no faces and possessed a will as strong as steel and souls just as mighty. Even the smallest of these giants towered over men and held strength befitting of their stature as the people of Drangleic would come to know.

Drake | 300 CP

While they may be naught but simple mockeries of dragons, either through birth or artifice, they often grow into a presence that dominates any territory within which they can be found.





Dragon | 400 CP

Long ago, in the Age of Ancients, the Everlasting Dragons were the undisputed and everlasting rulers of the world. But from their lofty heights, they were cast down by the Four Lords and driven to near extinction. You are one of the rare Dragons that lived, one that towers over the likes of men. But do not believe yourself to be invincible. The bodies of your kindred scattered across the land tell a different story.

Crossbreed | 200+ CP

There are beings in this world not entirely of one race or another. Hybrids if you will. One such example of a being is the Crossbreed, Priscilla, the daughter of a dragon and a god. Much like her, you are a being descended from two separate races.

The two races you are descended from is up to you. All you have to do is pay the cost of those two races along with a **200 CP** surcharge. You will receive all the discounts and benefits of those two races along with a new alt-form, the appearance of which is a hybrid of your two races. The exact specifics of your appearance will be up to you. For example, as a Dragon/God hybrid, you could choose to look more like a normal God or be much larger than normal along with having a tail and small horns. Or perhaps you could instead resemble a Dragon with soft hair instead of bristles and scales.

Timeline

You may freely choose when to begin your journey in this world or roll 1d7 and gain **100 CP**.

1. **Age of Ancients**

Long ago, the world was ruled by beings wreathed in scales of stone, the Everlasting Dragons. In time however, the First Flame would arise. And from the First Flame came the Lords. From that moment on, the world was plunged into a war that ravaged the land, a war between Dragons and Lords. You will arrive in this world at a time before the war begins in earnest. What shall you do now? Will you ally yourself with the rising Lords or perhaps become a defender of the ruling Dragons?

2. **Golden Age of Fire**

In time, the Lords triumphed over the Everlasting Dragons, and the Age of Ancients gave way to a golden age, an Age of Fire. Cities as grand as the Lords themselves were built and under the rule of the Gods and governance of Lord Gwyn, humanity spread far and wide across the world. In history, this time shall be remembered as the peak of the Gods' rule and as a time of great developments. But that is not to last. There are rumors abound that the First Flame is weakening, fading. Regardless of the truth, the Witch of Izalith is seeking to stop it, or in a way, replace it. And yet, her attempt will end in nothing but disaster. In a month's time, the Flame of Chaos she brought into being will go beyond her control, bringing about the end of Izalith and the birth of Demons. And in their birth, the world will once again be plunged into a war, one between Demons and Gods.

3. **Fall of Oolacile**

Centuries have come and gone since the war with the Demons borne from the Flame of Chaos. And in that time, there has been no conflict on the same level as the war against the Dragons or the one against the Demons. However, none have seen Lord Gwyn in many an age and there are whispers of his untimely disappearance. But for now, that is not truly important. What is important, however, lies in the city of Oolacile. There is a darkness growing within the city, one that has the potential to bring about an end to the Age of Fire. You will arrive a month before Manus awakens and plunges Oolacile into an abyssal nightmare. With your knowledge, perhaps you could warn the poor knight Artorias and change his fate. Or, instead seek out Manus and aid the Dark.

4. **Failing Age of Fire**

Many, many years after the peak of the Age of Fire, darkness has spread throughout the land, and with it, the phenomenon known only as the Undead Curse. Worse, the First Flame, the fire that brought about so many wonders, is fading and the Gods themselves are nowhere to be found. Only the Princess of Sunlight, Gwynevere, along with her brother, Dark Sun Gwyndolin, remain within Anor Londo. And yet, there is still hope. There is a prophecy, of a Chosen Undead who would gather the souls of Lords and sacrifice themselves to the First Flame, rekindling it and letting it rage once more. You will arrive in this world a week before the one who would become the Chosen Undead is freed from the Undead Asylum.

5. **Age of Kings**

Countless years, countless cycles, have passed since the First Flame was rekindled at the hands of Gwyn and the Chosen Undead. Countless kingdoms have risen and countless more have fallen. And yet, there is one that stands out amongst the rest. Drangleic, forged by a Lord of Light, King Vendrick, this mighty kingdom defeated the Giants across the sea, bringing about a prosperity not seen since the time of Lord Gwyn. And yet even this kingdom fell. The Giants from the sea struck back, bringing forth a great and terrible war. To make matters worse, the Undead Curse returned with a vengeance after the war's end. With only a week until a certain undead arrives to this broken and ruined kingdom, will you take for yourself the role of Monarch or will you remain yet another simple pawn of fate?

6. **Age of Ashes**

How many times has the Flame been linked? How many times has it faded, only to once again be rekindled from the ashes? Far too many, and no time best expresses it better than now. Prince Lothric, he who has been chosen to link the First Flame, has refused his duty and so, those who have linked the Flame before, Lords of Cinder, have been resurrected to do so once more. And yet, they too have refused the call and so it falls upon the Unkindled, undead unfit to even be cinder, to put these Lords of Cinder in their places. Once again, you arrive in this world a week before a certain Unkindled is resurrected in a cemetery of ash.

7. **Free Choice**

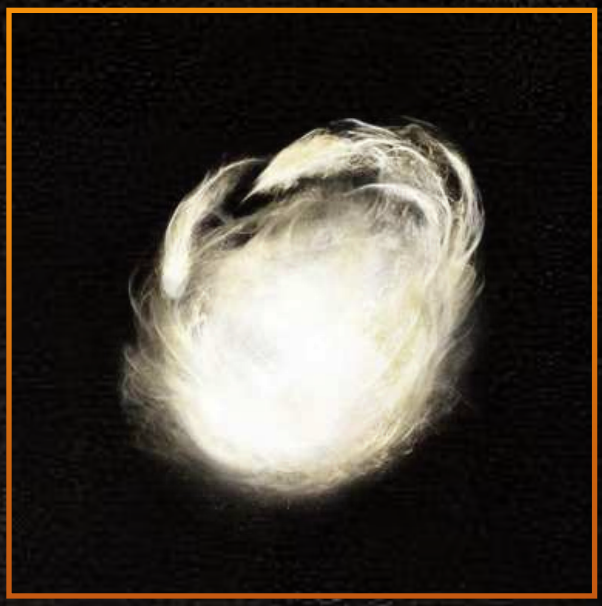
Such a long and sordid history this world possesses. And yet, not all of it has been explored or even explained, not even close. But perhaps you will. You may freely decide when you will arrive in this world, from the days of the Everlasting Dragons to one of the countless cycles of linking the First Flame. Perhaps even an ashen wasteland, bereft of life and dominated by a certain Slave Knight.

Perks | General

Perks are discounted by 50% according to their respective Origins. Discounted **100 CP** perks are free.

Souls of the Slain | Free

In this world, to have a soul is to have life. The soul will persist long after one's death, a testament to the power of its former owner. These souls are free to be taken and they possess power. The stronger its owner, the stronger the soul. Of course, steps must be taken in order to use that power for oneself. Merely taking the souls of others will not make you stronger, at least not immediately. From now on, wherever you go, you shall absorb the souls of those you slay and those slain around you, to be used however you see fit. Whether you wish to forge these souls into weapons, strengthen yourself with them, or merely give them away, it is your choice.



Sounds of the Dark | Free

Surprisingly, for a world that causes countless beings to be consumed by rage, this land holds many things of beauty. One of the more interesting things is the music. Whether it's the boss themes or some truly morose music, this world has many different themes. This perk will grant you all of the music used in this world along with any remixes that have been created. Lastly, you will gain a personalized theme made with the style of Dark Souls. This can merge with any other music related perks if you have them.

A Message Left Behind | 50 CP

There have been many, many travelers in this land and while many of them are not exactly the most helpful of sorts, there are just as many who are willing to provide a helping hand. In this case, they left behind messages that could prove useful to those that would follow their paths. You can do the same now if you wish. Just stop by a certain spot and think of what message you want to leave behind. From then on, the message will appear on the ground, written and surrounded by harmless fire. One may try as hard as they might, but these messages are irremovable without just destroying whatever they were placed on.

Bloodstains | 50 CP

People die in this world in droves. Some of these people will be remembered but sadly, most of these deaths shall go forgotten, unknown to the rest of the world. But with you around, that will no longer be quite so true. At will, you may see bloodstains on the ground. These bloodstains mark the places where one has met their end, often a violent and brutal end in these times. By touching these bloodstains, you will be able to see an illusory phantom, depicting the last ten seconds of their life.

Dark Beauty | 50 CP

There is beauty to be found in even the darkest of places. This world is no exception. From the daughters of Izalith to the Emerald Herald to even the Fire Keeper herself, beauty can be found so long as you know where to look. But you don't need to look for it, not anymore. You possess a beauty that matches those famed for such things in this world, a beauty that shall never fade with the passage of time and shall always be with you, regardless of what you become.

Lore in Hand | 50 CP

This is a world brimming with history and intrigue. From the weapons in one's hand, to the armor one bears, and to the tools they use, history can be found wherever you go. And it would be a pity if you knew nothing about what you wield. And so, from now on, you will find a small summary of anything you use. This small summary will tell you what is noteworthy about such items, whether it be its uses, its history, or even what it represents.

Sunny Demeanor | 50 CP

This is a dark and broken world, but even in the darkest and most dour of times, there is something to be said about having a smile on your face. After all, if you can keep on smiling, you can keep on going, isn't that right? Besides, is it not better to spend your life celebrating what happiness you can find rather than wallowing in misery? Even those close to you would come to agree. The optimism you carry with you is an infectious kind, it seems. In time, you could make even the most pessimistic of souls smile and laugh as you do.

Animal Tamer | 100 CP

Whether they be man, God, or even demon, it is not uncommon to find beings in this world allied with the many beasts that can be found across this land. After all, two is better than one and an animal bonded to you is a loyal companion beyond any other. Which is why you have no trouble with raising animals and bonding with them. You know what to do and what to provide to raise any animal pets or companions you might have along with knowing what it takes to ensure their loyalty to you, a loyalty that would last even after you are long gone.

A Simple Traveler | 100 CP

This land is a confusing place, one with twists and turns in every direction. It would be easy for one to get lost within such a world. But not you. You have a unique awareness of your surroundings that makes it all the easier to navigate the world around you. Unless there's magic or sorcery involved, you'll never need to worry about getting lost or losing your way even in the most confusing locales. And even then, you'll fare far better than most.

Covetous Serpent of Gold | 100 CP

Somewhere out in the world, there is a golden ring that is said to allow its bearer to discover some form of treasure whenever they slay their foes. Whether or not the ring truly exists, you have no need for it. Much like those who bear the ring, you will find treasure wherever you go so long as you slay those before you. Naturally, the more powerful the being you slay, the greater the reward you will gain.

Danger in Every Corner | 100 CP

It has been mentioned before but it very much bears repeating. This is a harsh and unforgiving world, one where danger lurks in every corner. If you wish to survive in such a world, you must be perceptive, be aware of your surroundings and possess good instincts. From now on, you will be better able to spot any such traps and ambushes within your line of sight. You can see the slight imprints on the walls indicating a trap, the scuffs on a floor leading to an ambush, and more. It's not perfect but it's a start. This talent of yours also helps you see any precarious and fragile areas in the environment, letting you best know where to put your feet down and which spots to avoid.

Darkmoon Sentinel | 100 CP

The Blade of the Darkmoon and the Blue Sentinels are two separate covenants and yet they bear the same mission. To hunt down sinners, be it in this one or the next, and enact judgement upon them. And whether you are part of these covenants or not, you have learned how to see the sins of others. Whenever you see another, you will know if they have sinned, regardless of their attempts to hide it away. The darker their sins, the harder it shall be for them to hide from you. And the vilest souls of all will be clear to your eyes, no matter where they may be in the world.

Hands of a Smith | 100 CP

Good tools are hard to find and even harder to make. There are more than enough stories of warriors falling in battle due to poor equipment to fill an entire library. As such, blacksmiths are treated in high regard. After all, who else would be able to make and repair their tools? And like those blacksmiths, you are more than capable of fixing and making your own tools along with being capable of working with stranger materials beyond simple iron and steel. The tools you create will always be worthy of being known as masterworks but more importantly, you have the ability to improve any tool. Of course, the mightier the tool, the harder and harder it will become to improve upon it any further, the materials required becoming rarer and rarer with every step.

Pursuer's Prowess | 100 CP

In the ruins of Drangleic, there is a hulking knight known as the Pursuer who seeks only to slay to those branded by the Curse of the Undead, all so that his sins could be absolved. Do you have a relation to such a being? If so, it could explain these newfound skills of yours. Not only do you have remarkable skill when it comes to tracking down your quarry, enough that you could find them in a grand kingdom with only a few days' worth of effort, you also have the ability to levitate a foot or two above the ground with astonishing grace and elegance, no matter your size. This means that you can fall from any height and land without injury, your levitation kicking in automatically should you be in danger.

Size Difference | 100 CP

The beings of this world come in a variety of sizes, from the Crystal Lizards that do not even reach a man's knees to the dragons who tower over a man as a man would tower over a rat. And yet, it seems that such size is of little relevance to you, at least when it comes to battle. Be they the size of a mountain, or as small as your palm, you shall be capable of fighting any opponent as effectively as if their stature was equal to your own.

So Easily Forgotten | 100 CP

Of the four beings who became Lords, all of them stood out amongst the masses, save for one. The Furtive Pygmy, a Lord and yet so easily forgotten. And much like the forgotten pygmy, you have a special talent for being forgotten. Amongst a crowd, you simply do not stand out. Unless you draw attention to yourself, it is remarkably easy for you to slip away so long as you can blend in amongst the people. But do be aware of this. A determined pursuer may still yet find you no matter how hard you wish to be forgotten.

The Value of a Soul | 100 CP

Souls are valuable but one soul does not necessarily equal another. After all, souls can be gathered from a wide range of sources, from weak and broken hollows to even Gods themselves. With such a variety of souls to be found, it makes sense that you've picked up on this little trick. Merely by seeing another being, you will be able to tell the value of their soul. The value of one's soul generally corresponds to the strength of a being but do keep in mind that there are exceptions and some beings do not possess a soul at all.

A Legion of Friends | 200 CP

Even in a world like this, there will always be people who will band together, fighting against the dying of the light for as long as their will holds on. There are few who embodied this concept as much as the Undead Legion, the Abyss Watchers, a legion of warriors who fought and died together. And now, much like them, you know how to work as a team. Whenever you fight side-by-side with others, you will fight as if you have fought together for years. And that's only for strangers. For those closest to you, you will fight as if your minds were one, as if your souls were one.

A Voice to be Heard | 200 CP

Communication will be important wherever you go, whether it be somewhere in this world or the next. While others will be restricted to the written word and their voices, you will not be so limited. For you see, you possess an ability that only few others in this world do. You are capable of projecting your voice into the minds of others, speaking to them from afar and ignoring all obstacles that would separate you from them. Even if you were separated from them by distances as vast as a grand city, your voice will still be heard. But of course, you cannot expect a reply from those who do not possess similar skills. If they did not listen to you, that would be their mistake.

Changing a Spell | 200 CP

Any two-bit idiot can learn to cast a spell and use it in battle. It is another thing entirely to change it, to modify it to better suit your purposes. Like so many other great sorcerers, pyromancers, and priests before you, you have learned how to bring about changes to the spells you call forth.

A great fire ball can be turned into a cascade of burning arrows. A stream of souls turns into pillars of energy. A bolt of lightning hurled high into the sky turns into a rain of minute electric bolts. The bigger the change, the harder it will be to do so but in time, you can become like so many other great scholars before you. Not only that, you'll even be able to do the same for other systems of magic and supernatural abilities you might come to possess.

Corvian Blood | 200 CP

Within a painted world, there lies beings with the body of a man and the wings of a great crow. Horrendous and foul to behold, there are those who would call these beings abominations and demons. And yet that does not stop them from being able fighters, more than enough to bring low even a well-trained knight. Now, you share some of their blood and as such, you possess some of their abilities.

First of all, two pairs of wings lie on your back. With these wings, you will be able to fly, even if only in short bursts. If they would prove cumbersome, these wings can retract and hide within you. Second of all are the claws on your hands and feet. With them, you can assault your foes at multiple angles, confusing them as you slash at them with either claw or blade. Much like the wings, you can hide these claws, your hands and feet appearing as normal as they were before. Finally, it seems your nature has given you a strange affinity with crows and other similar birds. Such creatures will see you as one of their own and will treat you kindly so long as you do not strike them.

Frost of Irithyll | 200 CP

Hailing from Irithyll of the Boreal Valley, a place forever wreathed in snow, the Outrider Knights are no stranger to the biting chill of frost and ice. Matter of fact, such knights embrace the cold, a gesture the cold returns in kind. Perhaps you are one such knight yourself if these newfound abilities of yours are any indication. From now on, you will find yourself immune to the cold, their biting chill and cold embrace affecting neither your mind or body.

But more than that, your body now emanates an aura of cold, sapping the warmth from your foes and with prolonged contact, even freeze whatever's in your grasp. This very same aura even allows you to infuse whatever it is you wield with the power of ice itself. Strike your foes with such weapons and they will find themselves suffering from frostbite with each and every blow as your weapon strikes deeper and deeper, its power enhanced by the cold. With time, you'll be able to better harness this ice and frost of yours to unleash mighty bursts of cold against your foes, and perhaps, something even greater.

Hidden From View | 200 CP

Many of the foes you will come to face in this world have a strange ability. One that allows them to hide from you until they see fit to reveal themselves. It may take on many forms but the essence of it remains the same nonetheless. Wouldn't such an ability be useful to you as well? Fret not, for such a skill can now be yours!

With this, you have the capability to create small pocket dimensions, an empty void wherein you can hide from your foes until the time is right. These dimensions will always be large enough to accommodate you as well as a small bedroom accommodates a man. So long as you are within this dimension, you can neither be seen nor harmed, but neither will you be able to harm others.

Entering and exiting this space takes a few seconds through a portal. But this process can be shortened with enough training and experience. This portal's appearance is dependent on your own abilities and nature. If you were tainted by the Deep for example, this portal would be a black hole that drips dark energy with every moment. On the other hand, if you were touched by Chaos, the portal would be a fiery thing, burning and charring all those who would so foolishly approach it.

Jolly Cooperation | 200 CP

There are many beings in this world who would be glad to fight by your side for one reason or another. It would be a shame then to simply leave them all behind when your time in this world comes to an end. But it doesn't have to be that way. From now on, so long as you could've summoned them before and so long as they are willing to help, you will now be able to call forth your old friends from across universes to fight by your side once more, regardless of how far the distance is between you and them. A friend in need is a friend indeed.

Lore Hunter | 200 CP

The lands you travel are steeped within the fog of misdirection and half remembered truths which in turn makes truth a rather important commodity. But that will not be much of a problem for you. For you see, unlike so many others, you'll find that even through cursory examination, you will soon be able to discover the true facts of how something came to be, whether that be through the simple examination of a ring or a deep reading of holy texts.

Masterful Dodger | 200 CP

The best way to avoid dying in this world is to avoid getting hit. And you've gotten really good at that last part, mostly by dodging. Your dodging isn't perfect or even good, not yet at least, but you do have one little advantage over most others. It seems that whenever you try to dodge something by either rolling, quick stepping, or flipping, there is an instance, a very small one, barely any longer than a fraction of a second, where you are completely and utterly immune to any forms of harm. It may not seem like much, but you'd be surprised how useful such a thing can be.

Necromancy | 200 CP

Necromancy is but one form of magic in this world. Through it, one can revive and control the dead, creating skeletons, zombies, and other monstrous abominations against life itself. And you are quite the expert. While you may not yet have the same skills as the Gravelord or even the Judicators, you have only taken the first steps into the field. Who knows what you could become in time? On one final note, it seems that you've also become rather adept at stitching up corpses together, like an even more demented Doctor Frankestein. You'll probably find a use for this. Perhaps you could even create your horrific monstrosities such as the Wretches or something even viler.

Soul Forging | 200 CP

There is power to be found in souls. Only fools would say otherwise. However, there is a difference between finding power and using power. Merely having the souls with you does nothing. A soul first needs to be shaped into a vessel capable of unleashing power before it could be of any use in battle. It is fortunate then that you are no stranger to such a task. So long as you have the souls, you will be able to forge said souls into a worthy vessel, one that can truly make use of their power.

These vessels will take the form of weapons and armor, allowing the bearers of such items to wield the powers of the souls that they once were. For example, slaying a Basilisk and using its soul to craft a weapon would see the weapon become one that exudes a gray mist that curses all that it touches, save its wielder.

A Fragmented Soul | 300 CP

When Manus, Father of the Abyss, perished, his soul split into fragments. In time, these fragments grew into beings with their own minds and souls. So you have learned to do the same. At will, you may tear apart fragments of your own soul and in time, these fragments shall become children of your own as much as Manus' fragments became children of the Abyss. And while you may not be able to fully control their growth, there are ways to influence these children of yours. For you see, you are capable of imbuing upon your children certain things whenever you create them. It could be a certain ability of yours or maybe even your own emotions that you poured into them. All of these shall influence your children in many aspects. Finally, the time it takes for a fragment of you to grow is based on their size. The smaller the fragment, the faster they will come into sapience. And while they may be separate, you need not be afraid. Your children, no matter what happens, shall always see you as their loving father.

Blessing of Nito | 300 CP

It seems that you have well and truly died, something that actually feels quite rare in this world. You are, for all intents and purposes, no longer a member of the living. You do not need to eat, breathe, or sleep. Your body is animated by the power of the Lord Soul of Death, not through any mere biological or physiological process. You do not need muscles to move, a brain to think, or eyes with which to see. You can do anything you could previously even when reduced to a simple skeleton. The only common means by which to end your existence is to shatter your bones, grind them to dust, or burn them to ash.

Eye of Calamity | 300 CP

One of the last of the ancient dragons, the Black Dragon Kalameet was known to the land as a bringer of calamity. Even Anor Londo feared his wrath. And now, it seems a part of Kalameet is with you now. On your forehead lies an eye, shaped like a diamond and emanating a baleful orange glow. Through this eye, you can call upon the Mark of Calamity, a power possessed by the Black Dragon himself. Any foe who stands in front of you shall be raised into the air, damaged by the eye itself but more than mere damage, you will leave behind a mark. This mark shall stay with them for a full minute and so long as they bear the mark, your foes shall take twice the damage from any attack that strikes them, regardless of its nature or source.

Fire Keeper | 300 CP

Across this land, you will come across what are known to the people of these lands as bonfires, a mound of bone and ash with a coiled sword in the center of it all. And even at a glance, you can tell that these bonfires are special. Merely resting by the bonfire will see one's health and stamina be rejuvenated entirely and all other detrimental effects upon their person will be washed away in their entirety, save for curses and their ilk. Not only that but the healing properties of the bonfires will even extend to one's equipment, restoring them to full so long as they aren't truly broken.

But now, there is no reason for you to leave the bonfires behind. You have learned the secrets to the creation of bonfires, and you bring them with you wherever you go. But remember this. One cannot so easily prevent others from using a bonfire. You are not the only one that a bonfire will provide its magic to.

Host of Embers | 300 CP

An Heir of Fire is one who bears the potential to link the Flame, whether it be the strength of their soul or their body. Without such potential, one would not be able to truly reignite the First Flame, their efforts wasted in the end. You would not need to worry about such a failure for you are an Heir of Fire.

But more than that, you are a Host of Embers. Or rather, you have the abilities of such. Whenever you wish, you may take on an embered form. While embered, you shall glow as if you were a bonfire, your clothes, weapons, and very being emitting small flecks of fire with every passing moment. So long as you remain embered, you will be stronger, more enduring, and every attack you unleash shall be touched by Fire. You may not be a Lord of Cinder just yet, but you would certainly be worthy of such a moniker.

Soul Improvement | 300 CP

It has been said before that there are many ways to use the power that lies within the depths of the soul. Forging weapons and armor is but one method. It is a useful art but sometimes, it is not equipment one requires. Sometimes, it is necessary for the body to be strengthened instead. And so, this method is available for those who seek to do so.

So long as you are in a safe place, one far away from any who would seek to do you harm, such as by a bonfire, you will be able to make use of the souls you have amassed within you. By doing so, you will be able to strengthen your body, increasing your vigor, endurance, strength, dexterity, intelligence, faith, and even your luck. Bear in mind that the more powerful you become and the more you make use of this ability, the greater the souls you will need to raise your body ever higher. With some experience, you'll be able to perform this process for others as well, improving the bodies of those who would be willing to accept.

To Reflect One's Self | 300 CP

The arms and armor of a man reflect the soul within. With every passing moment, it is said that one's tools change, adapting themselves to better fit their wielder. For you, these changes are all too real, no matter the tools you bear. From now on, your tools are as much a part of you as the hands of a man are to their body.

The longer you wield and bear your arms and armor, the more they will change. At first, the only changes will be simple cosmetic alterations. Your tools shall change to better suit your own preferences, as if they were becoming closer and closer to you, understanding you more and more. And these changes all make your tools so much easier to wield, as if your tools are becoming fit just for you. But as time passes and the more you use them, these changes shall become far more than merely cosmetic.

In time, a part of your soul shall leave its mark on your tools. And in doing so, your soul will impart upon your tools more significant changes. Your tools shall become more resilient, changing to match or even exceed your own durability. The strength and speed they strike with becomes equal to or even greater than yours. But most importantly, your tools will gain powers, powers based on what you yourself possess. All these changes shall remain ever more, and you will forever have tools as great as you.

A Covenant's Master | 400 CP

It is only natural for the many beings of this world to band together so long as they find some form of common ground between them. It could be something like a goal or perhaps some sort of shared experience. It matters not. And over time, these groups will grow, expanding as it adds more and more members until finally, the group becomes a covenant. You should become more familiar with such things. After all, you are now the leader of a covenant entirely your own.

By inducting beings into this covenant, you will find yourself able to bestow upon them a fragment of your power. Whether it takes the form of an item or an ability is up to you. So long as the members of your covenant abide by the rules you set forth, they will receive all the benefits of being a member and you will have the ability to summon them forth, no matter where they may be. Your covenant may have as many members as you wish and thankfully, you will always know who the members of your covenant are. More than that, you will also be made aware whenever one of your followers breaks one of the rules and tenets of your covenant. Their punishment after that is up to you.



An Endless Discharge | 400 CP

In the beginning of the Age of Fire, there was a child borne from the Witch of Izalith herself, a son. And yet this child, this boy, was cursed from the very moment of his birth. Sores inflamed by fire and lava alike covered his body from the instant he entered the world. Agony was all he knew, for even the loving embrace of his family could rid him of the pain. Even their attempts to save him from this cruel fate failed in the end, bringing only a disaster. But, should the pain and agony be stripped away, even a curse such as this could become a gift. A gift for you.

From your body, you can call upon an endless discharge of fire and magma, unleashing it to great effect against your foes as you manipulate it with monstrous control. Needless to say, fire will prove as effective against you as a light drizzle is to a dragon. And yet, that is not all you can do. With time and training, perhaps you could gain a body much like the son of Izalith, a form that towers over even the greatest of giants and with the sheer strength and power to unleash shockwaves from even mere physical blows.



A Painted World | 400 CP

As you may have gathered by now, this world is a dark and cruel place. So is it any wonder that there are those who desire to leave it behind, to go to a new land of their own making? You are talented in a mysterious art, one that very few even know of, let alone can use. Through paintbrush and easel, you could create your very own world. These pocket dimensions can be accessed by anyone through touching your paintings with a specified item on their person, a key of sorts, though it could be anything. As the creator, you need not carry one of these keys, as your painted worlds will graciously accept you no matter what. With time, practice and greater ingredients, the painted world you create could become a painting that will last for all of eternity, one that could rival the size of the real world, and perhaps grow even larger.



A Scholar of Sin | 400 CP

This world of souls may be a world in danger of stagnation, of falling into an endless abyss, but that does not mean that there is no chance for progress, no place for growth. And so, like a few other beings before you, you have a mind that allows you to progress evermore. From now on, you will never find yourself lacking when it comes to scholarly pursuits. When it comes to the creation of esoteric and vile artifacts and monstrosities, you excel, capable of matching the skills of Pontiff Sulyvahn, Seath the Scaleless, and even Aldia. And if you are willing to harden your heart and sacrifice the lives of others, the progress you make within any scholarly pursuits, no matter how vile or unique, shall be magnified almost thrice over.



A Seeker of Strength | 400 CP

The world is cruel, and it cares not for any beliefs and philosophies you might hold dear in your heart. No, the world cares only for the strength you possess. Without strength, one cannot grasp and take hold of the opportunities presented to them. Without strength, one cannot hope to better themselves, let alone the world. Whether it be the strength of your soul or the strength of your body, you will need it.

And while you may not yet possess a strength to change the world, that does not mean you will not have a chance to grow. For you see, chances to grow strong will present themselves to you in many forms. A knight chooses you as their squire, a sorcerer takes you in as their only apprentice, a witch becomes willing to help when she would not do the same for others, books with secrets within, and many more. And when you take advantage of these opportunities, you will grow far faster than most, learning in months what would take others years or more.

Finally, the stronger you become, the more that the world seems to gravitate around you. Loyal friends and followers, mighty artifacts, opportunities to change the very world itself, and so many more will find their way to you with little to no effort on your part. It is only natural for the strong to be seen as a beacon of change, of power. Why should you be any different?



A Saint of the Deep | 400 CP

When the Age of Fire comes to an end, it is said to be followed by an Age of Dark. But what lies beyond the Dark? What horrors and monstrosities await in the time beyond the one so feared by Gods and men alike? What comes after the Dark? Little is known but perhaps you hold an inkling, a piece of information that many would come to see you dead for.

You have seen visions, visions of an age beyond the fading fires, an age beyond the Dark, an age of the Deep. The Deep has touched you and left behind a gift, a fragment of itself. Through it, you can cast magic of a different kind, an arcane art so strange and eldritch. This magic goes beyond even the Dark, endlessly pursuing the foes of its master. And even beyond this world, you can spread the Deep everywhere you go, its corruption affecting all but you and those with a mighty will.

But mere magic and corruption is not what makes the Deep so dangerous. The Deep has given you a truly formidable power, the power to devour. Through this power, you have the ability to devour the flesh and soul of others, be they man, beast, or even the very Gods themselves. In doing so, you take in all that they are, gaining their powers and their memories. And unlike the soul who would become the original Saint of the Deep, your body shall remain unchanged unless you will it so. In time, there will be nothing you cannot devour.



A Fragment of a Lord | 600 CP

In an age where the world was yet unformed and shrouded by an endless fog, all that could be found were gray crags, Archtrees and the Everlasting Dragons. But in one fateful moment, the First Flame came forth and in doing so, brought about Disparity. And with it came heat and cold, life and death, and of course, light and dark. And within the First Flame, four souls were found, incredibly mighty souls that came to be known as the Lord Souls. Using these four souls, four beings from the fog, far different from the Dragons of the world, challenged the Dragons and in their victory ushered in the Age of Fire.

These four great souls can be splintered and offered to others, elevating them in stature and power. Or, as the story goes and the ages pass, these souls diminish to only be a fraction of what they once were. The soul you have just received and wield now is grand and yet it is but a mere fragment of what a true Lord would possess. You may choose from which of the Lord Souls that yours comes, as that will determine the nature of the powers which you receive, or you may choose for it to be a remnant of another lost soul.

With a soul such as this, you are certainly far mightier than you were before. You would stand heads and shoulders above the ordinary members of your kind. But that is not all. Even if it is a fragment of what it once was, this fragment will nonetheless bolster all other abilities you have come to possess. And should you be endowed with certain abilities, you will find them truly enhanced by this soul, this **Fragment of a Lord.**



Perks | Wanderer

Walking Through the Lands | 100 CP

The very land is dangerous, with threats being a part of almost every environment. A place is too hot or too cold, the ground is fragile and brittle, all signs of a world where death could come for you at any moment. It is fortunate then that you are a bit more resistant to such things. Unless you jump into them, the dangers of the environment will rarely, if ever, be a cause of harm. Lava shall neither burn your skin nor will the gases and smoke choke you until you hurl out your lungs. Even the frigid cold will not affect you as it should. Bear in mind that this protection only works against the environment. Attacks of a similar nature will be as effective as they were before.

Pleasant Disposition | 100 CP

It may come as little surprise but the lands you may travel can be rather harsh and unforgiving. In these times, bonds of friendship may be the difference between your continual existence and the ever-present threat of hollowing. With this being said, many will find you to be a pleasant sort, a person with whom they can begin to trust implicitly. For who better to confide in than a dear and sincere friend?

An Age of Gold | 200 CP

There is a common theme here, a theme you'll observe over the course of this land's long and expansive history. No matter how separated by time they may be, you shall find stories of kings, of rulers, of leaders who could raise their people from nothing and transform them into a mighty kingdom. And so, whenever you become a ruler of your people, you will find yourself becoming more and more like the great kings of old, at least in some respects.

Great ideas shall naturally come to you. Ideas to grow your economy, ideas to bolster and improve your kingdom's defenses, ideas for better farming methods, ideas to wage war, and so many more. And if you are willing to follow through these ideas, you would create a golden age for your kingdom, an age of prosperity that few could ever hope to match.

Loyal to the Last | 200 CP

What does it take for one to inspire loyalty amongst those who follow them? What qualities must they possess so that soldiers and warriors of all kinds would follow them to the ends of the world and beyond? Who truly knows but it is no question that there are those in this land who do possess such qualities. From Lord Gwyn and his Silver Knights to the Ivory King and the Knights of Eleum Loyce, there are no shortage of grand and magnificent rulers.

And now, you will be so much like one of those many rulers. With your presence alone, you invigorate the spirit and morale of all those who follow you. Should you take to the battlefield, this presence of yours is only strengthened, further improving the spirit of your allies and bolstering their loyalty to you. Finally, should you lead the charge yourself like others before you, the loyalty of the brave men and women under your command will become something unbreakable. They will follow you no matter where you may lead them and they will fight to the last, even long after you're gone.

Fated | 400 CP

Fate. Destiny. In many cases, these are simply words used to direct and manipulate the masses, to convince them to follow their superiors and to go against what they truly are. But at least for you, fate and destiny is a very real thing and, in your case, they are very much on your side. You'll find yourself stumbling into things that turn out to be artifacts of a valuable nature or maybe you'll find your way into situations that would greatly benefit you if you would just take the first step. More than that, it seems you have a knack for surviving things that would ordinarily be lethal. Direct hits turn into near misses or perhaps into indirect hits, a strike to your head glances off something in the air or something around you, and even when a foe has you in their grasp, they might just toss you away instead of killing you immediately. However, it would be wise not to rely on this luck too much. For when one comes to rely on luck so often, they'll find it failing them when they need it most of all.

Sturdy Foundation | 400 CP

This is not a world for the weak of heart, for those who cannot handle hardships. Even those with the strongest of wills can find themselves being beaten down again and again, until they break, going mad or worse. But strangely, you are unlike any before who have graced these lands, as no matter what you go through, you shall always remain yourself. This is not only referencing your character and mentality, which will only develop in a positive manner, but your body as well. You cannot be forcibly changed, be it through magic or science, with such attempts being rendered ineffective. You are you, and nothing will ever change that.

Curse Breaker | 600 CP

This is a world overrun by curses. Some are as blatant as a blazing flame while others are as subtle as the deep dark. You, however, seem to spit in the face of such curses, being highly resistant to them, to the point where lesser ones, such as those from basilisks, will have no effect whatsoever. But that is not all you can do, as with enough time, you can break any curse and free the afflicted from their suffering. Of course, the stronger the curse the longer it will take, but eventually, it *will* break.

Unlimited Potential | 600 CP

One's strength is founded upon the potential one possesses. Neither born of greatness nor gifted by an outside force, rather, this potential is simply born within each and every individual. With that being said, in almost every individual, this potential is chained, limited in a way. But not in you. Never in you. From this moment forth, there will be no limits that would ever constrain your growth, be it your body or your soul, no limits on what you can possibly learn.

And as you train and grow ever stronger, you will find it is not only endless potential that has been bestowed upon you. Compared to the rest of your peers, you will learn far faster. Techniques, spells, miracles, hexes, pyromancies, and more will be mastered in only a fraction of the time they would have ordinarily taken. After all, potential is meaningless if you cannot find the time to nurture it, to let it grow.

Perks | Assassin

Padfoot | 100 CP

One of the most important traits of an assassin is to be silent. With this perk you will be capable of moving throughout the night without a single sound. Even if you were wearing heavy armor you would be capable of moving with nary a sound. As a result of your control, you will also be able to avoid triggering any pressure plates or similar traps.

From the Shadows | 100 CP

It may not exactly be honorable or righteous, but you've always believed that there are times when honor must be cast aside to do what must be done. In this case, you cast aside your honor for the art of murder. From now on, whenever you strike another whilst you remain unseen and unheard, you will find that your blow shall strike harder and deadlier before. An attack that would've left your foe on death's door would now be enough to kill him nearly three times over so long as you struck him from the shadows.

Hawkeye | 200 CP

While many battles in this land are fought with a blade in hand, that doesn't mean ranged weapons do not have a place. That place is one you will easily be able to fill. When wielding any ranged weapons such as a bow, you will be capable of striking with accuracy at a greater distance then other users. In addition, you'll find your projectiles hitting hit harder and traveling faster than they would be capable of otherwise. Given time you may become as famous as Hawkeye Gough, the legendary giant himself.

Power Stance | 200 CP

A sword and shield are fine for knights and warriors who fight openly, but not for you. No, you understand the importance of having a secondary blade in hand for dicey situations. As a result, you can masterfully wield two weapons at the same time as naturally as you would a single blade. Even better, you'll find you're ambidextrous now. So long as you can do it one hand, you'll be able to do it just as well with the other.

Lord's Blade | 400 CP

There comes a time when even the least honorable of beings has to fight their foes face-to-face. In such times, such beings will likely meet their end in the hands of their foes. But not you. The art of battle is so very much like a dance and in the art of dance, there are few who could ever hold a candle to you. In the midst of a fight, you move with such grace and beauty, with agility and dexterity unsurpassed, almost as if you were as light as a feather. Your body bends in unnatural ways and even blows that would ordinarily be fatal can be rolled with, turning a lethal blow to one that would leave you injured and yet more than capable of fighting still. Most impressive among your new capabilities, however, are your reflexes. With them, you dance in the midst of battle, the strikes of your foes missing by the smallest of margins, leaving them wide open for your devastating counter attacks.

Relentless Hunter | 400 CP

So many beings in this world are reliant on their eyes to survive, using vision to traverse the land and to battle against the many threats within it. But why should you be so reliant on such a thing, especially when one's vision can be taken away so easily and quickly, whether it be through fog, injury, or something else entirely? Unlike so many others, you have trained yourself to rely on more than just your sight. Whenever one of your senses has been disabled or weakened, your other senses will compensate for it, allowing you to fight on as if none of your senses were ever shut down in the first place. This even extends to the rest of your body. When a part of you is crippled, you will learn to fight on without it, remaining just as effective as you were when whole.

Weak Points | 600 CP

Assassins are a well-known part of this world, no two ways about that, and because of this, many beings have taken the time to defend themselves against you and your fellows blades through all manners of armor. While their attempts at impregnable armor may stymie your lessers, it matters not to you. Whether by a purely supernatural ability or preternatural knowledge, your blades, spells, and really any form of attack you can levy pierce through the armors of your enemies with absolute ease, ignoring the defensive properties entirely, as if the armor was never there in the first place.

Phantom | 600 CP

When people think of assassins, they assume the image of black clad figures moving and skulking across the shadows to reach their targets, all whilst remaining completely undetected until the final moment. A misconception of an assassin's abilities... with the exception of you. You are like a phantom in the night, operating with such skill and experience that even the most trained individuals would never notice your presence even if you were standing next to them. And why would they? For whatever reason, it seems you have learned how to alter your physical state to turn invisible to those whom you do not want to know of your presence.

Perks | Priest

Teachings of the Faith | 100 CP

How can one expect a faith to spread if its priests and clerics do not possess the knowledge on how to spread and run such a faith? Fortunately, you now have such knowledge with you. You are knowledgeable in the doctrines and ceremonies of a religion of your choice in this land and not only that, you'll find it easy to pick up on such things wherever you go, ensuring that any religion you might find would be proud to call you one of their own.

Miracles | 100 CP

Through miracles, the people of this land can call upon the might of the Gods, whether they be man, giants, or even fellow Gods. The greater your Faith is, the greater the miracles you call upon can be. While your own repertoire and knowledge of miracles is not as large as it can be, you will find it to be useful for the times ahead. For now, you are capable of casting the miracles such as Heal, for replenishing the vitality of you and your allies, and Lightning Spear to strike at your foes from afar.

Gross Incandescence | 200 CP

If only others could see how you shine! If only others could be as grossly incandescent as you! Perhaps the Age of Fire would never truly end when everyone glows like you. At will, you may choose to give off light, enough light that you could be seen from miles away in even the darkest of nights. But mere light is not enough to describe what it does. So long as your light shines, your allies will find themselves inspired, their sense of will and self greatly strengthened, their courage growing as you glow. So long as you shine, even the Dark itself shall be repelled, at least for a time.

Honeyed Words | 200 CP

A priest with no charisma is no priest at all. After all, if a priest cannot convince the masses of the truth of their faith, how could their faith ever spread across the land? But you need not suffer from this predicament. For you see, not only are people more willing to trust in you, but you truly have a way with words. When it comes to persuading others, few can match your skills. At worst, it would only take you a few short conversations to persuade an average man to join you, in battle or otherwise. More than that, this talent of yours becomes all the more effective when used with crowds, almost as if by persuading only a few, those few will start persuading the rest. And if you happen to share their faith? You'll find this skill all the more effective, four times over in fact.

Brilliance of One's Sun | 400 CP

The sun is beautiful, wouldn't you agree? Wouldn't it be grand if you could give the gift of the sun to those you would call friends, even if it was only for a few short moments? Wonder no more! Whenever you wish it so, you can form a halo of light at your back, one that takes the form of a sun. As long as the halo shines by your back, you and your allies shall be strengthened by half again, and wings of holy light shall sprout from your backs. While you may not be able to fly these wings, gliding is a different matter entirely.

Dreams of the Deep | 400 CP

The ephemeral nature of dreams is a bizarre one to say the least and one not normally prone to the creation of miracles. But that is not the case for yours. When you observe an act or individual, your dreams shall manifest their image into your mind and through that image, you can write the texts, parables, and passages that will lead to the creation of miracles unseen before their creation, miracles of what they once wielded. Be warned though, some may not take kindly to the miracles you create as they may contain the most blasphemous of powers.

Shadow of a Pontiff | 600 CP

A priest will often be followed by a congregation of loyal friends and followers, but that will not always be the case. And yet, much like others, there will come a time when even the most alluring and charismatic of priests will have to rely on none other but themselves. But just because you have to rely on your own skills and might, it does not mean you have to be alone.

With only a few seconds of concentration, you can summon a clone of yourself, a shadow that shall fight alongside you. The shadow you call forth shall be less durable, but it will possess all of your abilities, and should you lack it, it will be capable of teleporting short distances, disappearing in a cloud of purple and black magic and reappearing somewhere else nearby within an instant. There are no limits to the numbers of clones you can call forth but do remember that you can only summon a single shadow at a time.

Saint | 600 CP

Ah, how blessed we are, to be in the presence of a saint. Not like that pretender from the Deep, but a true and holy saint. Such is your faith that you no longer need a talisman to cast your miracles, capable of casting them with a wave of your hand. Your divine abilities are not just limited to that, however, as you possess a literal healing touch. Diseases, poisons, deathly wounds, even lost limbs are fixed when you channel your faith. Finally, you radiate a holy aura, one that greatly boosts the regeneration of health and stamina for any ally you have nearby.

Perks | Pyromancer

Flame of Ambition | 100 CP

A pyromancer without their fire is no pyromancer at all. And yet, what is ambition but one's inner fire? Where the ambition of an ordinary man would be nothing more than a small light, yours is a raging inferno that illuminates the night. With this burning blaze within, you shall always possess the drive to improve yourself, to become greater than what you were before. Laziness and negligence shall forever be a thing of the past for you.

Pyromancy | 100 CP

In the literal Age of Fire, it comes to no surprise that the art of pyromancy is prominent in quite a few places. Whether you were training in the Great Swamp or Izalith itself or whether pyromancy is just part of your nature, you have a fully matured pyromancer's flame and know how to cast several spells such as Fireball or Fire Surge.

Friendly Fire | 200 CP

Pyromancy is a great and powerful art. But, as is often the case, with great power comes great danger. After all, there is no end to the stories of budding young pyromancers bringing about an untimely end to those they call friends, an end brought forth because they lacked control over the fires they commanded. But that is a problem you need not worry about. The control you wield over your fire is such that you will harm only what you wish to harm and nothing more. And as you go about your journey, you will find this talent of yours extending to more than just pyromancy. All of your powers, all of your abilities, will forever share this peculiar talent.

Poisoned Pyromancy | 200 CP

Contrary to what the name suggests, the art of pyromancy is not solely limited to the manipulation of fire. In fact, through pyromancy, one can learn to manipulate poison itself, a fact you know all too well. For now, you are able breathe out either a cloud of toxic mist that poisons all those who find themselves within it, one more than capable of killing the average man in but a few moments, or breathe out a surge of acid that corrodes ordinary weapons and armor into nothing but heaps of scrap metal in only a moment's time. Perhaps with only a bit of practice and experimentation, you'll find yourself capable of infusing poison into the very fires you command with nary a moment's pause.

Chaos Pyromancy | 400 CP

The pyromancy wielded by an ordinary man pales in comparison to the pyromancy of old, the magic once wielded by the likes of the Daughters of Izalith, chaos pyromancy, the pyromancy you now possess. The fires you wield have been touched by the Flame of Chaos and so, they have become wilder, more powerful. Defenses that would have stopped your flames cold before are useless against the power of your fire now. Unless they can bring to bear a stronger defense, they will turn to naught but ash from the burning heat of your flames. Such is the might of your flames that even magma can be formed and manipulated, even if it is not to the same extent as the control you wield over fire.

Power Within | 400 CP

As it has been said before, there is more to pyromancy than merely the ability to control fire. Fire can be used to strengthen oneself and you have become a master of this art. By internalizing your flame, your speed and strength shall grow half again what they normally were and even the might of your attacks will be boosted by the same amount. All this comes at a cost however, for as long as your flame is internalized, your own health shall suffer. But, if you had some way of healing yourself, you can keep your fire within you for as long as you will it. The benefits can be increased, and detriments decreased, with time and training.

More than that, it seems you have become quite an expert in utilizing pyromancy in more esoteric ways. Jets of fire to propel you, coating you and your weapons in flame, or even hardening yourself are only the beginning of what you can do. Even a mimicry of flight can be achieved in time.

Everything Burns | 600 CP

Was it through research that you achieved this terrifying power or was your need to see everything burn just so strong? No matter the answer to this question the might of your flames is now such that nothing can escape them. Meaningless are resistances and immunities—if you want it reduced to ashes, it will be, so long as it has a physical form and can't somehow extinguish your fire. But, even with that side note, this is a power matching that of the Witch of Izalith who was able to weave firestorms capable of slaying the immortal dragons. You have complete and utter control over what your flames devour and what they leave alone, allowing you to achieve feats like setting your sword ablaze to scorch your enemies without damaging the blade, or coating yourself in an aura of flames that will damage any enemies that get too close.

Inferno | 600 CP

In an age where the world was unformed and shrouded by fog, all that could be found were gray crags, archtrees, and the everlasting dragons. But in one fateful moment, the First Flame came forth, and it was from the First Flame that the first souls came into existence. It is only reasonable then that souls would see their end from flames as well. Your fire now burns spiritual constructs as easily as it does physical ones. There is no escape from the flames you wield, not in the afterlife, and not in extinguishing them either, as it is now impossible to do so against your will. Absorbing them and other similar abilities will no longer affect them, much to the fear of your foes.

Perks | Sorcerer

Mind for Academics | 100 CP

Sorcery is an art that takes a lifetime to master, and in that lifetime, a sorcerer will need to learn more than just magic. But unlike others, you have a certain gift that would greatly help you along the path of magic. You see, there is something special about your mind, a certain trait that many others lack. You do not forget. No matter how much time passes and no matter how frayed and broken you become, your memories are eternal, staying with you every single step of the way. A memory from your childhood will be just as clear a thousand years from now as it was on the very day that memory was born.

Sorcery | 100 CP

The premiere school of sorcerers in this land is Vinheim Dragon School, a school specializing in the study of Sorcery. And it seems you've picked up more than a few tricks from that institute. First things first, you are quite knowledgeable in sorcery, able to tell it apart from other forms of magic in this world. Secondly, you have grasped the basics of actually casting the spells and making use of them on the battlefield. In fact, you've already mastered a few spells such as the Soul Arrow and its improved counterpart, the Great Soul Arrow. Who knows what you could do in the future?

Crystal Mind | 200 CP

So much knowledge to be discovered in this world, and yet so little time to attain it all, not to mention that some of those secrets aren't meant for those who value their sanity. Fortunately, neither of those issues affect you. You process information much faster than any human, learning in weeks what would take others years, and eldritch truths and knowledge shall have no negative impact on a mind as keen as yours.

Mystical Teacher | 200 CP

Sorcery could not have become as prevalent as it is in these lands were it not for the existence of those who would be willing to teach it. Through them, the study of sorcery would spread across the entirety of the land and in a relatively short amount of time, there would be no corner of this world that remained unaware of the arcane arts. It's only fitting then that much like the sorcerers of old, you too can bring the arcane into the worlds beyond, even to those where the supernatural simply does not exist. So long as you are willing to teach, sorcery can spread evermore. Even the arcane arts you've learned from worlds beyond can be taught to others.

Lessons of Oolacile | 400 CP

The sorcerers of Oolacile approached the art differently than their peers in Anor Londo and beyond. Unlike the soul arts, the sorcerers of Oolacile were of a more supplemental nature, allowing casters to utilize golden spells to conceal themselves, their weapons, cast motes of light, repair equipment and even negate opposing spells through twisting walls of light. Now you may be able to utilize these spells too. Should you practice and study, you could create more elaborate illusions, ones that will fool even the keenest of senses.

Teachings of Seath | 400 CP

In his studies of the primordial crystal, Seath the Scaleless found that crystals were capable of greatly strengthening the power of soul sorcery. While normally he would keep this secret from all those around, the sorcerer Big Hat Logan would have been the first to understand crystal sorcery. Or he would have, if not for you. Somehow, whether through study or a higher power, you have begun to understand crystal sorcery and have taken it beyond spells for attack and defense. You can also create works of crystalline arts, such as mighty golems that act as defenders of your domain, holders of precious things.

Mysteries of the Soul | 600 CP

Beyond his skill in the arts of crystal sorceries, the Paledrake, Seath the Scaleless, possessed knowledge in the mysteries of the soul, far beyond most other beings in this world. Only a few throughout this world's long and sordid history ever came to equal him in that regard. And you are one of them.

Through your knowledge in souls, you have gained mastery over soul sorcery. Spells of the soul are stronger, faster, and improved in every way when you cast them. But this is just a mere fragment of what your new knowledge has to offer. You can create new forms of life by manipulating the souls you possess. More than that, you can even manipulate the souls of others, so long as they are willing or incapacitated in some way and incapable of fighting back. The stronger their soul is in comparison to yours, the harder it will be to manipulate and change them. By doing this, you can transform them. As an example, you could turn a normal man into a giant with crystals jutting out of their skin. And with time and experience, you can learn to do far more.

The Great Sage | 600 CP

Big Hat Logan was a once in lifetime prodigy whose skills with sorceries were said to rival the very gods themselves. But he was not the only one. Whether by genius, luck, or something else entirely, you'll find your magic has been altered in several simple, but profound ways. First, your pool of mana has increased exponentially, allowing you to cast far more spells than your so-called contemporaries. Second, the very spells your cast no longer abide by the protections your opponent has secured themselves with, tearing through and ignoring their supposed armor and defenses with contemptible ease. Lastly, you shall no longer require a catalyst to cast spells or sorceries of any kind, for your body itself has become the greatest catalyst you can use.

Perks | Warrior

Athlete | 100 CP

A true warrior must be able to stand tall, to be strong, to keep fighting for as long as they can. Anyone who cannot do so is no warrior at all. And now, you can do just that. Unlike the average man, you possess a font of energy so large that you can keep fighting and running for hours at a time. And more than that, you have the strength to match your stamina. Compared to the average man, you possess a strength twice as large. But it would do you well to remember that in this world, there are beings and creatures who tower over men twice as strong as you are now.

Trained for War | 100 CP

More than just their body, a warrior must be trained for the battles to come. You may have a warrior's body but now you have a warrior's skill. There are many weapons one such as you will have to rely upon in your time here and thankfully, you are well-versed in some of them thanks to years of training. You may decide from five types of weapon available in this world such as swords, spears, axes, and more. Once you've made your decision, you will be able to use such weapons with skill befitting of any proper warrior. With time and practice, perhaps you could make a name for yourself.

Custom Fit | 200 CP

As useful as armor may be, there are times when it becomes cumbersome, whether by restricting your movement or by weighing you down. At those times, it almost seems wiser to just take the armor off entirely and move on without it. But you've picked up a trick or two when it comes to armor, a trick you'd do well to use. So long as you could have moved around with it before, armor will never weigh you down so long as you wear it and you'll never find your movements restricted because of such armor. It's almost as if everything you wear was made just for you.

Hardly Practical | 200 CP

There are so many weapons to be found within these lands, some simple and practical, others over the top and too unwieldy for nearly anyone. Though many will turn away from the latter, this will never be a problem for you. No matter how impractical a weapon may look, however strange it may be, they will function just as well as any other weapon. Additionally, you can effectively utilize weapons larger than your entire body, while being just as heavy.

Closing Wounds | 400 CP

It is not those quick, decisive battles that truly test a warrior, but those long ordeals of attrition, the conflicts that will take hours or even days before a victor can truly emerge. And while this may not guarantee your victory in such cases, it does provide you a very useful advantage. To begin with, your stamina has improved by leaps and bounds. Whereas before you could have ran and fought for hours at a time, now your endurance is endless, letting you keep going without rest for days, weeks, and more. But not only that, you have also been blessed with a powerful healing factor. Where others would suffer from wounds leaving them incapable of fighting, you will still be able to fight on, your body knitting itself together within an hour from even the most grievous wounds.

Dragonkiller | 400 CP

There are warriors in this land who have earned their fame solely through slaying creatures of a certain kind. A shining example of such warriors would be the Dragonslayers of the Age of Gods. With their mighty bows, such magnificent archers brought low the dragons of old, even from high above the clouds themselves. And like the Dragonslayers, you find yourself excelling when faced against your chosen foes.

You may choose one type of creature, whether it be dragons, gods, humans, demons, giants, undead, or something else entirely. From now on, whenever you find yourself facing such foes, you shall find your blows against them striking twice as hard and any blows of theirs will have their might reduced by half against you. Not only that, but you will instinctively know any weaknesses they might possess and any strike against those weaknesses are instead twice as strong and powerful.

The Rock | 600 CP

A warrior must be strong. A warrior must be durable. A warrior must be unyielding, regardless of the foe they face and the powers they wield against them. And in this land, there are few who embodied what it meant to be a warrior as much as Havel the Rock. With armor hewn from a massive boulder and a hammer crafted from a dragon's tooth, he stood against dragons and sorcerers alike. With unrelenting defense and a strength to match, he brought them low and crushed them to a pulp.

Following in his footsteps, you have become a veritable juggernaut upon which your foes will break. Strong enough to match and even exceed the strength possessed by dragons and demons alike, and yet that is not where you truly excel. That honor belongs to your defenses. No matter the attack, whether it be magical, physical, or something else entirely, you will find its might reduced by a third when brought to bear against you. And while standing still, your foes will find you impossible to knock down, even with the mightiest of blows. If ever you were to die in battle, you will die standing.

God of War | 600 CP

Amongst the Gods of this world, there was one who truly embodied what it meant to be a warrior, a nameless god of war. And even if his name and history has long been forgotten and broken, that does not mean his legacy can ever be expunged. Such a legacy will live on in any warrior who seeks to better themselves, a warrior such as you. In many ways, you are so very much like the nameless king of old, with there are some who might even believe that you are his reincarnation.

Any weapon in your hands is a weapon that you have undoubtedly mastered, wielding it as if you've fought in countless battles with the weapon by your side. More than that, there are few who could call you their equal on the battlefield. The weaknesses and openings of your foes are discovered in mere moments and to exploit such things is child's play. And of course, such skills come with fitting speed and power. Fast enough to cross the span of a room in the time it takes a man to blink and capable of unleashing shockwaves of force from the mere strength of your blows, you are a true contender for the title of God of War.

Perks | Human

Transitive Soul | Human Exclusive

What does it mean to be human? What does it mean for one's soul to be so... fleeting? In this world, to be human is to have a transitive soul, a soul that can be given away and yet in doing so, the essence of their being remains even as they've lost their humanity. Even when they've taken the soul of another as theirs, they will find that they will remain as themselves, regardless of whatever soul they've taken or whatever fate befalls their own. As a human, it is only right that you share in this gift, in this dark soul of man.

Get Back Up | 100 CP

Failure is a common friend to humanity in these times, especially to the undead. After all, there are many beings in this world that could and would kill a man with the same ease that a man can kill a harmless fly. Such things would be discouraging to an ordinary man but then again, you are no ordinary man. Whenever you fall, whenever you fail, whenever you lie defeated, you will learn. You will learn from your mistakes, you will learn from your foes, and most importantly, you will take these lessons to heart. It might be discouraging, it might be painful, but learning is the first step to success. So long as you keep learning, you'll have one part of what it means to be human.

The Will of a Slave | 200 CP

Long ago, in a time when the Lords still walked the land, there were warriors known as the Slave Knights. Only the Undead served as Slave Knights, warriors used only as fodder in the bleakest of battles so that greater warriors can save their strength when needed most. And yet, there is something to be admired about such knights. Even with their skin charred black, their bones twisted, their body all but broken, the Slave Knights fought on, never knowing a reprieve from their duties. An unbreakable will in a broken body. The very same will you now possess.

As the Slave Knights of old once did, you will fight on. Even when your body is broken beyond all recompense, you will carry on your mission. Even madness will not stop you, your mind using that very same madness to go forth. Hundreds of thousands of years can pass and yet you will keep fighting. Only at the end of your duty, will you finally rest.

A Dark & Terrible Sign | 400 CP

In this world, there are those who are known as accursed undead, humans whose lives have passed and yet they still walk. All such individuals are branded by the Darksign. Henceforth, whenever such a being dies, they will find themselves reborn, resurrected near the last bonfire they rested at but losing all their souls in the process.

And now, you carry this gift with you. So long as there is a bonfire somewhere in the world, you shall be reborn there at the cost of all your souls. The souls you lost will be found where you died, free to be retrieved by you once more.

Perks | Pygmy

Dark Soul | Pygmy Exclusive

The Dark Soul was different from the rest of its kin, unique in nature. As the other Souls of Lords weakened and faded as time moved on, the Dark Soul did not. Even when broken apart and separated, the Dark Soul grew stronger over the ages as the descendants of the Furtive Pygmy spread ever farther. And this quality is one you now share. Your talents, your powers, will never fade with the passage of time and even when split apart, your power can be made whole once more and be ever stronger for it, so long as your power has the time to grow.

Dark Vision | 100 CP

Those eyes... those eyes of yours are... Dark. With those eyes, the Dark shall be your friend. Never again shall you lose your way at night or in the darkest of places. No matter where you are, you will see them as if they were as well-lit as a field of grass on a sunny day. But more than that, your eyes have been blessed by the Dark. No more shall illusions be an obstacle. You will see through them as if they weren't there at all. Pity the fool who tries to fool you.

Dark Hexes | 200 CP

The Dark is seen by many with disdain. It is seen as nothing more than a source of evil, a font of corruption that taints all that it touches. But perhaps that taint of the Dark has a purpose. Perhaps the Dark is not the antithesis of all that is good and holy, that despite what the rest of the world would say, the Dark is not evil. You know this fact all too well and so, you have learned to infuse your own powers with that of the Dark. Regardless of what it is, you can infuse the Dark into any supernatural ability you might possess and in doing so, those powers become... more.

By doing so, those abilities shall blacken and be made all the more powerful, half again what it originally was. Not only that but the infusion of Dark will render attempts to defend against them ineffective without the use of proper and specific protection. Finally, the new powers will possess a will of their own, making it so that once unleashed, they will pursue your target to the very ends of the world itself. Your foes are right to be wary of the Dark.

A Child of the Abyss | 400 CP

A fragment of something darker, a fragment of the Abyss, has made itself a part of you or perhaps, you were always but a mere fragment of such a thing. But it doesn't truly matter. After all, you are still you in the end. More importantly however, it has given you a gift, a wondrous gift indeed. The power of the Abyss.

Through it, you will find your powers of the Dark greatly enhanced but more than that, you have gained new abilities that you will find most useful. Unleash blasts and beams of Dark, make it rain drops of the Abyss itself, call forth fountains of Dark that curse your foes, bring forth explosions infused with the might of the Dark. More than that, you will find yourself capable of absorbing the Dark itself from sources beyond you, making yourself stronger and faster for a time, a skill you can make use of so long as you are surrounded by the Dark.

Perks | Animal

Beast | Animal Exclusive

Once a wild, unthinking creature, you have been elevated into a new state of being. Before, you could have been anything from a small rat, a noble hound, a graceful bird, a towering elephant, or some other, mundane animal found in nature. Now though, not only do you have a human's intelligence, but you can speak their tongue. Even without the proper anatomy, you can talk perfectly fine.

Wild Senses | 100 CP

The beasts of the world possess senses beyond the likes of man. Eagles that can see farther than any man, capable of spotting the smallest of creatures from two miles. Hounds that can track a scent for over a hundred miles. Bats that can travel the lands through sound alone and wolves that can hear the smallest of sounds from miles away. All these senses are yours to use as befitting of an animal that has gone above and beyond the rest of its kind.

Animalistic | 200 CP

Beasts they may be but there is no denying that such creatures are vicious fighters, ones that are more than a match for even some of the greatest warriors in this land. It would serve you well not to underestimate such foes and with this, one could say that you've learned more than a few things from the beasts themselves. In battle, you are as ferocious and wild as any beast, tempered however by your own intelligence. More than that however, foes shall find your attacks and your movements in battle to be all but impossible to predict, a boon of your bestial nature. If warriors wish to fight you, they must rely on what they can sense alone, not on what they believe you'll do.

Chimera | 400 CP

You are no mere beast at all, but something greater, something that few could ever hope to match. Through some magical means, your form has been combined with that of five additional animals, their natural abilities enhanced thanks to the magic running through your veins. A lion's roar could create a concussive wave of force, a serpent's fangs could deliver a powerful poison that few could survive, a spider's spinneret could produce silk far stronger than most metals, a bear's arm could shatter boulders like nothing, and so much more.

Perks | Flora

Green Blossom | Flora Exclusive

Flora is most certainly different from fauna, and you are one example of such a thing. Capable of walking and fighting as if you were any other being in this world, there is something that differentiates you from the rest of them. Perhaps due to photosynthesis or maybe even the stamina rejuvenating weed that is the Green Blossom, you'll find that you do not tire like many other beings of this world. Your stamina is endless and in place of food and rest, you'll find that all you'll need to live is but sunlight and water.

The Power of Pine | 100 CP

It is interesting, the power found within blood. In particular, the blood that can found within plants and creatures such as yourself. On top of your wounds closing faster than before, the vital fluid that flows through your veins, whether it be blood, resin, or something different, possesses special elemental properties. At will, you may coat your body and the weapons you wield with this vital fluid, infusing them with elemental power. Which element is largely up to you, from fire to lightning to even poison, though you can purchase this option multiple times, without a discount, for multiple different effects.

Purify the Land | 400 CP

Plants are living beings and as such are just as vulnerable to sickness and poisoning as a human. Luckily you are even more lively than your brethren, and not only on the account that can move and think. Indeed you seem to have life to spare as flora blossoms around you, and all kinds of rot and disease wither before you as your lesser kin had previously withered before it. Even radiation would fade in your presence, although, thankfully, that is not a concern in this world. The range of this ability is only about as big as a sizable grove, but you can precisely control what gets purified and what doesn't, including toggling the effect off completely.

Nature's Remedy | 400 CP

You have become quite the impressive garden if I do say so myself. One that has taken in the flora of this world and made it part of you. Considering their various magical properties, that is quite the impressive boon. From noteworthy elemental resistances to poison resistance to heavily enhanced regeneration, these are but a few examples of what your new and colorful form can provide. With both power and utility coursing through you, you are sure to be a shining example of flora everywhere.

And additionally, should you come across new plant life with unique or unusual properties, you may choose to incorporate them into your new body. Whether or not these plants shall change your appearance, or your body is up to you. But you can rest assured that you have only grown stronger for taking such life within you.

Perks | Witch

The Fair Lady | Witch Exclusive

The Witch of Izalith had many children, most of them daughters. Each daughter was a beauty to behold and like them, so are you. But mere beauty is not all you have for you have come to possess an interesting new ability, one that is sure to be loved by the people. You may cure others of the illnesses plaguing them. In doing so, you take it upon yourself, suffering so they may be relieved of their pain. It is painful to be sure, but is it not worth it to see the smiles upon their faces, to hear the joy in their voices?

You Can See Me, You Can Hear Me? | 100 CP

When Quelana of Izalith, the mother of Pyromancy, fled her home, she chose to take residence in a locale filled with creatures and monsters of every kind. And yet, somehow, she was safe, unharmed from most who dwelled within. A special talent of hers, perhaps? Regardless, it is a talent you now possess. Whenever you wish, you can make it so that most others will have difficulty finding or even noticing you. But there are a few caveats. First of all, those with potential and intelligence both shall be able to find you. And once a battle involving you begins, you can be seen and detected as well as any ordinary being.

Lost Fire Sorceries | 200 CP

Much knowledge was lost with the Fall of Izalith, when the Witch's flame went out of control and gave birth to demons. And yet, what was lost can be found once more. Whether you were instructed in your fiery arts from your mother directly, or stumbled upon a valuable tome, you are a master of the Fire Sorceries of old, of turning your magical energy into powerful flames. That is not all there is to it, however, as you can imbue any weapon or spell with flames, enhancing their effects.

Blessing of Izalith | 400 CP

The Witch of Izalith and her children were powerful wielders of flame, capable of weaving great storms of fire, the likes of which have rarely been seen since. And so, that very power and skill now lies with you. You possess a control over fire that puts most other pyromancers to shame, capable of turning the fire you command into truly solid shapes, such as a sword, a spear, or even an arm. Only the Witches and their ilk could compare to you in that regard. But more than that, as if you were blessed by the Witch of Izalith herself, fire shall harm you no more. In fact, fires beyond your own shall even heal you and the stronger the flame, the greater its restorative effects shall be.

Perks | Demon

Born of Chaos | Demon Exclusive

Born from the machinations of the Witch of Izalith, demons have come to share a common ancestor in Chaos. Such a common ancestor means that Demons share a special connection between them, one only few beings share. For you, this means that you share the emotions of your kin and in this world, your kin are Demons. You may share their memories, their emotions, and in doing so, you can learn from them, inspiring you to keep on going, even if you find yourself becoming the last of your kind.

Demonic Vitality | 100 CP

One of the demon's most fearsome traits is their powerful vitality. As a demon you are capable of easily surviving blows that would kill a lesser being. Even if you were impaled a dozen times over, you would still be capable of battling your foes. Only the most grievous of injuries will be capable of felling you such as having your head chopped clean off. This effect is more noticeable the more powerful you are. Remind the rest of the world why demons are so feared.

A Demon with a Hundred Limbs | 200 CP

Once a great and mighty city, Izalith has become nothing more than a land ravaged by fire and demons alike, destroyed by the Witch who once called it her home. And within Lost Izalith, there lies a demon with an unusual power, a power you have come to possess. Much like the Centipede Demon, whenever one of your limbs is cut off, be it an arm, leg, or a tail, that severed limb shall take on a life of its own, transforming into a demonic creature that shall strike at your foes. The creatures borne from your limbs may neither be the most powerful nor the most intelligent of demons but then again, quantity has a quality all of its own.

Old Demon King | 400 CP

Demons they may be, but such chaotic and monstrous creatures are much like the many other sapient beings of this world. They use tools when they find their bodies inadequate for the task and they even have their own hierarchies in place. And on that hierarchy, you stand at the very top. You have a form that matches the strength of an Old Demon King and you have become capable of summoning forth meteors twice the size of a man to launch at your foes from up above. Even the fire you command is vastly improved compared to most other demons, in both power and control. Any demons weaker than you will serve under you and so long as you remain stronger than them, they will be a loyal army.

Perks | God

Divine Blood | God Exclusive

How blessed are you, to be among the race of the Great Lord Gwyn. Although you may look like a slightly larger human, those radiant golden eyes of yours belie your true nature. In addition to your divine appearance, a natural beauty that neither dirt nor grime could mar, you are connected to a single concept. Any skills related to said concept will improve at a frightening pace, and any spells or miracles related to them will be twice as potent.

Sunlight Spear | 100 CP

In the war against the Dragons of old, Gwyn wielded rays of sunlight manifested in the form of lightning. While you may not be as powerful as Gwyn in his prime, perhaps this could prove to be a useful first step. The powers and tools you wield can be infused with the might of the sun. In doing so, your powers and tools will take on a golden sheen but more than a change in appearance, they shall be enhanced. It is not an increase in power but rather this change makes it easier for you to stagger and knock down your foes. Of course, changing the nature of your powers would also allow you to exploit the weaknesses of certain foes.

An Ancient Tradition | 200 CP

In the age when Gods walked amongst men, an age where Gods fought against dragons and demons alike, there was a tradition amongst the Gods. When a God fell in battle, it was another God's duty to put down their friend and in doing so, take their fallen ally's power for themselves. Much like the Gods of old, you have learned to do the same.

When slaying another, you can immediately put the soul you've absorbed from them to good use. In doing so, you will enhance yourself greatly, strengthening your body based on the fallen's own strength and skills. Not only that, but you will find yourself gaining new abilities from the fallen, along with possible enhancements to your own pre-existing abilities. Optionally, you may decide whether or not the souls you've taken shall grant a boon to your height, up to thrice your previous size. The stronger the souls you've taken in, the larger this boon shall be. Strangely enough, your equipment also seems to grow in size and shape whenever you do.

Blessing of Gwyn | 400 CP

It seems that Gwyn himself has taken a liking to you, at least, if these newfound powers of yours are any indication. Almost as if you were blessed by the Lord of Sunlight himself, you have been granted tremendous power and control over lightning most divine. You could toss around bolts of lightning strong enough that few in this world could withstand, doing so from the time the sun rises until it sets. Even coating your weapons and armor with lightning is a possibility now, greatly enhancing their power and range. To complement your newfound power, your durability and resistance to lighting and electricity in all its forms has been greatly bolstered, such that they would only do a fraction of the damage they otherwise would be capable of.

Perks | Giant

Head and Shoulders | Giant Exclusive

Looking at most giants, it is easy to see why they are called such. They stand at least twelve feet tall, with thick hides and strength to match, while being only slightly slower than the humans they resemble. And while most are considered mentally slow, you will retain your sharp intellect. Coupled with your strength and size, you are a force to be reckoned with, even if there are those who would doubt your mind and wits.

Mighty Strength | 100 CP

As you might expect from a being such as the giants, they possess overwhelming strength. Your strength is increased significantly, for example, where another would struggle with the task, you could easily lift an iron ball the size of a giant's torso above your head.

A Giant's Craft | 200 CP

For such a large race, giants could certainly be extremely gentle and precise with their hands. For you, it means that you are so gentle and precise that regardless of how large you are, it will be as if you were only the size of man when it comes to crafting. You could carve detailed engravings on stones barely the size of a man's thumb with hands twice the size of a man.

Not only that, but it seems the craftsmanship of giants works in other ways for you. When it comes to crafting, you are capable of building creations that shall last for millennia, regardless of if they were a sword fit for a man or a city meant for Gods.

King of Giants | 400 CP

Admittedly, when most think of the giants, they imagine mindless brutes. They do not realize however that the giants are capable of gaining wisdom as they age. You are an ancient giant who has honed your skills and wisdom in order to survive. You stand as a lord of giants equal to legends such as Yhorm, a giant who fought as a one-man vanguard and became a Lord of Cinder. With such strength and wisdom, you would be able to single-handedly cut a swathe of destruction across the lands as well as any proper conqueror.

Perks | Sea Giant

Body of Stone | Sea Giant Exclusive

Hailing from the sea, these giants were different from the ones you might be more familiar with. And as one such giant, you enjoy these differences. You have a body of stone, making you far more durable, enough that mundane weapons wielded by mundane hands shall pose little threat unless you face them in great numbers. And those same foes will meet their end under your giant's strength. More than durability and strength, you also possess the ability to create balls of fire and poison from the hole that is your face. Once created, you can grab them and toss them at your foes to burn or poison them as you please. On a final note, great trees will begin sprouting from your corpse upon your death.

A Mighty Soul | 100 CP

The giants that crossed the sea possessed more than just a body of stone. Within them, their souls were equally resilient, more akin to steel than anything else. Fittingly, your soul is just as mighty as the giants of the sea. What this means is that your soul shall resist any attacks made against and even corruption shall be held back. It is not a perfect defense but when the souls of those around you have been damaged and broken, you will still be standing, your soul having withstood whatever strike befell theirs.

A Giant's Vengeance | 200 CP

When King Vendrick struck against the giants from across the sea, they did not roll over and die like mongrels. No, they may have lost the first battle and been subjugated in turn, but they did not forget and they did not forgive. And so, in time, the giants struck back, plunging the kingdom of Drangleic into a war that would last generations.

This same quality, this same desire for vengeance is now a part of you. Whenever one willingly strikes against you first, whether directly or indirectly, any retaliation you make in turn will be all the more effective, more damaging. Even those who follow you benefit from this desire for vengeance. But this boost will not last forever. The longer the battle or war goes on, the less effective it will become.

Lord of Hate | 400 CP

Even long after their deaths, the souls of giants continued to hold hatred and resentment within their hearts. And while you still live, your soul, your very being is so much like the giants. So long as you hold hatred against your foes, you will find yourself becoming all the more powerful while the defenses of your foes grow weaker and weaker.

The strength of this power is all dependent on the hatred within you. Hatred borne from simple annoyances will likely provide only a minimal and barely noticeable boost in might. But the hatred one holds from seeing their people conquered and subjugated would be more than enough to see the defenses of your enemies more than halved while you yourself would grow over thrice in might.

Perks | Drake

Descendant of Dragons | Drake Exclusive

Compared to the dragons, you are naught but an imperfect replica but that does not mean you do not possess some of their gifts, their powers. Chief among those powers was their vaunted breath, a breath of fire so destructive and powerful as to set entire armies and fortresses ablaze with but a single blast. You do not have that power, not yet, but it is more than mighty enough to turn groups of ordinary men into nothing more than molten corpses.

But more than fire, you have a choice of which element you breathe. Instead of merely fire, you could choose to unleash mists of poison, blasts of lightning, ice, dark, or even bring forth crystals like the grandfather of sorcery himself, Seath the Scaleless.

Swift Wings | 100 CP

Many have looked to the sky in wonderment, often feeling jealous of those entities capable of ignoring gravity's hold, those with the ability to fly. Not only do you possess the ability of flight, but you are quite skilled at it as well. You could pull off daring maneuvers and aerial tricks that could leave others speechless, and are much more agile and swift than anything your size has any right to be. Should your chosen race not naturally have wings, then you could either grow your very own pair, or fly through some unknown means. Regardless, the sky is yours to traverse.

One's Body is One's Weapon | 200 CP

Your body is a weapon, one that you have mastered to its fullest extent. No matter how strange or deformed your body might become, you will know full well how to use that body of yours in battle. But that is not all this does for you. Even without anything else, your body is quite strange. If you would but allow it, the pieces of your body that have been hacked away shall undergo a strange transformation, turning into items that possess powers dependent upon your own. An arm turning into a sword fit for kings, your wings transforming into a suit of armor meant for an emperor, a tail becoming a weapon meant for a Lord. Each and every item borne from you shall inherit qualities based on your own, your powers manifesting within to be unleashed in a manner most... different.

Storm Drake | 400 CP

Amongst Drakes and their kindred, there were those that reigned supreme amongst the rest of their kind, whether it be a factor of their birth or a factor brought about by time and experience. In your case however, it seems to be a factor brought about by a new ability of yours.

Perhaps it had to do with how you were made or maybe you just developed it through some strange method, but somehow you now have the ability to manipulate the very wind itself. Unleash gusts of wind with the strength to match hurricanes, more than enough to break the ranks of entire armies. You could even focus the winds you control, turning them into arrows that pierce through armor with the same ease that an arrow pierces through flesh or coat your weapons with the wind, increasing its might and its length. You could even speed yourself up or hover in the air through the winds alone.

Perks | Dragon

Timeless Being | Dragon Exclusive

Unlike their pitiful and frail descendants and imitations, a true dragon is a creature that came into being before the world as we currently know it was truly formed, and as such, time works differently for them. As one such dragon, while you will find that your skills and abilities shall never weaken or fade with the passage of time, the primary benefit of your strange relation with time is different. You are a dragon cut off from the flow of time and so, striking you in the past does nothing to you in the present.

A Dragon's Pain | 100 CP

The dragons of long ago were strange beings. Unlike many that came after, the dragons were beings that were half-living and half-element. Due to this strange nature of theirs, the dragons were, in a sense, shielded from pain. They did not feel pain as humans do and now, so do you. For you, pain is nothing more than a sensation lost to time, something you never have to deal with ever again. Of course, unlike the dragons, this is a gift you can cast aside at will. If you ever need to, you may choose to feel pain once more.

One Who Devours | 200 CP

Despite the hatred Lord Gwyn held against the Dragons, even he could admit the Dragons were powerful beings indeed and such power is well worth his respect. And from his respect, came Midir. Raised by the very Gods themselves, Midir was tasked to battle against the Dark for all eternity, a duty he would not forget, even long after the Gods perished. But over the years, Midir became known as the Darkeater for he devoured the Dark and in doing so, was forever changed.

And much like the Darkeater, you will find yourself changing. Your body shall adapt to the environments you reside in and the things you devour. Much like Midir could unleash the Dark with his very breath, so could you if you would but devour the Dark. Or perhaps the Dark does not appeal to you. If so, you could follow in the footsteps of Sinh, the Slumbering Dragon. Simply partake in toxins and poisons of any kind. Either consume it or bathe in it, whichever works best for you.

There are a few things you must bear in mind however. It takes time for the changes to fully come into effect. If you wish to speed it up, you must be prepared to consume your chosen element. And do not forget, you are not immune to the harmful effects of your locale or whatever you consume, as poor Midir discovered. Do not be afraid to take your time.

Everlasting Dragon | 400 CP

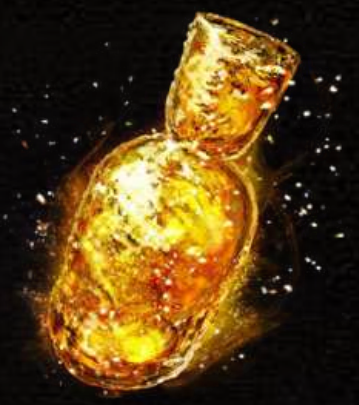
The dragons of old, the ones that came before the Age of Fire, the Everlasting Dragons, possessed scales of stones. Through these scales, the dragons became renowned for their nigh-invincibility and immortality. These very scales are now part of you, coating each and every inch of your body. So long as they're with you, you shall be guarded from nearly all manners of attacks, their power incapable of breaking through your scales of stone. But be wary. The scales of dragons are neither invincible nor indestructible. Gwyn and his mighty bolts stripped the dragons of their scales once before. Such power and those akin to it will be capable of doing the same to you. Nevertheless, you stand in this world as one of the great Everlasting Dragons.

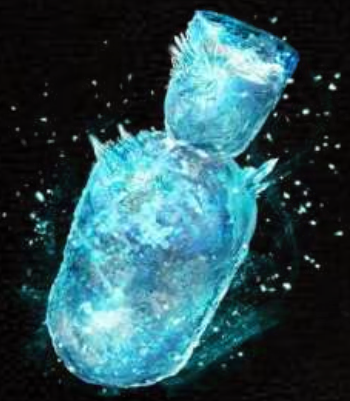
Items | General

You receive an additional **600 CP** to spend in this section only. You may freely import any related items you own at your discretion. Items are discounted by 50% to their respective Origins. Discounted **100 CP** items are free.

Estus Flask | Free/50 CP

An Estus Flask, a flask made of pure emerald, conjured from the soul of a firekeeper to be gifted to those who would protect the keeper or the flame. To drink of the estus within this flask is to restore one's health and vitality. The stronger a being is, the less proportional to their peak well-being may be restored, but no matter their power, no less than half their maximum may be recovered. You may drink from this flask five times before it is emptied entirely. You may refill this flask by simply resting by the presence of a bonfire or, barring that, a sufficiently well-kept flame. You receive one flask for free and may purchase more for **50 CP** each.





Ashen Estus Flask | Free/50 CP

Similar to the item above, this is an Estus Flask. But there are a few key differences. Through some process or another, this flask is cold to the touch, the Estus inside glowing blue rather than the liquid fire within a regular Estus Flask. The other difference is the flask's healing properties. To drink of the estus within this flask is to restore one's mind and magical energy rather than to heal one's body. Much like its counterpart, you can only drink from this flask five times before it runs dry. To refill it, you must simply rest by a bonfire or a particularly well-kept flame. As above, you receive one flask for free and may purchase more for **50 CP** each.

Alluring Skulls | 50 CP

What a strange thing this is. Glowing blue from the traces of souls within, this skull is quite alluring indeed. And you'll find you won't be the only one who agrees. By tossing the skull, it will shatter where it lands, releasing the fragments of souls within, attracting creatures towards it. Sadly, not all your foes will be affected by it. Generally, the smarter something is, the less likely they'll fall under the skull's allure. You have ten skulls and they replenish themselves at the end of the day.

Binoculars | 50 CP

An advanced device built by a famous craftsman from Astora, these brass binoculars will allow you to peer at great distances. You could look at something a mile away as though it were right in front of you with this. I'm certain that you could find many applications for such a device.

Bonfires | 50 CP

The closest thing the Undead have to a place of comfort, each and every bonfire is linked to the First Flame, and heals those who rest nearby to full health, purging them of most ailments. Although, should you so desire, there is no reason for you to leave them behind entirely. You receive two bonfires with this purchase, one placed within your Warehouse, the other placed anywhere in your current world you desire. You can, of course, purchase this multiple times, gaining an additional bonfire each time.

Coins of Silver & Gold | 50 CP

And copper too. Depicting visages of various Gods, these coins are quite valuable indeed. Or at least, they were. Nowadays, these coins are little more than shiny trinkets, a souvenir of times when souls were not the standard currency for trade. Still, there must be someone out there who thinks these coins still have value. You have five of each coin and you'll get five more of each at the end of every month.

Firebombs | 50 CP

Ah, the wonders of fire. Such a thing is dangerous indeed and as such, it is only natural for it to be used as a weapon. A simple bisque urn filled with blackpowder, simply toss it at your foes and watch it explode. A crude and common thing, it is nevertheless useful against all manners of foes, whether it be beast or man. You have ten such things with you and this stockpile is replenished every day.

Moss Clumps | 50 CP

The remedies found in nature are often surprising in how effective they are. Take these clumps of moss, for example. The red clumps stop bleeding. The purple clumps counteract most types of poisons. And the blooming purple clumps will purge the body of toxic effects. You will receive twenty-five clumps of each kind of moss, which will replenish daily. Thankfully, they taste much better than you'd expect.

Painting Set | 50 CP

All artists need their tools, and you are no different. Many easels and canvases of all sizes, along with numerous brushes and a rainbow of paints, all of which will replenish or clean themselves after use. Any art created with these appears much more lifelike and will last centuries longer than they otherwise should. If you're skilled enough, many would think them to be windows into another world.

Peculiar Doll | 50 CP

A strange doll in a strange dress. There once was an abomination who had no place in this world. She clutched this doll tightly, and eventually was drawn into a cold and lonely painted world. While holding onto this doll, you will feel more at ease, like your stress and worries were being washed away.

Pine Resin | 50 CP

Produced by pine trees, the pine resin of these lands are an interesting little thing. Containing the might of the elements, pine resin allows you to infuse your tools with elemental power, be it lightning, fire, or something stranger. This infusion is only temporary, lasting a minute at best, but that doesn't change how useful this is. In fact, it's rather easy to apply it. You could even do so while in the middle of a vicious attack. You receive a bundle of each type of pine resin, enough for five uses each. These bundles replenish themselves at the end of the day.

Repair Powder | 50 CP

It's quite unfortunate when your weapons and armor break during the middle of combat, simply because you weren't diligent enough in their maintenance. No longer, as this magical power has the ability to repair and maintain any piece of equipment you may have. You gain a large pouch of this powder, enough for around ten uses, that replenishes daily.

Siegbräu | 50 CP

The favored drink of choice for a certain Catarinian knight, this is a beverage that even the Undead can enjoy! Contained within a jolly old mug, this drink is much like Estus, healing you by a fifth whenever you drink it, and it'll even provide you with a hefty resistance against frost. You only have one mug but fret not. The mug will be filled once more at the end of the day. With this, even the Undead can revel as if they were still amongst the living.

Skull Lantern | 50 CP

A lantern of the Catacombs necromancers, fashioned from skulls, this is one of the best items to bring with you into those pitch-black areas you may come across. In addition to its light never going out, only dimming while not in use, it can be used to set targets ablaze. Though most effective in your hands, you can attach it to your belt in order to retain its illumination while keeping your hands free.

Soapstone | 50 CP

This universe is a strange thing. Time within this world is convoluted at times, so to speak, and the very fabric of reality wavers as relations between worlds shift and obscure. But with soapstone, that can change. By writing a sign on the ground with the white soapstone, others will be able summon forth a phantom of yourself to aid them. If you use the red soapstone and leave behind a red sign, others will be able to call forth a red phantom of yourself to invade their world as a dark spirit. The signs you leave behind can be seen not just in this world but those in parallel as well. Whether you shall answer the call is left to you.

Throwing Knives | 50 CP

As useful as firebombs can be, they aren't exactly the most subtle of items. Then again, you always have these. Simple to use, these throwing knives are perfect for whenever to strike with subtlety. Sadly however, throwing knives aren't exactly the strongest of weapons, unless thrown with finesse and skill. Still, these will be quite useful. You have fifty such knives, a reserve that replenishes daily.

Untrue Dark Ring | 50 CP

One of the illusory rings worn by the Hollows of Londor, they are wretchedly aged, fraught with deceit and dubiously secretive. It is no wonder that they are deeply detested. While wearing this ring, you will take on a human form, no matter what your true form actually is.

Arrows & Bolts | 100 CP

Bows and crossbows are a common enough weapon in these lands. You'll find them in the hands of men, giants, even the Gods themselves. And much like other weapons, there are bows and crossbows made with peculiar and useful effects. To complement that, arrows and bolts of different kinds were made. And with this rather large box, you have a chance to use them. Within the box lies quivers, all carrying a hundred arrows or bolts. There are multiple quivers, each one representing every kind of ammunition you can find in this world, from the normal to the magical. All quivers will be replenished at the end of the day, ensuring you'll never run out.

Avelyn | 100 CP

More of a priceless work of art than it is a weapon, it is no wonder why this rare crossbow has been cherished and sought after by many, whether they be craftsmen, warriors, or even mere merchants. Thanks to its elaborate design and intricate mechanisms, it is capable of firing three bolts successively but at such speed that it seems all three bolts were fired at once. Because of this, you'll find Avelyn striking harder than any other crossbow in this land.

Black Eye Orb | 100 CP

At times, whenever a poor soul suffers from a violent and brutal end at the hands of another, they will leave behind a mystical black orb with an eye in the center and with it, another could hopefully avenge the poor soul. And while this orb is different from what you can find out in the world, it is no less useful. By infusing a part of a dead one's being into this orb, the orb will allow you to track down their murderer no matter where they may be, even across time and space itself. You may only track down one being's murderer at a time.

Bottomless Box | 100 CP

A peculiar item but one that is sure to be useful. At a glance, this is nothing more than a simple wooden box, possessing no ornate decorations of any kind. But open it and its secrets shall be revealed. This is a box with no bottom, capable of storing an endless amount of items. Not only that, but the box itself will sort and organize the items according to the categories you want. The box will even present you with the item you're looking for whenever you open it. There are those who would say that this box is a symbol of unbridled avarice. Those people don't have a bottomless box.

Church Guardian Shiv | 100 CP

A magical alternative to simple throwing knives, this blade is normally wielded by the guardians of the Church of Filianore. In your hands, you can use your own magic to project illusory blades. Just as harmful as ordinary throwing knives, the blades will home in on your foes, making missing your foes a harder prospect for you.

Dragon Scales | 100 CP

Stripped from the carcass of an Everlasting Dragon, this collection of ten scales have many uses. Creating powerful armor and weapons is the most obvious, as such items would be highly resistant to most types of fire. And do not worry about running out, as your supply will replenish weekly.

Elemental Urns | 100 CP

While ordinary firebombs have their uses against many a foe, they do lack a certain... punch when it comes to exploiting a foe's weaknesses. So that's why there's this. Within this box, you not only have the Lightning Urns commonly used by Lothric Knights, but you also have urns infused with magic, darkness, poisons, and even some filled with holy water. The box has ten of each urn and like the Firebombs above, this box will replenish every day.

Ember Collection | 100 CP

While the metal is an important part of creating weapons and armor, many forget that the forge's flame is just as important, as is the type of flame they use. And that is where these ten Embers come in. Such magnificent tools they are, especially when used by a blacksmith of impressive caliber. With the Embers, you can imbue upon your weapons and armor impressive magical properties. They will be stronger, more enduring, and depending on what Ember you use, your tools shall carry the power of the elements within them.

Engraved Gauntlets | 100 CP

Luck is an odd thing, really. There are those who believe in it and those who don't. But regardless of what others believe, you'll find luck is real, at least for you. Especially with these on your hands. Carved from stone and engraved with odd and seemingly indecipherable writing, these gauntlets are said to bring good fortune to their wearer. For you, this means that around a tenth of the time, some of your blows will deal far more damage than they should, becoming critical hits, so to speak.

Fashion Souls | 100 CP

Is there a set of armor you wish to take not mentioned below? With this option, you may select one set of armor not mentioned below to come into possession of. If you are so inclined, you may even mix and match pieces from different sets! You can even take this option multiple times, if you don't want just one set.

Fragment of a Coiled Sword | 100 CP

Taken from a smothered bonfire in a graveyard shrouded in darkness and lost to time, this is a piece of the coiled sword that can be found in the bonfires of this land. This fragment serves a similar function to the Homeward Bones. Using it will allow you to transport yourself to a bonfire, the last one you used to be specific. Unlike a Homeward Bone however, this can be used endlessly. Should you be in a world without bonfires, it will instead transport you directly into your Warehouse.

Ghost Blade | 100 CP

To put it bluntly, fighting ghosts is a tedious and infuriating thing. Rare they may be, you can't even touch, let alone harm a ghost without being cursed. Not only that, but their attacks will pass through whatever defenses you have, treating you as if you were naked. While you may not have a solution to the latter, you do have one for the former. Taken from one of the ghosts in the ruins of New Londo, this ghastly blade is a cursed weapon, capable of killing ghosts as well as it can kill a man.

Gower's Ring of Protection | 100 CP

By wearing this ring, a womanly phantom shall embrace you from behind, as if she were a lover. And like a lover, she will protect you. Any attack directed at your back shall be nullified entirely, the woman taking it in your place. But she can only take so much, around five strikes, before fading, only to reappear once more at the end of the day.

Hawk Ring | 100 CP

One of the four rings bestowed by Lord Gwyn to his Four Knights. This ring in particular was given to Hawkeye Gough, leader of the Dragonslayers, to enhance his already prodigious skills in archery. While wearing it, you'll find that any arrow you loose from any bow shall go farther and faster, enough that you could strike a dragon in the skies above with only a simple wooden bow. Still, do bear in mind that this shall not actually strengthen the arrow itself, only ensuring that it can go farther.

Master Smithbox | 100 CP

If you do not have the privilege of utilizing a full smithy and workshop, then this box is a perfect substitute. Filled with all sorts of tools, it will allow you to repair and enhance any gear you have, be it weapons or armor or clothing, all while utilizing half the materials you would have needed otherwise. And if you don't have the time to do all of this by hand, then you can expend some energy in order to finish the process within seconds, or to take the place of needed materials if you're short on them.

Old Witch's Ring | 100 CP

An old ring from an old witch. The indecipherable script engraved upon it may seem useless but in truth, they are anything but. So long as the ring is with you, you will be able to understand and communicate in any language, no matter how lost or ancient they might be. Of course, just because you can communicate, it does not mean that others will be inclined to listen.

Purging Stones | 100 CP

An ash-colored stone encased around the image of a skull, this stone is what is known as a Purging Stone. A secret treasure of Arstor, the Earl of Carim, this stone was once a person or some other being. With this stone, you'll be able to redirect the curses afflicting you towards it, essentially purging it from your body. In a land rife with curses, this is sure to be useful. Just bear in mind that it cannot remove every curse. Curses such as the Darksign are far too mighty to be purged so simply. You have twenty of these stones, replenishing at the beginning of every week.

Puzzling Stone Sword | 100 CP

Found deep within a labyrinthian temple that housed a slumbering dragon, this sword of stone is rather unique. Crafted from a rare magnetic stone that shines like gemstones, this sword bears a segmented blade. Whenever you swing it, the segments can split apart from each other, and the sword becomes a whip-like blade in the process. How it does this is a mystery, but it is nevertheless quite the useful tool.

Red Eye Orb | 100 CP

Given to mankind by a primordial serpent, this orb is but one of many. Ordinarily, only a human would have been capable of utilizing such a thing, but you will find that you are not beholden to such a restriction. With the Red Eye Orb, you will no longer need to rely on others to call you forth.

You will be able to invade the worlds of others at will. However, you will enter those worlds as an invader, a red phantom whose nature is clear to all. Fortunately, there are many ways to hide your true nature. As an invader however, you will be safe from death. When dying in another world, you will simply be sent back to your original world, none the worse for wear.

If used in conjunction alongside the **Black Eye Orb**, the two orbs will allow you to transport a phantom of yourself somewhere close by the murderer's location, even if they are already in the same world as yourself.

Ring of Giants | 100 CP

Once worn by a gallant warrior who fought without a shield, this worn and battle-damaged ring of stone is more than just a beloved ring of a simple peasant turned noble general. When worn, you'll find yourself possessing the poise of a giant, any attempts to stagger you proving far less effective so long as they come from foes possessing physical strength less than yours.

Ring of the Sun Princess | 100 CP

Light and beautiful, this ring of gold is warm to the touch, almost like a beam of sunlight from up above. Gifted to those who've entered a covenant with Gwynevere, the Princess of Sunlight and daughter of Gwyn, this ring holds magic. As long as this ring stays on your finger, you will find your wounds healing themselves. Minor wounds will heal in minutes at most and if you wear it long enough, even major wounds can be healed entirely. But be careful. This ring will not save you if you die from the blow itself.

Wolf Ring | 100 CP

Another one of the four rings gifted to the Four Knights of Gwyn. This one was given to Artorias, the knight with a will of steel, a will said to be unbendable. And fittingly enough, the ring bestowed upon him dealt with similar qualities. When worn, the ring shall improve your poise, ensuring that you can stand against the assault of your foes for longer, even if they might be stronger than you.

A Dark Soapstone | 200 CP

Most in this world would agree on the usefulness of soapstones. With them, you could call upon those in other worlds, allowing them to cross the gaps between worlds to come to your aid. But even they have limitations. A soapstone cannot call upon others in your own world and neither can the real you truly be summoned. But with this, that can be fixed. By leaving behind a sign with this soapstone, you can, in a sense, summon yourself, fading away from your previous location and reappearing in your new destination with no loss in movement. Summon signs and messages drawn by this can only be seen by yourself unless you wish it otherwise. If you do make them visible, these signs and messages shall be marked by an aura unique to you, whether it be skulls ominously hovering above it or something else entirely.

Alonne's Bewitched Sword | 200 CP

Forged from the soul of Sir Alonne, a wanderer who came from the east and rose to become the Iron King's most trusted knight. How you came into possession of his captivating and undulating blade is a mystery that need not be answered. A katana with a long blade and a hilt around half as long, it is clear that this weapon was crafted with love and care. Infused with magic, if you are willing to stab yourself with the katana, its blade shall be wreathed in malefic flames. So long as the fire covers the blade, all your attacks will be a great deal stronger, and you will be capable of unleashing waves and blasts of dark fire.

Bonfire Ascetic | 200 CP

A bonfire is a place of comfort, a place of hope, a place where people of any kind, especially the Undead, can be safe. But as is only natural, bonfires possess a unique connection to the curse of the Undead, one that can be used to your own advantage. By feeding this perilous ember to a bonfire, you shall strengthen the flame and in doing so, strengthen the curse, permanently.

By strengthening the curse, you shall change the area around the bonfire. Enemies will be stronger and will possess greater souls, more foes can be found, and even the ones you've slain before shall be resurrected. Of course, it does not just benefit your foes. In that area, any resources and loot you may acquire is greatly improved and if you've already acquired them, they will respawn as better versions of what they once were. You receive one every month and you can strengthen a bonfire as many times as you please.

Broken Pendant | 200 CP

A pendant of stone split in half and yet somehow, both halves forever resonate with one another. So long as you hold one half, you will forever know where the other half is, regardless of location or time. As long as half of the pendant is on your body, your strength of self and your will shall be reinforced, weakening any attacks upon your mind or soul. But that isn't all this pendant of stone can do.

Whenever the pendant, be it a half or the whole, is lost to you, you can call upon it, bringing it to you. Not only will the pendant be brought to you, if you wish it, but you will also bring along whoever possesses your pendant, leaving them to your tender mercies.

Crystal Lizards | 200 CP

Found almost everywhere across the world, crystal lizards are quite interesting creatures with appropriately interesting properties. Bearing eight legs and a large crystal of titanite upon their backs, these lizards are often slain to obtain the titanite they carry along with any other materials within their bodies. You'll likely have to slay quite a few of these creatures in your time if you wish to strengthen and improve your tools. Fortunately for you, there's this.

Within your Warehouse, there is a stable, one filled with crystal lizards of every kind. For each upgrade material you can find in this world, there are twenty lizards for that material, all grouped together based on what materials they can provide. Even Rock Lizards can be found amongst them. Through these lizards, you will have no need to scour the world in search of such precious resources. By the end of month, any lost or slain lizards shall be replenished, ensuring you always have a steady supply of precious materials. If you want more, you can always breed the lizards. And on a final note, something interesting is supposed to happen when a Crystal Lizard feasts on a tremendous amount of souls. That should be something worth looking into.

Curved Nil Greatsword | 200 CP

Declared forbidden and sealed away by the Ivory King, this is a greatsword formed by rock, tree, and the remnants of a soul most peculiar. Even its very appearance is unnatural, ominous beyond belief. It is only natural then that such a weapon would possess equally unnatural qualities. For you see, this weapon's power grows the farther its wielder travels. For your case, this weapon will grow with every Jump. If this world is your first Jump, it would be nothing more than a very well-crafted sword, one any warrior would be glad to wield. But by your fifth Jump, you'll find it capable of slicing through even plate armor with only some effort. Who knows how great it could become in time?

Estus Ring | 200 CP

The Estus Flask is a useful tool for the undead and an undead's journey is never complete without one. But there are times when one will find the flask's healing properties to be... insufficient. This is for those times. Crafted from shards of an Estus Flask, this ring has a simple but powerful effect when worn. It merely increases the healing capabilities of an Estus Flask by a quarter of what it once was. Unlike the one you might find in this world, this ring's power also seems to apply to other forms of healing you might possess, such as miracles, sorceries, pyromancies, and other restorative items, in this world and any other.

Gravelord Sword | 200 CP

Wielded by servants of Nito, the First of the Dead, this sword is one crafted entirely from the bones of the fallen, from the hilt to the blade. While the sword will not bestow upon you any skill in the arts of necromancy, you will find it to be a lethal weapon, nonetheless. For you see, a miasma of death exudes from the sword, a veritable toxin lethal to any living being. Dishonorable it may be, but toxins and poisons are merely just another weapon to bring about death.

Lloyd's Sword & Shield | 200 CP

In truth, these two items are neither sword nor shield. Rather, these two items are rings, often given to knights of the Way of the White, bearing a depiction of Allfather Lloyd's Sword of Law and Shield of Caste. The Sword shall improve the power of your attacks by a quarter so long as you are undamaged. On the other hand, the Shield shall reduce all damage you receive by a quarter for as long as you remain unharmed.

Master Key | 200 CP

Pity those poor adventurers who slog through numerous trials and tribulations, only to find their way forward blocked by a locked door, for they do not possess this key. The Master Key is an enchanted lock, able to change itself in order to fit nearly any lock. The only exceptions are truly unique locks, or those that are magically sealed. But even then, there are plenty of places where this could be extremely useful.

Parasite Spiders | 200 CP

Spiders are such delicate and frightening creatures, wouldn't you agree? So fragile and yet they hold such danger to many. Or at least, that's what many believe. In truth, ordinary spiders are not as dangerous as many would have you believe but then again, these spiders are far from ordinary. The size of large dogs, these parasite spiders are interesting creatures. When it comes to battle, they're more than capable of killing even armored knights when they're caught unaware or swarmed.

But their real power comes from their unique ability. By incapacitating a living being, such as a man or something else, the spiders can link themselves with the victim, parasitizing them and taking full control over their movements, all while keeping the unfortunate soul alive. You have twenty of these spiders and they replenish if any are lost by the end of the month. Be careful. These spiders breed quickly.

Red & Blue Tearstones | 200 CP

Like a certain other item up above, these two items are in fact rings. One bears a brilliant sapphire and the other carries beautiful ruby, both in the shape of a tear. Both rings are said to be the tears of mourning and sorrow of the goddess Caitha and tears are always more beautiful near death. Fittingly, these rings shall improve the might of your attacks by a third and reduce the damage you receive by a third whenever your vitality is below a fourth of what it normally is.

Repeating Crossbow | 200 CP

Once, this crossbow was nothing more than a simple weapon of war with nothing unique or special to differentiate from any other crossbow you might find here. But, over the course of its wielder's endless journey, it has been modified, changed specifically to better deal with mobs of foes. Firing bolts at a rate closer to that of firearms, you'll truly be a beast on the battlefield with this in your hands. Fittingly enough, like its original wielder, you'll never have to reload the crossbow. Somehow, it just uses up the bolts on the quivers you have on your person. Strange but that only makes it all the more useful.

Sanctum Shield | 200 CP

Found and taken from a vast underground city built around a slumbering dragon, this shield bears a rather curious design. Once the treasure of a king whose name can no longer be remembered, this shield was crafted from a union of the wood of a mystical tree and the iron from a sacred chime. Such craftsmanship has allowed this shield to serve as an effective catalyst for magic of any kind, whether it be sorcery, miracles, pyromancy, or something else entirely. That isn't taking into account that it is a very well-built shield in the first place. Quite useful, no?

Storm Curved Sword | 200 CP

A beautiful and elegant curved sword infused with the essence and the strength of the Stormdrake, the Nameless King's beloved dragon. Only through the death of the Stormdrake would this blade ever come into being, but you are a special case. The weapon itself has been imbued with the wrath of the storm, allowing it to cut through the arms and armor of ordinary knights with contemptuous ease. But much like the Stormdrake itself, this storm can be focused and in doing so, the blade shall be adorned by fierce winds. The blade will strike with both a greater force and a sharper edge. Truly a fitting weapon for one borne from the King of the Storm.

Titanite Collection | 200 CP

A special material created by a blacksmith deity, this is the base material that most, if not all, items of importance found here are crafted from. How lucky you are, to have such an extensive collection. You possess fifty titanite shards, twenty-five large titanite shards, ten titanite chunks, and five titanite slabs. But if the basic titanite isn't all you want, you also have five slabs of all other types of titanite, from green to twinkling to demon to everything in between. Thankfully, this stockpile will replenish itself weekly, so there's no fear of ever running out.

White Birch Bow | 200 CP

A short bow crafted from white birch and endowed with light-manipulating magic. The bow is a relic from an ancient land of sorceries that was swallowed by the Abyss, most known for its folktale of the heroic Abysswalker. The magical enchantment makes all arrows fired from this bow rendered completely invisible, perfect for any who wish to remain hidden from their foes.

Ash Knuckle Ring | 300 CP

Petrification may be rare, but should you be afflicted by it, it is tantamount to death. After all, you can't exactly interact with the world as a statue of stone, not to mention your newfound fragility. But there are ways to defend against petrification. This ring, for example. More of claw than it is a ring, this nifty little accessory once belonged to an explorer who went by the name of Rhoy. But that information isn't exactly relevant or important.

When worn, you'll be immune to any form of petrification or any other attempt that would transmute you into another material, whether it be a stone or something else, like gold. And should you injure another with the claw on this ring, the struck area will become petrified. Do be aware however, that there are foes who will possess a resistance against this, such as the dragons and those possessing mighty souls.

Darkdrift | 300 CP

A strange katana with an equally strange history. Once wielded by the one who gave the first death, this katana has cut down hundreds of lives throughout its dark history. With a blade so clear it might as well be invisible, this katana will slice and cut through mundane weapons and armor with the same ease as a guillotine lops off a man's head. But its most useful quality is that by wielding it, you become capable of performing a powerful technique. A simple forward lunge and the blade will pierce through any defense.

Divine Blessing | 300 CP

A fitting name, is it not? Blessed by the divine themselves, the water that resides within this gold and ornate vial is holy indeed. Simply drink the water within and you shall find yourself fully healed, regardless of how close you were to death. You shall even be relieved of any status effects upon your person, as if they were never there in the first place. You receive twenty vials of this Divine Blessing. These vials replenish at the start of every week.

Executioner's Chariot | 300 CP

You need not traverse this world with only your feet and the clothes upon your back. There are those who would ride horses, dragons and other such creatures. You are no different for you have a ride of your own. In your case, your ride of choice is a chariot.

Driven by a two-headed ghostly and skeletal horse set aflame with dark fire, this chariot is truly something to behold. Even the mere sight of it drives fear into the hearts of men, memories of an executioner who found solace only in the torment of others. The horse itself is remarkably fast and as you grow, so too will the horse, enough that it will always outpace you the same way a horse outpaces a normal man.

Even more than that, the horse itself is a mighty being, more than a match for many others, be they man, demon, or even a God. In battle, the horse will breathe out darkness from its maws or charge and bite at your foes. Every wound it leaves behind is one struck with agony and torment, the horrendous soul of this being's true nature come to light. And against the undead, it shall deliver far more. In their presence, the steed comes to life, becoming mightier twice over for as long as the undead remain.

Fume Slated Swords | 300 CP

In the kingdom of Drangleic, there once was a knight who rebelled against his king. When he left, he took only his arms and armor, settling himself down in a land of smoke and fog alongside a bride of ash. And through some way or another, you have taken the knight's two swords as your own. Fittingly enough, the two blades have taken on vestiges from the soul of its wielder, and the soul of his bride.

The two blades are tainted by fire and dark both. As such, you can unleash a black and orange flame from the two swords, sending them out in bursts or balls of fire. But more than that, you'll find that while wielding the two blades, you will be able to push away the Dark, expunging them from wherever you may be. Concentrated amounts of Dark, such as those that can be found in the Abyss or those found in sorceries and the like, will be able to combat this power but rest assured, you will have a hefty resistance against the Dark no matter what.

Morion Blade | 300 CP

Londor is a mystery. You will neither find nor hear any mention of such a place amongst those who do not hail from the place. And yet, there is no doubt that it exists for you can find artifacts, relics, and even people hailing from Londor. This twisted sword is but one such artifact. And it is a twisted thing indeed.

Eight blades branch away from the main blade, and these eight blades are said to give it an eerie resemblance to the towers of Londor's Sable Church. With such a design, it is no wonder that the sword leaves behind grievous wounds that are nigh-impossible to treat. But mere artistry in pain and suffering do not make this blade what it truly is.

This very sword is tainted in blood, both of the innocent and of the guilty. And all that blood, all that suffering, has given it an ominous and wrathful power. At will, you may call upon the vengeful spirits within the blade, coating the sword in an aura of dark fire, strengthening any attack made with the blade and enhancing any dark magic you cast.

Palace of the Jumper | 300 CP

These are lands that are defined by who rules them, each and every one a mighty king whose seat of power reflects their rule. Much like them, you are now the proud owner of your very own castle, a massive, sprawling complex that contains everything you'd expect from such a structure, from dark dungeons to an extensive library to an armory of weapons, armors, and other useful tools and artifacts.

It will change its aesthetics to better suit you, as a just and noble soul will find their palace equal to the gods of Anor Londo, while a necromancer obsessed with death will find its halls dark and foreboding, bodies and corpses piled everywhere. Of course, you can toggle this effect on and off, if you do not want such a dynamic seat of power.

Rod of the Iron King | 300 CP

When the Old Iron King first took command of his kingdom, he was nothing more than a feeble and poor lord, one amongst countless throughout history. But with the miraculous discovery of this tool, of this scepter, he became a king who could carve his name into the annals of history. With his rod, he could produce iron with no end and with it, he built his fortress and his many creations.

But what about you? What wonders will you bring about with the tool of the Old Iron King? What will you become? Will you be a great and powerful ruler? Or will you fall victim to your own deeds and creations like the king of iron?

Sword of Stone | 300 CP

Covered in moss and other similar flora, this greatsword carved entirely from stone was taken from one of the many Stone Knights of the Darkroot Garden. And much like its previous owner, this stone sword is imbued with magic, one that you can unleash at will. By unleashing this magic, all those around you, including yourself, shall be slowed, made incapable of moving any faster than an ordinary man's walking pace.

Scythe of Oolacile | 300 CP

Oh Oolacile! How you have fallen from thy golden grace! Hailing from the land of Golden Sorcery, from a time when Oolacile stood as a kingdom equal to Lordran, the land of the Lords themselves, this ancient ritual blade is a symbol of the might Oolacile once held and how far it has fallen. Imbued with golden sorceries and emanating a soft white glow, the scythe leaves behind a trail of golden lights wherever it may pass. More than that, it can even unleash bolts and waves of light, allowing you to strike from range as well as in melee.

But the real cream of the crop lies in a forbidden sorcery of old, a sorcery of time. The scythe allows you to bend time in a minor but very useful way. By manipulating the flow of time, the scythe has allowed you to teleport. Not very far, only ten or so meters at best, but that is more than enough to confuse and strike at your foes. Show your enemies the might of Oolacile. Show them how mighty the sorceries of light and gold can be.

Untended Graves | 300 CP

You've come a long way, haven't you? So many worlds, so many friends and foes, so many things to experience, and so many more. It would serve you well then to have a reminder of your journey, of everyone and everything you've faced. Shrouded in darkness and with only a single bonfire in the center for light, this graveyard is that reminder.

Within this cemetery, you can find graves for each and every one of your fallen foes, expanding endlessly the more that fall at your hands. By touching the grave, you can call forth your fallen foe so that you could face them once more. Unfortunately, you will not be able to take any of their equipment upon their deaths, for their body and very being shall fade away. But you can always find something to learn from your foes and it would be foolish to have no reminder of your history.

A Cloak of Death | 400 CP

A cloak bearing an uncanny resemblance to the one worn by that of the Gravelord himself, this cloak shares more than just the Gravelord's appearance. By donning this cloak, your form shall be enveloped, hiding all but your head, your body hidden by a cloak of black mist entwined with countless bones of the dead. More than that, so long as the cloak is worn, you will radiate an aura of power, a miasma of death and disease. And you will be able to unleash this miasma, releasing a wave of black energy infused with death and disease, large enough to encompass a room. And finally, you will find your own skills in the art of necromancy bolstered by half again while this cloak lies upon your shoulders.

A Gravelord's Scythe | 400 CP

A dark and dreadful weapon this is, one fit for only the greatest practitioners of necromancy. Crafted entirely from bones given by the Gravelord himself from his body, this scythe carries with it the power of death itself. And while the blade cuts through flesh and steel alike, that is not what makes it a dreadful weapon. Rather, such dread is borne from the scythe's command over death. Every foe slain with this horrible blade becomes yet another victim to its powers, their corpse reanimating themselves to serve as your loyal servants for as long as they continue to stand. A personal army of loyal undead sounds quite nice, does it not?

Crucifix of One's Foes | 400 CP

Once, there was a mad king born to pygmy royalty. In the throes of his madness, he was put to rest by Shira, a knight of Filianore and in his death, he was pinned to her weapon, unable to truly die. And yet, by becoming a part of her weapon, Shira could awaken him and in doing so, harness his power for her own purposes. What you have now is not the same weapon.

Rather, it is a simple cross spear, with a fittingly similar ability. By crucifying a corpse onto the spear, you will be able to do what Shira once did. At will, you may awaken the corpse nailed to the cross and once awoken, you can call upon a crude mimicry of the powers they once possessed. But as crude as they may be, such powers will be just as mighty as they were before. If you wish to use a different fallen foe's ability, you merely have to remove the corpse on the spear and replace it with another.

Eyes of the First Fire Keeper | 400 CP

Fire Keepers are not meant to possess eyes, forbidden in fact. But why is that? Perhaps these shall hold the answer. If you are willing to take out on your own and put these eyes in their place, you could see the reason why. With these eyes, you shall see why Fire Keepers have none.

With them, you shall see not the present, but rather the future. Visions shall appear to you and the future shall be laid bare for you to witness. For now, the visions you will bear witness will be vague but with time and experience, you will be able to use these new eyes of yours to see things in a far clearer light and view not only the future, but the past as well.

Ring of Life Protection | 400 CP

A divine ring with an amethyst centerpiece that is said to watch over the life of its bearer. This ring was crafted by the students of Ivory Rhones, sage of Lindelt. It has a simple but nonetheless powerful enchantment laid upon it. Upon its bearer's death, the ring will break, dying in its owner's place and protecting them from any loss. Once used in this manner, the ring will be lost to you until ten years have passed or the next Jump begins, whichever comes first.

Profaned Flame | 400 CP

In a brazier of stone within the Profaned Capital, there is a fire, a fire that shall never fade, a Profaned Flame. This fire, or perhaps a perfect replica of it, now lies with you. Little is known about the Profaned Flame, but what is known does not paint a good picture. Brought into existence by a curse, this fire is touched by the Abyss and much like the Abyss, it seems to corrupt those who make use of it. Fortunately, this corruption cannot take a hold on you but the same cannot be said for others.

More than just corruption however, it seems that the Profaned Flame can be manipulated to burn only certain things such as how it ran rampant and incinerated naught but human flesh after Yhorm the Giant linked the First Flame. Nevertheless, there is no doubt that an everlasting fire holds plenty of uses. Who knows? Perhaps this fire, no matter how dark, could be the key to truly rekindle the First Flame.

Land of Ancient Lords | 600 CP

The place where it all began, the homeland of the Ancient Lords. It was here that the Great Lord Gwyn erected his kingdom of Lordran, where the First Flame was originally found. From the highest peaks of Anor Londo to the very roots of Ash Lake, all of this land is yours. But if you thought it would be that decayed land, one fraught with insane hollows and all manner of monsters, then you are mistaken, for this land will be returned to its prime, and all within recognizing you as its one true Lord. It will inhabit its own pocket dimension connected to your Warehouse, or it can be combined with any other property you own. It will even retain any changes or advancements you deem important enough.



Land of Monarchs | 600 CP

Many times has the First Flame been on the verge of going Dark, before some ambitious soul comes along to reignite the Flame, extending the Age of Fire, until eventually, this kingdom rose in place of the original. The Kingdom of Drangleic now has a new monarch, you. From Majula to No-Man's Wharf to the Shaded Woods to Drangleic Castle, all of it bows to you. The land you gain here will be in its prime, long before the Curse enveloped it in madness. Of course, if you desire that cursed land instead, then who am I to tell a Monarch what they desire? This kingdom will retain any changes or advancements you deem important enough.



Land of Naught But Ash | 600 CP

On and on and on it burned, until eventually all that was left was ash. The land of Lothric is where all that ash accumulated, where the weight of dozens, maybe even hundreds, of cycles and their histories converged. From the Cemetery of Ash to the Cathedral of the Deep to the Profaned Capital to Lothric Castle and everything in between, all of it is now yours. But should you not want a land filled with cursed and mad inhabitants, its walls ruined and crumbling, then it will instead be returned to its prime, the land pristine and the inhabitants following you, their new lord. This land will even retain any changes or advancements you deem important enough.



Primordial Crystal | 600 CP

What an interesting thing this is... Older than even the First Flame, the Primordial Crystal was a sacred treasure, one prized by the Everlasting Dragons from before the First Flame ever came into existence. When Seath the Scaleless joined the Lords and turned against his own, he pillaged this magnificent treasure and with it, he achieved what he has sought for so long. Immortality.

Now, you have come into possession of said crystal, or at least, a perfect copy of it. So long as the Primordial Crystal is within the world you inhabit, you shall be a true Undead, immortal on a level beyond even those who suffer from the Undead Curse. Any wound you receive shall close within seconds, granting you true protection from death. So long as the crystal remains in the world you reside in, you shall be a true immortal indeed. Should the Primordial Crystal ever be broken, you will lose your immortality and the crystal's powers shall remain unavailable to you until it is fixed at the beginning of your next Jump.

Wherever you may place the Primordial Crystal, you will find that it shall slowly but surely change the environment around it, forming crystals of every shape and size in a respectably large area. And within this newfound environment, you will find the magic you wield to be easier to cast, as if a fragment of the Primordial Crystal itself were channeling its energies through you. And should you be of a scholarly sort, you could discover the secrets of the Crystal as the Paledrake once did.

The First Flame | 600 CP

With the birth of the First Flame, the grey land of the ancients was forever changed, and disparity was brought into the world. How brilliant is the Flame's light, and how blessed is one such as you to be in possession of it, or at the very least, a powerful imitation. And unlike the First Flame of this world, the fire you possess is not destined to rise, only to sputter and fade away in time. It is an eternal blaze with no end, no matter what transpires.

Held within a massive kiln, the First Flame will serve as an infinity reservoir of souls, eternally generating souls at a rate of five thousand average souls every hour and every month, the Flame will give birth to a soul that would be exceptionally mighty. But rarely, once every century or so, the Flame will produce a truly powerful soul, one fit for a Lord. All of these souls are naught but hollow shells for they hold no distinct properties, but rather they are meant to be molded, their nature leaving them very impressionable and so easily influenced. Whatever these souls shall be used for you is up to you, whether it be to strengthen yourself, to craft items of legendary power, or some other purpose you decide.

Finally, should others perish within the Kiln of the First Flame, or merely within the presence of the Flame, their souls shall be taken in by the Flame. And through the Flame, those souls shall once again be reborn, taking on a different and yet just as powerful form, possessing the essence of what they once were. With souls such as those, there is no doubt the shining power of the First Flame.

Items | Wanderer

Basic Wanderer's Set | 100 CP

Wandering this land is a tiresome and dangerous task. It's important to be well-prepared for the travels ahead. Which is why you have this. A set of metal armor interwoven with coarse cloth along with a torch from a legion of warriors that serves as both a source of light and a makeshift weapon. Not really anything special or unique but it should hopefully serve you well for your time here.

The Third Dragon's Ring | 100 CP

A ring of blue bearing an engraving of a dragon upon its signet. Hailing from the kingdom of Drangleic and once cherished by a knight of the king, it is said that this ring is one that bestows upon its bearer the protection of dragons. Whether or not that is true is not truly important. What is important is what this ring does for its bearer. So long as you wear this ring, you will be made hardier, more untiring and you will be able to lift even more. Just remember that you can only lift more. This does not actually change how hard you can hit your foes.

Speckled Stoneplate Ring | 200 CP

A wanderer must be prepared to face all manner of dangers. After all, there is much danger to be found in this world wherever you may go. Bearing a gemstone of various different colors, this ring shall grant you the strength for your endless journey. Regardless of the element used against you, you will find the damage they do reduced by a quarter.

Valor of the Ivory King | 200 CP

The Ivory King was once a knight of Forossa and in that land, he was their greatest warrior. And that did not change once he became a king for he was always the first to swing his sword in times of need, regardless of the reason. And with this sword, a symbol of the king's own bravery, the Ivory King was made even greater still. Perhaps that is why merely having the sword in your hands is enough to bolster your own courage and valor.

Relatively light for an ultra greatsword, it is abundantly clear that this blade was crafted with love and care even without taking into account its own mystical properties. But those properties shall quickly be made apparent. At your command, the blade of this sword shall be wreathed in a beam of blinding light, one that cuts through foes and armor alike. Not only will the blade's range be doubled, but remnants of the Ivory King's soul still reside within. With such a thing, the blade will be able to unleash beams and waves of light or crystals of frost in the hands of a worthy wielder, someone like you.

Ruler's Sword | 400 CP

Beautiful and lethal, this weapon once belonged to a great and mighty king, ruler of a kingdom yet to be or one long gone. And now, this sword has found its way to you, perhaps in the hopes that it can be wielded in battle once more. Merely wielding the sword provides you with the bravery of its former owner but as you will notice, it does far more than that. As your soul grows more and more mighty, this sword shall grow to match its strength. Even merely possessing the souls of others shall serve to strengthen this weapon. This is a sword that shall always be worthy of fighting by your side.

Beasts of a King | 400 CP

All rulers are allowed to be a little eccentric, and it is not unheard of for many to have dangerous beasts as their own pets. You now own three massive tigers, closer to giants in size, with teeth like sabers, and strangely, each of them possess some sort of elemental ability. Though they can only be attuned to a single element each, a beast breathing freezing winds or covered in lightning are terrible things to face. Thankfully, they act like lovable kittens, and are very well trained.

Armlets of the High Lord | 600 CP

Stripped from the corpses of holy men, these three armlets, each engraved with ornate and beautiful designs, provide you with a semblance of comfort for as long as they are worn. But mere comfort is not all they bestow upon you. At will, you may summon a fog of darkness, a miasma around you that shall harm all those who live around you, draining their health rather rapidly. Even those bearing a resistance to the Dark shall find themselves suffering from this deadly fog. Even more, so long as the fog is in play, skeletons shall rise from the ground every so often, all loyal to you. You may command any number of skeletons through these armlets but once the fog is gone, so too will the skeletons called forth disappear.

At World's End | 600 CP

In our world, time is a linear construct, moving ever onwards, heedless of our desires. Here, though, the world has been reset again and again and again, time wrapping in on itself until eventually, it knots and converges upon itself. This city is proof enough, made up of dozens of kingdoms and lands from numerous times, some native to here and some beyond. Oh, but the treasures you'll find within.

Within this city, you will find artifacts from times long past and times yet to be. It could be a weapon, an arcane tome, or perhaps something even stranger. More than treasures and precious artifacts, you will also stumble upon beings from the past and from futures yet to be. Some may be hostile while others will be passive, but they all share one common trait. They are treasures in and of themselves, with secrets and artifacts of their own.

And for every world you find yourself in, this city shall expand evermore, growing endlessly the more worlds you travel as it takes in the past, present, and future of those worlds. For as long as you keep traveling, so too will this grand city of yours keep growing until such a time that it becomes larger than worlds themselves.

Items | Assassin

Basic Assassin Set | 100 CP

Even for those who stick to the shadows, out of sight, it would be preferable to have some means of protection. This dark leather armor is lightweight and breathable, allowing you full range of movement, as well as possessing a hood to hide your identity. In terms of weaponry, you've got a durable dagger as well as a small metal shield, having four protrusions used to party attacks.

A Hunter's Ring | 100 CP

With a centerpiece depicting a faceless man clad in black and with a wide-brimmed hat, this ring is one of many rings that improve one of the wearer's many qualities, whether it be physical or mental. This ring in particular will improve your dexterity while worn. You'll be a bit more flexible, and you'll be a bit faster, receiving a boost that would make you half again faster than a well-trained hunter or assassin.

Porcelain Mask | 200 CP

This appears to be nothing more than a simple, if striking, mask made out of porcelain. Locks of ivory hair and a third eye are the only thing that sets this mask apart from others of its kind. But appearances can be quite deceiving. You see, so long as you wear this mask, you cannot be recognized by others unless they actually see you putting on the mask. Needless to say, such a thing makes it easy to slip away from any pursuers, whether it be into the crowds or into the dark. Not only that, but it seems that even with such an obvious mask, people will be more likely to forget you, seeing you as just another face among thousands.

Hornet Ring | 200 CP

One of the special rings granted to the Four Knights of Gwyn. The Hornet Ring was bestowed to the Lord's Blade Ciaran. While wearing this ring, you will find your critical hits and backstabs to deal far more damage than before, annihilating your foes as Ciaran's blades once laid waste to Lord Gwyn's enemies.

Gough's Greatbow | 400 CP

The Dragonslayers were archers with such skill and might that even the dragons of old were struck down by their powerful bows and arrows. And yet such archers were led by neither man nor God. Rather, it was Hawkeye Gough, the Giant, who took command. Perhaps with this bow, you could become much like him. Larger than even the bows of the Dragonslayers, a single arrow shot from this bow pierces through steel and stone with ease and could bring down a dragon as grand as the Black Dragon Kalameet. Complete with a hundred arrows crafted by the legendary Gough himself, this bow shall prove that even a single archer should be feared.

Tracers of Silver & Gold | 400 CP

A copy of the two swords wielded by Ciaran, one of the Four Knights of Gwyn, these blades should serve you well. Similar yet distinct, these two swords have their own unique qualities. The sword of gold leaves behind streaks of gold in the air as it attacks, leaving wounds on your foes that bleed far more than they should. The silver sword is serrated and thorned, poisoning your foes with every wound it leaves behind. Together, the two blades are formidable indeed, striking fear into the hearts of your foes as you perform a deadly dance of silver and gold.

Lifehunt Scythe | 600 CP

A scythe with a pale blade and strange handle, borne from the soul of a stark white crossbreed in a painted world... Or that is how it was first supposed to come to be. How this came into your hands while she yet lives is anyone's guess. In isolation, the scythe is a perfectly fine weapon with respectable reach and an even finer edge. Its true power, however, lies in a strange power known as Lifehunt.

With every successive strike you land on foes who can bleed, Lifehunt will quickly begin to build up within them. And once it's fully built up, their blood or whatever passes for it, will erupt from all of their wounds with tremendous force. Combined with the blood loss and their wounds, your foes will no doubt suffer from truly excessive damage and agony. While this very same ability would ordinarily affect a mortal wielder as well, you will find that shall not be the case here. With a weapon like this, no wonder the Gods feared this scythe and its wielder. With this, you may slay even the Gods themselves.

Web of Informants | 600 CP

No matter who or what you are, it pays to be well informed of the world that surrounds. Be you man, god, or even a dragon, information is a treasure well worth your time. Which is why there's this. Upon purchase, you will be the proud owner of an information network across the world, a network that can be best described as a web of informants that shall provide you with that ever so important knowledge.

At the end of every week, you will receive messages and letters from your informants, all within a mailbox within your Warehouse. These messages and letters will contain detailed information regarding the world, from its locales to the people and the events within. Not only that, but if you require more specific information regarding a different subject, you merely have to send a message back through the mailbox and your informants with even more pertinent and useful information. In every universe, you will have one such network to gather information for whatever purposes you desire.

Items | Priest

Basic Priest Set | 100 CP

How can you shepherd and lead the masses if you do not look the part? You need the garbs of a priest, of a leader the people can trust, and this, this is a start. To begin with, you possess both a simple talisman along with a sacred chime. Both tools will allow you to cast miracles but they won't do anything special beyond that. Complementing your tools, you have beautifully crafted robes bearing an image of your choice. These robes are quite comfortable and while wearing them, you'll never trip over them, despite how long it looks.

A Priest's Ring | 100 CP

A simple ring with a centerpiece bearing a depiction of an old priestess, the High Priestess of Lothric to be exact, and a young babe. At a glance, it is nothing more than a simple ring if not a bit more ornate than normal. But once this ring is on your finger, its true magic shall be revealed. So long as it is worn, your faith shall be strengthened to be a match for any proper priest and as your faith is strengthened, so too will the miracles you bring forth.

Iron Set | 200 CP

The signature armor of a particular adherent of the Warriors of Sunlight, there aren't many reasons not to wear it. The armor is highly effective while being surprisingly light and easy to move in, and the shield is light while offering great protection. The longsword may be mundane, but is durable and effective. Of course, if the sun heraldry isn't for you, then it can be one of your own design. Boldly announce what you believe in, and praise it with fervor.

Ring of the Sun's Firstborn | 200 CP

The power of a miracle is derived from one's faith in the Gods. Is it any wonder then why bearing a ring from the Gods themselves increases the might of one's miracles? Once worn by the firstborn son of Lord Gwyn, this ring still contains a piece of his power, even long after his very name has been expunged from history. With it, the power of any miracle you wield is improved by a third.

Gargoyle Guardians | 400 CP

Across your travels, you may come across statues of gargoyles adorning many of the various buildings and locales of this world. In truth however, not all of those statues are statues. Some are enchanted to come to life, such as these twin gargoyles under your command.

Made of stone, carved with a skeletal face, and with a great axe for a tail, these two gargoyles stand twice as tall as a man, and they bear a great hammer and spear respectively. Both weapons are touched by the Profaned Flame and so, they are lit with a fire that shall never be extinguished. In battle, these gargoyles are fearsome fighters, more than a match for any ordinary warrior, whether they be in the air or on the ground. Should either one of the gargoyles be destroyed, they shall be reconstructed at the end of the day, ready to serve and guard you once more.

Sacred Chime of Filianore | 400 CP

Have you been to the end of the world? If not, however did you come across this? Blessed by the youngest of Lord Gwyn, Filianore, herself, this sacred chime is proof that her favor knows no bounds. To begin with, it will strengthen and expand the effects of any miracle you cast that heals, cures, or enhances yourself and others. But not only that, you'll find that so long as the chimes lie in your hands, it shall invigorate you and any ally in your vicinity, slowly but surely ensuring that you can all keep on going despite the challenges you face.

Blades of the Pontiff | 600 CP

Whenever Sulyvahn entered the battlefield, he took to doing so wielding two mighty blades. In his left hand, he held the Greatsword of Judgment and in his right, he held the Profaned Greatsword. Both swords were blades rivaled only by a few others. With them, he could slay any foe that stood in his path.

Serving as a catalyst for magic of any kind, the Greatsword of Judgment is a weapon representing the judgment of the moon and yet, it glows with a light closer to sorcery than anything else. Every slash, every strike, is followed by a trail of magic glowing with light deeper than even the darkest moon, a hint to the Pontiff's true nature. With this sword, you can unleash waves and beams of magic against your foes as your own sorceries grow stronger.

The second blade, the Profaned Greatsword, is a sword infused with the Profaned Flame, a fire that fell from the sky, a fire that burned naught but human flesh, a dark fire. As such, it is only natural then for trails of the Profaned Flame to follow every slash and strike of this profane blade. And much like its counterpart, you'll find your pyromancies growing stronger as you unleash wave after wave of a fire most profane.

Cathedral of Faith | 600 CP

For faith to spread, it will require more than just the words of priests and clerics. There needs to be a foundation from which it can stand and from that foundation, it can truly grow. This church, this cathedral, shall be that foundation. As magnificent and glorious as the city of Anor Londo itself, this cathedral shall no doubt attract the masses into its chambers, all eager to hear of your faith.

Staffed by many other priests and clerics, you need not even be within the church so that your faith may spread. By the end of a decade, a significant portion of the populace within the city where this cathedral stands will have been converted to your faith even if you did nothing to bolster it, and so long as you preach from within these chambers, you will find tremendously greater success in bringing the people under your banner.

And should the church ever fall under attack, the unwitting intruders will suffer greatly underneath the might of the cathedral's defenders. Not only are all of the priests and clerics trained in combat and in the art of miracles, there are many horrific and horrendous beasts within the chapel's chambers and dungeons, all loyal to you along with towering giants.

Items | Pyromancer

Basic Pyromancer Set | 100 CP

Many young pyromancers have found their beginnings within the Great Swamp, a land of rugged marshlands and treacherous swamps. But more than that, the Great Swamp is famed across the lands for the practice of pyromancy. And it seems you've picked up a few souvenirs from the swamps. Composed mainly from the remains of the fauna of the swamp alongside a few bronze ornamentations, these garbs are remarkably comfortable and perfect for the lands within the swamps themselves. You also have a rather nifty hand axe in case your fire proves insufficient.

Great Swamp's Ring | 100 CP

Chiseled from the bones of a flame salamander and smelling vaguely of a swamp, this is a ring made by pyromancers for pyromancers. Whether it is the magic of the pyromancers themselves or the bones of the salamander, this ring's effects hold true. When worn, the ring shall boost the power of the fires a pyromancer commands by about a seventh of what they originally were. It might seem small but a fire need not be large to burn your foes.

Parting Flame | 200 CP

The pyromancy flame of Livid Pyromancer Dunnel that attracts the echoes of death. When Dunnel lost his hideous spouse, he gave his own pyromancy flame as an offering, which transformed into a parting flame. Not long after, Dunnel became a mad spirit, cursed to wander the lands. This flame will leave a trail of fire that damages opponents and will moderately refill your Estus with every kill you make.

Witch's Ring | 200 CP

The Witch of Izalith and her daughters, scorched by the flame of chaos, taught humans the art of pyromancy and offered them this ring. While wearing this ring, you will find the strength of your pyromancies greatly improved, though all pyromancers should remember the parables that tell of the witches espousing the need to fear the flame, and teaching the art of pyromancy to men in hopes that they might learn to control it.

Black Dragon Armor | 400 CP

Ordinarily, this armor could only have been obtained through the use of a stone containing the might of the dragons. But, now you have it in truth. Crafted from the scales of a black dragon thought to merely be a legend and shaped to resemble the very same dragon, this set of armor is finely crafted, providing fair physical defenses along with an excellent resistance against fire.

While worn, the helm shall allow you to breathe fire like a drake or a dragon. If you could already breathe fire, it would merely improve your breath's might. The chestpiece on the other hand, will allow you to release a shockwave that will push away those near you and if timed properly, could even repel certain spells.

Elemental Seeds | 400 CP

The flame of a pyromancer is a simple thing. Powerful yes, but simple nonetheless. But there are ways to change that, ways to improve upon it. Such as these seeds. Nothing more than a tiny waning flame, this seed of fire can be used to bolster one's own pyromancy flame, strengthening every spell they cast with it. But seeds of fire are not all you possess. You possess different seeds for the other elements, magic, lightning, and dark. With them, you can not only strengthen your flame but imbue it with another element entirely. Through it, the pyromancies you cast shall be touched by other elements, bestowing upon you new avenues of power.

On the other hand, should you use these seeds to bolster your weapons instead, the upgraded weapon will be able to be wreathed in flames. Depending on the seed used, these flames can either be ordinary flames or a fire imbued with another element entirely, the color of the flames changing depending on the element. You have one of each seed, and any used seeds will be replenished at the end of the week.

Staff of Izalith | 600 CP

A towering and ancient catalyst of the Witch of Izalith and her daughters, used long before the dawn of chaos and pyromancy, when they were witches of flame still. With the dawn of Chaos, the daughters of Izalith became sorcerers and shamans both. And so, this catalyst allows its wielder to cast both pyromancies and sorceries.

When used as such, the staff will greatly enhance not only the spell's power, but it will do the same for your control over them as well. Of course, the staff itself is a durable thing, supernaturally so in fact, allowing it to serve as a perfectly fine melee weapon. And any foe struck by the staff will burst into flames, ignoring any resistance against fire they might possess.

Great Swamp | 600 CP

The Great Swamp is famed across the world for one and one reason alone, pyromancy. It is in this swamp where the journeys of countless pyromancers began and depending on your history, you might even have some memories of this swamp. Enough so that you chose to have a school of your own, one that serves as either an attachment to your Warehouse or a property out in the world.

Taking the appearance of a great swamp by default, this school will allow you to learn far better than you ordinarily would. Within this place, any progress in training and learning is greatly accelerated. You learn in months what would ordinarily have taken you years before. This will affect more than just you. Any other student within will similarly learn faster. Which is certainly a boon given how the place seems to attract people that are quite willing to learn, people with great destinies ahead of them. Perhaps you could teach them a thing or two. After all, a favor from such folks would surely be worth something.

Items | Sorcerer

Basic Sorcerer Set | 100 CP

Unlike pyromancers, a sorcerer usually needs some form of catalyst in order to go about unleashing their magic. To that end, you've acquired your own catalyst, a staff from Vinheim Dragon School. To complement your catalyst, you also have a set of clothing that signifies you as a proud sorcerer and scholar of Vinheim. The catalyst and the clothes are, in truth, not anything special but as a sorcerer, you could make them so, if you would but put in the effort. You also have a magnificent wizard hat.

A Scholar's Ring | 100 CP

To be a sorcerer is to be a scholar. You cannot be one without the other. And to guide you along that endeavor, you may take this ring. With a centerpiece depicting a scholarly old man, you will find this ring to be more than useful to you. So long as this ring is worn, you'll find yourself smarter than before, capable of thinking faster, and with a memory clearer than before. Sorcery should come to you a little bit easier with this.

Bellowing Dragoncrest Ring | 200 CP

A special ring granted to only the most accomplished sorcerers at Vinheim Dragon School, it is engraved with the image of an everlasting dragon. Through its arcane construction, wearing this ring will boost the strength of your sorceries, enhancing them by a third of what they were once before.

Lingering Dragoncrest Ring | 200 CP

A special ring given to those who are deemed fit to undertake the journey of discovery in Vinheim, home of sorcery. The symbol of the lingering dragon emblazoned on it symbolizes the true nature of the consummate sorcerer. While wearing this ring, you will find the effects of your spells lasting much longer than before, double what they originally were.

Antiquated Set | 400 CP

A fine dress and crown from the lands of Oolacile, this is not the mundane clothing it appears to be. Its ivory-colored silk features elaborate embroidery and imbued with ancient magic power, this set is more protective than standard leather armor, but protection is not solely what this set of clothing is meant to provide. While wearing this, you will find your sorceries and similar magics empowered, such that a standard Soul Arrow would hit with the force of a Heavy Soul Arrow.

Logan's Catalyst | 400 CP

What was once a normal catalyst employed by the sorcerers of Vinheim, it has been terribly strengthened over time by Big Hat Logan's use. In addition to its normal functions as a catalyst for sorceries, it will empower any spells you cast to be twice as potent as before. It will also allow you to be more energy efficient with your spells, such that you could cast Soul Arrow for hours on end. In a land with as much danger and secrets as this one, this weapon should serve you well.

Moonlight Greatsword | 600 CP

Crafted from the tail of a pale and scaleless dragon, the blade of this mighty sword shines on you as moonlight shines on the world. Imbued with magic, every slash, stab, and strike with this sword delivers the might of the arcane upon your foes, its own power growing as your sorcery grows. Unleashing blasts and waves of moonlight is well within your capabilities with this weapon in your hands. But the sword is not merely a weapon. It is a catalyst, one that infuses all your spells with moonlight, increasing their might by half again what they were before along with increasing your resistance to magic in all its forms.

Strangely, there is more than just the arcane that lies in this mighty sword. There is life within it, a guiding moonlight. Maybe, just maybe, that guiding moonlight can be a mentor, pulling you away from the curse of madness and leading you to greatness.

Grand Archive | 600 CP

For scholars and sorcerers, there is no resource more precious, more vital, more valuable than knowledge itself, either of the mundane or magical variety. There are no lack of stories of scholars all searching for repositories of knowledge, whether it be in the hands of lords or in the hands of dragons. Thankfully for you, this Warehouse attachment should satisfy that desire of yours for knowledge, at least initially.

A grand archive that would be the envy of any aspiring sorcerer or scholar, this archive contains a collection of books, scrolls, and tomes that would rival even that of Seath the Scaleless' own archive. In addition to the frankly, and sometimes literally, maddening knowledge found within the archive, particularly of the sorcerous variety, there are rooms and spaces found within to be used for all manners of tests and experiments.

More than just information however, the library is home to many of your own agents, scholars and the like, ones who will defend the archive from any unwanted intruders. Not only that, but in every new Jump, these agents will scour the world in search of new information, no matter how impressive or minute, to add to your grand archive.

Items | Warrior

Basic Warrior Set | 100 CP

While you are more than welcome to fight against the plentiful hordes of monsters and villains across this world with nothing more than your fists and the clothes and your back, it would be better if you had the proper equipment. This set of armor alongside the sword and shield should serve you well across your travels. They may not be anything special, but many monsters have found themselves brought down by such simple tools.

A Knight's Ring | 100 CP

In place of a jewel or some other precious stone, the centerpiece of this ring is instead a wonderfully done portrait of a knight. So long as you have this ring on your finger, you'll find your strength to be greater than it was. Not a large boost, only enough to make you half again stronger than a well-trained knight, but in a world such as this, every little bit counts.

Eyes of the Pontiff | 200 CP

Bestowed upon the knights of Pontiff Sulyvahn, these rings are nigh-identical to each other with only a few minor differences to speak of. The most prominent feature of these rings are the black orbs serving as the centerstone for them. In fact, the orbs look almost like eyes, but that couldn't be right. Still, regardless of its strange appearance, you will find these rings quite useful.

The first ring shall increase the power of your attacks by a tenth of what they were originally so long as you keep on striking at your foes without being struck in return.

The second ring shall in turn heal your body for every blow you land against your foes. Land enough blows and by the end of the fight, it would look like you were never wounded to begin with.

Yorgh's Spear | 200 CP

Once there was a great and honorable knight by the name of Sir Yorgh. And as a knight, he became a conqueror who led the Drakeblood knights on an invasion against a city built to shelter and protect a slumbering dragon, one who breathed poison as if it were fire. With his mighty spear, Sir Yorgh pierced the dragon to claim its blood and it awakened. And yet, in its rage, the dragon spewed out a poisonous fog, blanketing its city in poison and death.

Little is known of what happened to Sir Yorgh but his spear remains and it is a fine weapon indeed. Not only is the spear well-made, strong and sharp enough to punch through a dragon's skin and scales, it possesses a unique property that makes it truly special, one that made it well-suited for Sir Yorgh's purposes. So long as the spear is by your side, you will be immune to toxins and poisons of any kind. You will even possess a hefty resistance against bleeding, petrification, and curses in any form.

Gundyr's Set | 400 CP

A set of imposing armor, once wielded by the champion Gundyr, he was bested by an unknown warrior, becoming a sheath to the coiled sword, and a judge of unkindled ash. His armor and halberd are said to never crumble, perhaps implying that he was fated to eternal service from the beginning?

Such positing aside, you have come into the possession of his arms and armor, be they replicas, or pried from his cold corpse. The armor is made of durable cast iron, with an impressive bulk, similarly impressive resistance to a variety of damage types you will likely encounter in your journeys and granting the wearer substantial poise. The halberd is likewise made of cast iron, boasts considerable size, reach, and damage, and is uniquely suited to a "champion's charge," a charging attack that transitions into a devastating sweeping attack.

Above all else though, both arm and armor share an incredible durability and resistance to general wear, meaning that unless the armor is damaged by your foes in battle, repair will never be a necessity. On one final note, donning the armor bestows upon you its former bearer's martial skill, enough that if need be, you can fight against your foes with nothing more than your hands and legs.

King's Mirror | 400 CP

This magnificent shield once belonged to a shining knight, a Knight of the Looking Glass, one so vaunted and acclaimed that this knight served as the bar for which all other knights of the king must test themselves against. And with this shield, you begin to see just how mighty this knight truly is.

Resembling an ornate mirror, one half the size of a man and designed for royalty, not only is this a well-made shield, perfect for any warrior, you'll find that any magic that strikes this shield shall be turned back, deflected away regardless of its nature. A powerful ability but it is not only one it possesses.

This shield, this mirror, is linked to other worlds and through that link, you can call forth phantoms of the foes and allies you've fought over the years. These phantoms shall be just as powerful and just as durable as the original, but you may only call forth two such phantoms at a time. Nevertheless, it is plain to see how a knight with a shield such as this became one so esteemed and revered.

Havel Set | 600 CP

The armor and arms of choice for Havel the Rock, a Knight of the Way of White and soldier of Gwyn. The armor itself was hewn from a giant boulder and as such, it is excessively heavy to the point that without great endurance and strength, a warrior would not even be able to move in it, let alone fight. But for those with such qualities, they shall find no better armor. The armor shall offer you incredible protection against not only the physical but the elements as well, whether they come from sorcery, miracles, pyromancy, or something else. Not only that, but the armor also allows you to withstand the force from truly mighty blows with nary a stumble or stagger to be seen.

Much like the armor, Havel's Greatshield was cut straight from a great slab of stone and so, it is just as heavy and just as protective. But more than just protection, the essence of Havel himself lies within the shield. With a moment's focus, you can encase yourself in stone flesh, further strengthening your durability and poise.

Crafted from a tooth pried from the maw of an Everlasting Dragon, the Dragon Tooth was Havel's favored weapon. So long as it is in your hands, it shall bestow upon you a small yet useful resistance against fire and magic alike, the weapons of choice for those Havel most despised.

Finally, there is Havel's Ring, a ring with a centerpiece of a perfectly smooth stone surrounded by countless other smaller stones. With it, you will find it easier to take up heavy arms and armor. Together with the rest of the set, you shall be an immovable and indomitable wall of stone.

Stronghold of Warriors | 600 CP

On the way to Anor Londo, there is a stone keep known as Sen's Fortress, a fortress built by the gods themselves. In many ways, it is said to be a proving ground of sorts, a fortified deathtrap for the poor fools who dare to intrude upon it. Within these halls, lies a veritable plethora of monsters and traps, all meant to punish any trespassers within. And of course, that doesn't even begin to take into account the sizable armory filled with all manners of weapons and armor.

While this fortress of yours is not entirely identical to the proving grounds of the gods, it is, in many ways, rather reminiscent of it. From an armory filled with weapons to deadly traps to serpentine guards and titanite demons, anyone trying to assault you here is clearly a fool not long for this world. Of course, if someone does manage to get past all those dangers, they will have to deal with the tremendous Iron Golem within, a construct capable of slaying knights and monsters by the score.

Finally, in future worlds, the armory will stock itself with hand-held weaponry and armors available to the soldiers and common man of those worlds. Not only that, but the keep itself will attract those who are sympathetic to your cause, those willing to join you on the battlefield. Once they join you, they will become part of the keep, serving as loyal and great soldiers for your cause, no matter what it may be.

Items | Human

Crest Shield | 100 CP

A great kite shield of high quality, it once belonged to a nameless knight of Astora. It is a very practical shield, considering the combination between its weight, defenses, and stability. In addition to that, it offers good protection against magical effects, making it a good shield for nearly any occasion.

Elite Knight Set | 100 CP

This is a finely crafted set of armor that, going by the fire-warding heraldic symbol on its blue surcoat, originates from Astora. Although it may not be the best armor around, it is easy to wear and move around in, and boasts well balanced defenses.

Executioner's Greatsword | 200 CP

Ordinarily used not as a weapon, but rather an executioner's tool, one that chops through necks with ease. In spite of its sordid history, or perhaps because of it, this greatsword has come to possess an interesting ability. For every foe that falls within your presence, you will find your own reserves of magical energy replenishing itself, even if only slightly.

Banner of Lothric | 200 CP

A flagpole that once proudly displayed a banner bearing the crest of Lothric but now presents an image of a spear ravaged by time and use. Nevertheless, time has not made this spear any less effective than it was before. In fact, one could say time has only strengthened it. By channeling your own magic into the spear, you can summon forth an ethereal banner, one that shall invigorate the power of you and your allies, strengthening your attacks and theirs by a fifth for two minutes at a time.

A Blood-Stained Cloak | 400 CP

Tattered and soaked with blood, it is clear that this pointy-hooded cloak has been through countless battles, enough that even now the scent of blood shall forever exude from it, regardless of the form it takes. And it seems that this cloak has taken on a life of its own, bearing an ethereal glow and fog from what seems to be the souls woven into the very fabric itself.

Once worn, the cloak shall shadow your attacks, striking with the same force but bearing the power of the Dark, even striking of its own accord against foes seen and unseen. The most impressive power the cloak wields however, lies in the souls within. With but a few seconds of concentration, the cloak can unleash a short-ranged wave of power and fire off a horde of skulls stained black and red. Whatever these skulls strike, lightning shall strike seconds later.

Sacred Light & Flame | 400 CP

Born from the union of the swords of the twins, Lothric and Lorian, one of whom is destined to link the Flame and become a Lord of Cinder. This mighty greatsword of charred and molten platinum serves as the symbol of their unbreakable bond, proof that no matter how much time has passed, they will forever be together, in life and in death. How you came to possess this sword while the two still live, or perhaps before they were even born, is a question best left ignored.

Instead, it would do you better to focus on the capabilities. From Lorian's scorched sword, it has inherited a demon prince's flames. Fire runs through the blade as blood runs through a man's veins, augmenting every strike and slash with fire while allowing you to unleash truly devastating waves of flames against your foes. And from Lothric's holy blade, it has inherited the potent magic of a High Priestess. A sacred light is imbued into the sword, allowing you to deal divine damage against your enemies and unleash a beam of holy light that pierces through whatever it strikes.

Items | Pygmy

Dark Hand | 100 CP

This is quite a strange weapon. In fact, it isn't really even physical. It's closer to a pyromancer's flame than anything else. But then again, this world is no stranger to such esoteric equipment, even if this one is an artifact of a primordial being. Moving on, this item does two things.

First, it shall allow you to project a shield, a shield that will greatly reduce any damage you receive, so long as the attack itself is blocked. A powerful quality and yet, you'll find that its second feature is just as special. By grasping another with your Dark Hand, you will absorb their very lifeforce and the humanities they possess. The longer you keep your grasp on them, the more you will absorb.

Dark Sword | 100 CP

A pitch-black sword wielded by the Darkwraiths, the corrupted knights of the Four Kings. With a blade broad and thick along with a weight greater than most ordinary swords, this is a weapon fit for those who wield the might of the Dark. Durable and well-made, this is a sword meant to break one's guard and stagger them away. Against your foes, you'll find that this blade strikes harder than it seems, making it more tiring for your foes to block and more effective against breaking one's guard.

Cursebite Ring | 200 CP

Sir Arstor of Carim is said to have commissioned the many infamous bite rings that can be found throughout the world. This ring bearing an ashen stone is but one of them. In this case, this ring provides you an enormous resistance against curses, enough that only the mightiest and darkest of curses could ever hope to take hold within you.

Kiln of Transposition | 200 CP

There are those in this world who possess souls that are, for a lack of a better term, twisted beyond belief. Such souls are rare but as is always the case, such souls possess their own unique brand of power. It would be a waste then if you could not extract the might hidden within those souls and use them for yourself. Fortunately for you, there is this.

Crafted and stitched together from the hides of crystal lizards, this kiln, hailing from Courland, allows one to transpose twisted souls alongside many other souls and in doing so, create unique items imbued with the concentrated essence of their souls. Even if you already know how to forge with souls, you will find this kiln to be useful nonetheless. After all, the items borne from this kiln will be greater than those created through other methods.

Scythe of Want | 400 CP

The personal weapon of Nashandra, one of the many Daughters of Manus, does the power of this scythe not validate the Lord of Sunlight's fear of the Dark, of its potential? It is a very effective weapon indeed, capable of piercing through ordinary armor and swords alike. That isn't even beginning to take into account its dark nature, allowing it to deal tremendous amounts of dark damage with each and every strike. And yet that alone is not why it is so feared. For you see, every wound this weapon leaves behind is a cursed one. Such wounds are extraordinarily difficult to heal and so your poor foes shall be left with bleeding and festering wounds. The Dark is mighty and you shall be its herald.

Ringed Knight Set | 400 CP

The Ringed Knights of the Ringed City donned armor as twisted and tainted as the Gods believed the Dark Soul of man to be. Forged in the Abyss itself, this set of armor possesses life, even if it is but a smidgen, a miniscule fragment. And so, the Gods themselves cast a seal of fire upon the armor and all those who possessed them.

Adorning yourself in this dark armor will bestow upon you potent protection against all manner of attacks and effects, whether they be physical or elemental in nature. Such defenses are most effective when faced against those possessing a nature of either fire or light. Supplementing your defenses, due to the abyssal nature of its creation, any abilities you have related to the Dark are greatly enhanced, striking harder and lasting longer.

Finally, there is the nature of the hood. As tainted with the Abyss as the armor itself, you'll find that whenever you have it up, your face shall be concealed under its shadow, impossible for others to see through it until you put the hood down.

Items | Animal

Bloodbite Ring | 100 CP

Another one of Sir Arstor's infamous bite rings, this ring bears a blood-red ruby as a centerpiece. Fittingly, you'll find that while wearing the ring, your wounds shall bleed far less than they ordinarily would, regardless of how severe they might be.

Wood Grain Ring | 100 CP

Crafted in an eastern land, this wooden ring is quite special. In truth, the ring is actually made of gold, only appearing to be carved from wood. While wearing the ring, you'll find the durability of all your equipment, be it a weapon, a piece of armor, or even a catalyst, doubling. With it on, you know that you and your gear can last the long haul.

Covenant of Artorias | 200 CP

This ring symbolizes Knight Artorias' covenant with the beasts of the Abyss. In addition to allowing its wearers to freely travel through the Abyss and other Dark areas, it has a unique reaction with other beasts, allowing you to grant them human-level intelligence and understanding. Such animals could even learn to speak just like a man.

Greatshield of Artorias | 200 CP

However did you come across this? Once wielded by the legendary Artorias, this greatshield is truly worthy of the Four Knights of Gwyn. In addition to its potent defenses, both mundane and magical, providing you a hefty resistance to curses and poisons alike, it has a unique ability. It can be used to create a protective barrier around a target, rendering them practically invulnerable. Unfortunately, those within this barrier cannot attack those outside without dispersing the protective bubble.

Forest Sanctuary | 400 CP

If you desire a true home for beasts, far away from the luxuries of civilization, then perhaps you can find peace within this sanctuary. A dense forest of trees, some that bear nourishing fruits and berries, and crumbling ruins, it is perfect for ambushing anyone foolish enough to trespass on your domain. That isn't even taking into account the plethora of other beasts and creatures that lie within the forest. All of them are loyal to you and will defend you and this sanctuary to the death, no matter the foe.

And finally, within the center is a grove, filled with the graves and weapons of many fallen warriors. Over the course of your travels, this grove will expand, slowly but surely. And as it expands, more and more graves from each world you've found yourself in will fill the grove, along with the weapons and tools of those buried within. Such tools will vary in quality, often being of middling quality but every now and then, the grave of a mighty warrior will find its way into the grove and with it, there will be equally mighty tools.

Greatsword of Artorias | 400 CP

Wielded by Artorias himself, the legendary knight who slew dragons, demons, and many more by the score, this is a legendary weapon indeed. Capable of slicing through the armor of a Silver Knight and cutting through a dragon's neck with ease, a sword like this is well worth using, even without taking into account its unique properties. The essence of Artorias and the Abyss still lingers within the blade, making it capable of hurting and killing the intangible along with striking against beings of the Dark. And as a divine weapon, any slain by the use of this blade can no longer be used for the vile arts of necromancy. On a final note, it seems that wielding the blade makes you more agile, letting you jump high into the air and move like Artorias once did.

Items | Flora

Hollowslayer Greatsword | 100 CP

At a glance, this appears to be nothing more than an ordinary greatsword, aside from the fact it's durable enough to last you for several lifetimes. But that belies its interesting qualities. Once wielded by a masked knight, this blade harbors the fear that lurks within the minds of Hollows and as such, this blade is more effective against Hollows, striking harder and faster when used against such foes.

Oolacile Ivory Catalyst | 100 CP

Sorcery catalyst of lost land of Oolacile. Formed by enchanted whitebark branches, it acts as a wondrous catalyst for casting sorceries, though it seems those light sorceries of Oolacile and their like seem to benefit greatly from its use, their effects seeming to last twice as long.

Arstor's Spear | 200 CP

A terrible and dark weapon once favored by a man known as the Impaler, this spear is a cursed weapon indeed. Enwreathed in poisoned and heavily rotten meat, every foe that falls to this spear shall heal your body, but only slightly. They do not necessarily need to die by your hands either. So long as they die in your presence, their deaths shall heal you nonetheless.

Poisonbite Rings | 200 CP

The last of the bite rings commissioned by the Earl of Carim, Sir Arstor. For its centerpiece, the ring holds a beautiful amethyst, an amethyst that reminds many of poison. As such, you'll find that this ring provides you with an immunity against all poisons.

Accursed Maul of Greatwood | 400 CP

Crafted from the remains of a great spirit tree rotted away by the curses it took in and resembling its namesake more than it does a weapon, a maul like this is nonetheless just as effective as any weapon created by man. With its weight, it can crush your hapless foes but more than that, this maul has taken in the curses of what it once was. Every blow inflicts a curse upon your foes, the severity of their curse only growing the more you strike them. If you cannot strike your foes, the maul has another ability. With but a moment's concentration, you can unleash the curses within the maul, turning them into orbs of energy that shall chase and curse your foes.

A Garden of Eden | 400 CP

Flora can grow almost anywhere in this world, even in places you don't necessarily expect. But growing is different from thriving. It takes certain conditions for plantlife to grow beyond what is necessary. Conditions that can be found in something just like this garden of yours. An elegant and magical forest, this place is perfect for growing flora of any kind. In fact, so long as they grow here, the flora shall become greater than what can be found normally, similar to the difference between a God and an ordinary man. But, should you focus your own care and affection onto the flora within, they will take on a life of their own, becoming sapient creatures much like the various other beings who call this world their home. What they become after that is up to you.

Items | Witch

Flame Stoneplate Ring | 100 CP

Stoneplate rings may be the symbols of true knights but that does not mean others cannot make use of such things. Bearing a beautiful orange gem, this ring will increase its wearer's resistance against fire by a quarter.

White Hair Talisman | 100 CP

Crafted from a lock of silky white hair that once belonged to a deformed member of the chaos witches, mothers of the art of pyromancy. Fashioned into a talisman, it enables the wielder to cast both miracles and pyromancies.

Chaos Blade | 200 CP

A strange katana with a peculiar pattern, one born from the soul of a Daughter of Izalith, one who became a demon. As a weapon born from such a being, the blade has inherited only the Witch's own chaotic nature and it shows. Powerful and durable, beyond most other katanas, every slice from this blade causes bleeding far more severe than the wounds it leaves behind on your foes would imply. But it exacts a heavy price. For every blow you land, you will find your own vitality decreasing. Land a hundred blows and you would be dead if you do not possess a way to heal yourself.

Ascended Pyromancy Flame | 200 CP

A powerful pyromancy flame that has been imbued with the power of a Daughter of Izalith, few could rival its strength. In addition to greatly empowering any pyromancies you cast, this effect is especially pronounced with Chaos Pyromancies. Additionally, such chaotic flames are much easier to harness and control utilizing this ascended flame.

Gold-Hemmed Black Set | 400 CP

Black as night and yet hemmed with flecks of the purest gold, this set of robes was worn by the Daughters of Chaos, the Witches of Izalith. When worn, you shall enjoy a hefty resistance against fire and poison of all kinds, but that is the least of what these robes shall do for you. With these robes equipped, your power in pyromancy shall be enhanced along with every other ability you have related to fire. An enhancement more than enough for even a journeyman in the arts of pyromancy to face off against some of the deadlier creatures to be found in this world.

Lost Izalith | 400 CP

A replica of the Witch's long-lost home, or perhaps a place very reminiscent of it? It matters not, as it is all the same. This stone city is as extensive as it is marvelous, each brick crafted and placed with love and care. Truly, it would be an ideal place to stay, if it weren't for the extensive heat and rivers of lava. All though, they do act as good deterrents for trespassers, and a unique trait makes this a tempting place to lay claim to, as you'll find all pyromancies and other fire-based abilities will be greatly empowered while within the city. This will only affect you and any allies you may have, all of whom will find the area at a comfortable temperature instead of the scorching heat one would expect.

Items | Demon

Demon's Spear | 100 CP

Crafted from the bones of fallen demons, this spear was once wielded by one of the many Batwing Demons that can be found throughout Anor Londo, at least depending on the time period. Strangely, unlike most other weapons wielded by demons born from chaos, this spear is imbued with divine lightning, sparking every now and then with small golden bolts of electricity. Unusual but it does make the spear quite an effective surprise.

Orange Charred Ring | 100 CP

Once, this ring belonged to the only son of the Witch of Izalith, a son cursed from the moment of his birth with sores inflamed with lava. With this ring however, his pain was appeased and he could at least live a normal life. And then he dropped it. Now, it seems you have it. With it, you'll find yourself immune to the dangers of lava. Just lava though. You'll still be damaged by fire and the like. Also, you burn whatever you kick and whatever you fall on.

Attack Dogs | 200 CP

Depending on when and where you arrive, you might just come across a demon known as the Capra Demon, a demon in the shape of a man with a bony tail, four eyes, and the head of a goat, or more specifically, a goat's skull. Such a demon is often accompanied by hounds touched by the Curse of the Undead. Now, much like said demon, you have your very own attack dogs, four of them to be exact.

Each hound is strong enough to pose a threat to most warriors and are loyal to you and you alone. Fittingly enough, whenever you attack alongside them, your foes seem to have a more difficult time taking note of the hounds, focusing mostly on you and letting themselves be blindsided by the hounds.

Spotted Whip | 200 CP

Favored by many female pyromancers of the Great Swamp, this is a whip crafted from the soul of a demon known only as the Demon of Song. Mottled with venomous-looking spots, it is clear to all that this whip is a poisonous thing. Each strike from it shall poison your foes, weakening their stamina along with their vitality. Unusually, the whip itself bestows upon you the Demon of Song's sonorous capabilities. Just like the demon, you'll have a beautiful voice indeed, even capable of mimicking the voices of others so long as the whip is in your possession.

Demon's Scar | 400 CP

Transposed from the soul of a Demon Prince, this weapon is a chaotic thing, a flame kindled by the prince and shaped like a demon's claw. It is not a weapon coated in fire, rather, it is a weapon made of fire itself. Borne from chaos, the heat lingering from this sword alone is enough to melt stone and leave a trail of lava in its wake. But more than that, the sword acts as a pyromancer's flame. Within your grasp, the Demon's Scar shall bolster the power of your flame and the control you wield over them. Even the weapon itself becomes mightier the better you become in the art of pyromancy, growing hotter and hotter as you learn more and more of fire.

Old King's Great Hammer | 400 CP

A hammer of fire and stone transposed from the soul of an old demon king. This is an ancient weapon, a remnant of old Izalith and infused with fragments of the Chaos Flame. Most people would struggle to lift this hammer, let alone wield it, but those who can will find it well worth using. Thanks to the Chaos Flame within, the hammer can bring about small explosions whenever you attack with it, leaving behind a pool of lava wherever it strikes. And, perhaps due to the nature of the soul used in its creation, you will be able to summon forth phantoms of some of the weaker demons that traverse this land. Are they answering the call of their king? Who knows? All that matters is that they shall aid you however you see fit.

Items | God

Leo Ring | 100 CP

The last of the four rings gifted by Lord Gwyn to his Four Knights. Gifted to Ornstein, the one believed to be the captain of the Four Knights, this ring complemented the Dragon Slayer quite well. While worn, any counter attack you make with a thrusting weapon, spears and the like, will be strengthened by half again.

Silver Knight Set | 100 CP

The armor and shield of those knights who stayed to protect Anor Londo, it boasts high defenses and superb durability. And no matter what you may find yourself covered in, the armor will automatically clean itself over the course of a few minutes. You represent the gods, and as such, you must look the part.

Darkmoon Bow | 200 CP

The personal weapon of the Dark Sun Gwyndolin, this bow is magnificent indeed, as fitting for the weapon of a God. Imbued with powerful magic, an arrow fired from this will have the essence of the Darkmoon flowing into it, making it capable of punching through even hardened shields and armor. But the bow's true might shall only reveal itself through the use of Moonlight Arrows. Fortunately, you have a hundred such arrows along with a matching gold and white quiver.

Smough's Hammer | 200 CP

A great hammer, modeled after the one used by the executioner of the gods, Smough. He loved his work, so much so that he used the bones ground up by his hammer to augment his meals, leading to his ostracization by the more civilized gods. As such a tale would suggest, the hammer is indeed fearsome, and incredibly weighty, requiring terrifying strength to properly wield. Though, should one have the power necessary to wield the hammer, they would be able to reduce just about anything to a fine, meaty paste.

Great Lord Armor | 400 CP

Crafted with master hands and imbued with its previous owner's power, this is the personal armor of the Great Lord Gwyn. While wearing this comfortable armor, you will find any lightning or divine abilities you have greatly improved, as well as bestowing you a high resistance to such abilities. But more than that, the crown itself gives you the aura and charisma of a true Lord. Your words and mannerisms, your very presence, are sure to sway nearly anyone to your side.

Dragonslayer Swordspear | 400 CP

Once wielded by a deific hunter of dragons whose name has long been forgotten, this is an ancient relic of a weapon, one hailing from a time where Gods and Dragons fought in a war for dominance. It is the earliest form of cross spear, a weapon serving as both sword and spear alike, one that has been imbued with divine lightning. While wielding it, you will be able to call forth bolts of golden lightning from the skies above. More than that, you'll find yourself impossible to stagger or knock down whenever you're attacking. A testament to its owner's enduring nature, perhaps?

Items | Giant

Covetous Gold Serpent Ring | 100 CP

There is said to be a ring that, once worn, would grant its wearer a strange ability, one that would allow them to discover treasure and loot upon the bodies of their fallen foes. This is that ring. Carved from gold into the shape of a serpent, a symbol of the god of the desire, Zinder. While you bear this ring, you shall find that by slaying those before you, they will always have some sort of treasure with them and the greater it is you slay, the greater your reward shall be. Combined with **Covetous Serpent of Gold**, this ring's effects shall improve, allowing you to find treasures from worlds before, worlds you could access no more.

Steel Firebombs | 100 CP

Firebombs are useful weapons... for humans. In the situations they found themselves in, the giants discovered that they would need something bigger. Enter these. Resembling a boulder half the size of a giant, this steel urn is filled with blackpowder. Toss it as you would an ordinary firebomb and watch it go up in an explosion of fire large enough to cover the courtyard of a castle. Be careful. You don't want to get caught in that. You receive ten of these firebombs and receive ten more at the beginning of every week.

Covetous Silver Serpent Ring | 200 CP

The serpent is said to be an imperfect being, one that could have been, but never was, a dragon. But more than that, the serpent is a symbol of avarice and greed. And so, this silver ring, depicting a serpent, is but a tool for that greed. So long as you bear this ring, the worth of any soul you receive is doubled. What is one becomes two and what is many shall become greater still.

Yhorm's Great Machete | 200 CP

Wielded by a giant who served as a mighty city's blade and shield, this mighty weapon has been resized for your use. From what one can see, the left-hand notch on the blade is a relatively recent addition. For what reason, only the giant who once wielded this knows. Nevertheless, wielding the machete fills you with vigor and by unleashing a warcry from the depths of your soul while the blade rests in your hands, opponents near you shall be staggered and you will be made stronger, even if only for a minute or two.

Storm Ruler | 400 CP

At a glance, this appears to be nothing more than a well-crafted greatsword, albeit damaged in a way. But wield it and you will know the truth. For within this greatsword lies the strength of a storm that once brought the giants to their knees.

Whether this was taken from the giant who became a Lord of Cinder or bestowed upon you by him matters not. All that matters is that this sword is in your hands now. Summon the tempestuous winds sealed within this blade and you will bring down even the mightiest of giants, whoever they may be.

A Giant's Armor | 400 CP

No matter how large they are, even a giant will find themselves in need of armor. The giant who became a Lord of Cinder knew this fact all too well and donned armor for himself. And now, you possess that very same armor. Whether this armor is the original or a replica matters not. All that matters is the protection it provides.

While wearing it, you will have impressive physical defenses coupled with equally impressive defenses and resistances against anything else you might encounter, allowing you to hold your ground against any foe as if you were a mighty giant. It is not a perfect suit of armor but it is one that could best represent a giant's unwavering tenacity and will.

Items | Sea Giant

Giant Stone Axe | 100 CP

Resembling nothing more than a primitive stone tool once used in a time before civilization, in truth, this is a weapon crafted by the giants. It may appear simple but that simplicity belies its terrifying might. So heavy that even great knights would struggle to lift it, let alone use it, a single blow from this axe could easily tear your foes asunder, crushing instead of cutting due to the sheer weight it possesses.

Seeds of Giants | 100 CP

When the giants from across the sea died, their body became a seedbed, a place for great trees to grow from. While you may not have one of those trees, you do have a few seeds, ten of them to be exact. Plant these seeds and within only a few years, great trees will grow. But that is not what makes these seeds special. For you see, by using a seed, you will make the world itself react to those who do not belong to it. Where once an invader from a different world could have traveled without care for the hostiles in this land, they will find themselves relentlessly beset by them, for a time. These seeds replenish at the end of every week. Use them well.

Golem Forges | 200 CP

Throughout Drangleic, you will come across golems reminiscent of the giants across the sea. Little is known of their creation but matters not to you. For you see, you have come into possession of a rather interesting forge. With it, you will be able to craft golems of stone and with souls, give them a semblance of life. These golems are powerful creatures even in this world and they take in the souls of any slain in their presence. On the other hand, if you are willing to experiment, you could create constructs similar to the Smelter Demon, the Iron Golem, and so many others. After all, Drangleic was neither the first nor the last kingdom to make use of golems.

A Ring to Repel | 200 CP

What a strange thing this ring is. A ring that holds the remnants of the Giant Lord's soul. And with it, it holds a peculiar power, one you wouldn't normally associate with giants, even the ones from across the sea. By activating this pendant, you and those close enough will be surrounded by a dark sphere that shall repel all forms of damage. Be careful however. It takes a few seconds to cast the spell and the sphere will only work for only three seconds.

A Giant's Soul | 400 CP

When King Vendrick, under the counsel of his beloved Queen Nashandra, attacked the giants from across the sea and subjugated them, he took a treasure beyond many others. In his victory, he claimed the souls of the mighty giants for his own. Now, you have your own giant's soul, a special one encased in a pendant. So long as it remains with you, the defenses of any foe you face are halved, regardless of whatever protections they have in place. And for foes who've slain giants before, this soul is all the more effective, its effectiveness doubling against them.

Giant Ship | 400 CP

The Giants had to cross the seas to fight Drangleic somehow, and this is as good a reason as any. Closer to a floating village in size, this massive ship could easily hold dozens of your giant kin, with enough space to be comfortable, as well as a large amount of storage. And yet its size is not all it has to offer, as it can steer itself in any direction you desire, or you can direct it towards a specific area, and the ship will take care of the rest. It is also much more maneuverable than anything this size has any right to be, cutting through the waves at a frightening speed.

Items | Drake

Drake Sword | 100 CP

One of the rare dragon weapons, it was formed from the tail of a hellkite dragon. When wielded with both hands, it can unleash a wave of air, greatly extending the blade's range.

Thunder Stoneplate Ring | 100 CP

It was the lightning of the gods that was the greatest threat to the ancient dragons, and their fate is not something you desire. This ring, sized to fit you perfectly, will grant its wearer a good deal of protection against all lightning effects, canceling out a dragon's innate weakness to the divine element.

Ancient Dragon Greatshield | 200 CP

Found within a mountain populated by those who followed the path of the dragon, this shield is beautiful, the magnificent painting of the ancient dragon in front the result of techniques that were exquisite and no doubt painstaking. But, as usual, mere beauty is not what distinguishes this shield from others. Merely wielding it will see you possess a minor healing factor, weaker than what **Ring of the Sun Princess** would provide, but useful nonetheless.

The real power, however, lies somewhere else. Somehow, the shield is capable of mimicking the abilities of the weapon in your other hands, if somewhat crude at times. For example, if your sword could unleash a beam or burst of fire and heat, this shield will be able to do the same.

Channeler's Trident | 200 CP

A weapon wielded by the Six-eyed Channelers, sorcerers who served Seath the Scaleless in many of his endeavors. A unique weapon in many aspects, this trident should no doubt prove useful. Not only will the trident improve your own reserves of magical energy, even if only slightly, it will also allow you to grant a boon to your allies. Through a vicious martial dance, your allies shall be stirred into a frenzy, strengthening them and their attacks for the next thirty seconds.

Obsidian Greatsword | 400 CP

Formed from the tail of a black dragon with a single eye, this obsidian blade is a mighty weapon indeed. Finer than most weapons made by the hands of men, the blade can crush ordinary steel and iron armor with but a single swing. But the craftsmanship of this sword is not what makes it great. Every so often, the sword shall emit embers of black and orange, fragments of the calamitous dragon's might.

And so, with the sword in hand, you can unleash a small explosion of black and orange fire around you. Anyone caught in the blast shall have their stamina drained massively, enough that even trained knights will find themselves struggling to move, let alone fight.

Twinkling Dragon Stone | 400 CP

The drakes and their kin are but one of many imitations of the might the dragons of old once held. And this stone is another such imitation. Bearing the image of a dragon, this shining stone, smaller than a man's palm, is imbued with the power of the everlasting dragon. By using it, you can transform your body, taking on aspects from the archdragons.

Your body will change, gaining scales more reminiscent of the ancient dragons, increasing your durability against all forms of attack, except for lightning and other attacks of that nature. Even curses, poison, and other similar effects become less effective against you. Most importantly however, your attacks shall be accompanied by a mirage of an archdragon, a mirage that strikes your foes as strong as you do. A blast of magic would be joined by a breath of fire whilst a strike with your body will be shadowed by a dragon's claws or tails.

Items | Dragon

Archtree Seeds | 100 CP

Should you descend the Great Hollow, you will arrive in the Ashen Lake, where the mighty Archtrees stand tall, their bark like the toughest stone. And yet, every tree starts off as but a seedling. You contain a bag of twenty of these seeds, which replenishes every year. Upon planting them, these seeds will shoot up extremely quickly, becoming fully grown trees within minutes.

Tailbone Spear | 100 CP

Taken from the corpse of a wretched hybrid of dragon and man, this spear is one that carries with it a small fragment of the might a dragon of old can bring to bear. At will, you may envelop this spear with an aura of wind. Once fully enveloped, you may unleash a short-ranged blast of wind against your foes, knocking them down or staggering them if they prove too heavy or too strong.

Ashen Mist Heart | 200 CP

A gift of an ancient dragon or perhaps a remnant of their might forcibly taken, this ashen mist has a simple but useful purpose. With this, you will be able to access the memories of the fallen, of the departed. All you will need access to is their corpse or something important to the deceased, such as a suit of armor worn to the pivotal battle of their lives. You will live through their most important memories, seeing what they did but more than that, you will be able to pull forth treasures from within those memories. From souls to armor to even weapons, the memories of others hold plenty of valuables. And if treasure is not what you seek, you may also choose to talk to them and learn from them, whether it be their mistakes or their triumphs.

Priscilla's Dagger | 200 CP

Borne from the tail of a crossbreed dragon within a painted world, this dagger possesses two remarkable qualities. Wielding it makes your movements more graceful, almost as if you were flowing and twirling from strike to strike in the midst of battle. And as you move with grace against your foes, you will find this dagger to be all the more effective against the Gods and those loyal to them, leaving wounds half again as severe as they would ordinarily be.

Darkeater's Tail | 400 CP

Forged and crafted from the tail of a dragon who devoured the Dark, it is only natural then, expected even, that this massive sword would hold remnants of the power that lies within the Darkeater. The sword is able to unleash a destructive black and white beam of energy, enough to heavily wound even some of the greatest creatures this world has to offer, and wherever that beam goes, explosions of black and purple fire shall follow. But beyond mimicking the Darkeater's own flames, this weapon will also take in the Dark wherever it goes. It won't be enough to extinguish it in any meaningful capacity, but it does mean that it'll provide you with a resistance against the element itself and in places where the Dark is plentiful, this weapon shall be all the more powerful.

Staff of Oceiros | 400 CP

There have been countless attempts to recreate the dragons of old, whether it be their form or their power. One example of such an attempt came from Oceiros, a king of Lothric. Oceiros had discovered the Grand Archives of the Paledrake and found himself following the path of the dragon, eventually transforming himself into a twisted abomination of dragon and man.

And somehow, the staff he wielded has found its way into your hands. Within the staff lies the power of dragons. Enhancing any draconic abilities you might possess by half again, the staff can be made to unleash a white breath that unleashes crystals within its wake or emit a pestilent mist that will quickly sap the vitality of all those caught within. But be warned. The staff alone shall not provide you with protection from its might.

Companions

White Phantoms | 50/100/200 CP

It's dangerous to travel these lands alone, and I'm sure you would enjoy having some company during your time here. With this, you may import or create one, two, or eight companions respectively. Each companion receives **800 CP** to spend on perks, and items. They can choose any race for free, although they must pay if they desire to be a hybrid.

Ash Maiden | Free

Bound and broken she may have been, Anastacia of Astora nevertheless solemnly performed her duties as a Fire Keeper, regardless of what others said about her. She seeks only for the First Flame to be linked and for the curse plaguing mankind to finally be broken. As such, she has come to see you as the Chosen Undead, the one who will free mankind. And so she has joined you, and in doing so, she has found herself restored, body and soul.

Like other Fire Keepers, her soul leaves her capable of the creation and reinforcement of Estus Flasks. And should you or others have need of it, she can strengthen the souls of others, so long as they have the souls to burn.

Emerald Herald | Free

Born of dragons and contrived by men, those who would cozen fate herself, the Emerald Herald's true name is Shanalotte. Created to serve as an eternal Fire Keeper, even she could not succeed in that regard. And so, she was left to be raised by an Ancient Dragon, devoid of purpose, devoid of hope. Until she met you. For so long, she has sought so many to seek out and link the Flame, to break the Curse of Undeath. In you, she sees what you could become. In you, she sees a Monarch. And to see that future come to pass, she has joined you on your endless journey.

As a Fire Keeper, her soul allows her to conjure up additional Estus Flasks, for your use and that of others. And if need be, she may also strengthen your own flasks, allowing you to drink from the flask more often before needing to replenish by a bonfire once more. Should you desire it, she will also be able to strengthen your soul and that of others and in doing so, strengthen your bodies.

Nameless Maiden | Free

There have been countless Fire Keepers throughout the history of this world but in the land of Lothric, in a time when transitory lands converged, there was only one who tended to the Firelink Shrine. A maiden with neither eyes nor a name and yet wondrously beautiful all the same. And now, this fair maiden has chosen to serve you as your Fire Keeper? Are you an Unkindled perhaps or simply someone who has shown her the truth of this world?

Like those before her, she can strengthen your soul through the souls of others and can even create and reinforce Estus Flasks for you and others. And as one linked to the bonfires of this world, she cannot truly die. She will always be resurrected by the bonfire she tends to, and she shall ever be by your side, regardless of the path you tread.

Unbreakable Patches | Free/50 CP

Over the course of your time here, you may end up running into this fellow, Patches. Though he always puts on a cheerful face, he does like to screw with people, sometimes lethally. And for some reason, you seem to run into him even in future worlds, should you agree to take this option. Although, if you want something more permanent, then you can pay a small fee to make him into an actual Companion. He's been around for a long, long while, and has picked up more than a few skills and many treasures. Perhaps you'd like to take a look at them?

Big Hat Logan | 50 CP

A legendary scholar of the soul arts and a royal member of the Vinheim Dragon School before he turned undead, Big Hat Logan is undoubtedly one of the greatest sorcerers of his time. His dedication to learning as much about magic is enviable, and he'll be more than willing to teach you what he knows.

Blacksmith Andre | 50 CP

A highly skilled blacksmith from the lands of Astora, he's worked with all kinds of metals, but finds that titanite is the only way to go in these lands. And after so many years of undeath, he's gotten to be a real good smith, able to enhance and improve any weapon he can get his hands on. Give him some proper Embers and a good forge, and he'll be making you weapons that even the Lords would deem worthy of using.

Dusk of Oolacile | 50 CP

The princess of the ancient land of Oolacile, she is a very capable sorceress, master of nearly all spells originating from her homeland. Though she doesn't possess many offensive options, she can buff allies while debuffing enemies, ensuring that those she fights beside are more than capable for the trials ahead of them.

Hawkwood the Deserter | 50 CP

Once a member of Farron's Undead Legion, Hawkwood deserted them in his cowardice, and so, he joined the ranks of the crestfallen, just one more poor soul amongst countless others. And yet, with your arrival, he has found himself invigorated. If others could make a name for themselves, or even bring down Lords of Cinder, then he could do the same. Joining you as a companion, he has decided to better himself, to follow a path to power. No longer shall he waste away his life as a meek little mouse. He will rise above the crestfallen and live as a dragon.

Lucatiel of Mirrah | 50 CP

Hailing from Mirrah, the land of knights, this undead warrior is on a quest. She seeks her brother, one who she believes has fallen to the Curse of the Undead. Ordinarily calm and collected, her composure crumbles when faced with her greatest fear, losing herself, going Hollow. But by choosing this, you have saved her from that horrid fate and so, she is eternally grateful, fighting alongside you till the end of her days. And in the art of the sword, there are few finer than Lucatiel.

Marvelous Chester | 50 CP

A strange man from a strange time wearing strange clothes with a strange mask. With but a single glance, it's quite clear indeed that he doesn't seem to belong in this world. Especially since his style of fighting relies primarily on crossbows and quick movements, a far cry from most fighters that can be found in this world. Still, if you ever find yourself needing to hunt down a beast, he'll be by your side, filling it with innumerable bolts from a crossbow and a quiver of bolts that never quite seems to run out.

Ocelotte, Child of Dragons | 50 CP

As mentioned before, time and space in these lands can become quite... convoluted. Maybe that is why this child has found his way to you. With scale-like markings around his eyes and feathers growing out of his body, this child certainly strikes a peculiar appearance. Born from Oceiros and the queen of Lothric, originally Ocelotte would have been lost. Whether he lived or died is unknown. Not that it matters. The young boy, no more than eight years old, is with you now and hopefully, you'll be a better guardian than his parents. Still, with a talent for sorcery and the ability to turn invisible, the boy can certainly grow to be a great man, if he could be given the chance.

Oscar, Knight of Astora | 50 CP

A simple knight of Astora bearing simple arms and armor, Oscar would have been fated to die, meeting his end at the Undead Asylum. His only legacy being the soul he freed from the asylum, the one who would become the Chosen Undead. But now, now he is alive, free to live out his second chance at life as an ever-helpful Companion of yours. Perhaps the two of you could fulfill his mission, his duty to link the First Flame.

Pus of Man | 50 CP

At first glance, this appears to be nothing more than an empty suit of simple iron armor given life. In battle, it fights with all the skill and grace of a great knight and yet, once hurt enough, it shows its true colors. Something within the armor will go berserk, a shadowy and amorphous blob, an abyssal creature with an ever-shifting form, a Pus of Man. This mass of darkness is smarter than it may appear and while it may not be capable of verbal communication quite yet, it can still listen to you. Beyond combat, the creature is also capable of joining up with your body, enhancing your own physical capabilities and any powers related to the Dark. If you'd prefer to remain separate, the Pus can move beyond the armor and instead take control of another set of armor or, barring that, command a corpse instead, even that of a wyvern.

Siegward of Catarina | 50 CP

Hailing from the land of Catarina and garbed in the armor of their knights, strange looking he might be, but you will find few friends better than Siegward, proud knight of Catarina! With him by your side, you just might be able to overcome this dark and depressing world. If you ask, he'll be more than willing to show you how to brew up a mean Siegbräu, a hearty and fiery drink that even Undead like himself can revel in. And in battle, he wields a fearsome greatsword known only as Storm Ruler with skill borne from years of experience. If you ask him about it, he only says something about a vow sworn long ago. Perhaps you could help him with that?

Snuggly the Crow | 50 CP

Taking on the form of a young girl with crow wings and legs, she's quite the bubbly personality. She is also a pretty good merchant, with numerous shiny bits and bobs that she's willing to trade for. It seems like she found out about your nature as a Jumper and is looking forward to all the places and things she can trade with. Be prepared for your Warehouse to be filled all sorts of shinies, courtesy of your friendly little Snuggly.

Solaire of Astora | 50 CP

Solaire was once like any other man but when he was afflicted with the Curse of the Undead, he was struck with a mission. A mission to find his very own sun! And so, Solaire of Astora, proud Warrior of Sunlight, set forth on a journey to Anor Londo, the land of Gods. Bearing naught more than simple armor and sword, Solaire is nonetheless a fearsome combatant, whether it be through his blade or his miracles.

Through one way or another, he has joined forces with you. With him by your side, there are few obstacles you two cannot overcome in this twisted world. And while he may have originally met a grisly and sad end to his tale, that shall no longer be true for he and you shall stand side by side as Warriors of Sunlight.

Undead Merchants | 50 CP

The Undead are always at the risk of hollowing, of losing their minds until they become naught but empty vessels of flesh devoid of thought or mind. But there are ways to stave off the inevitable. A purpose in one's heart can keep one's mind from breaking and deteriorating farther. And these two Undead have found their calling as merchants. And while they may not be the most able of fighters, they do have an uncanny knack as merchants.

Wherever you go, no matter the world, their stock will always be supplied with tools and items from every world you've been in and if you provide them with the ashes or remains of the fallen, they'll start selling equipment used and worn by those people to you, so long as you have things to trade. They'll even offer you a discount!

Vengarl of Forossa | 50 CP

Long ago, when the kingdom of Forossa still stood high, Vengarl was famed as a mad beast, even among the rabid fighters that were the Lion Knights. And when Forossa fell, Vengarl became a mercenary renowned for his might and brutality. But that was so long ago, far into the past. Now, Vengarl has learned, finding peace within himself after countless years alone with naught but silence for company.

Ordinarily, he would be nothing more than a decapitated head, but now, in joining you, body and head have been reunited at last. Wielding two enormously heavy and rusted swords, Vengarl possesses ferocious strength and prowess, one finally tempered by wisdom borne from so many years of peace and solitude.

Witch Beatrice | 50 CP

In life, she met her journey's end within the cold and cruel grasp of the Abyss but now, she has found another chance at life, all thanks to you. Beatrice is a self-made woman, and somewhat of a rogue witch. She was never a student of the Vinheim Dragon School, but learned her trait from her elders, like a proper witch should. Her catalyst is also one that has been handed down, from a lineage of witches and sorcerers no less, and bears the marks of sorceries from ages long past. Her less than standard magical tutelage allows her a unique outlook to sorceries compared to those from Vinheim. Perhaps you two could compare notes. After all, two heads are better than one.

Carthus Sandworm | 100 CP

Somewhere deep underground, within a smoldering lake littered with the corpses of demons guarded by an Old Demon King, there is a sand worm that once assaulted the desert kingdom of Carthus and has made this lake of corpses its home. This... is not that worm. Rather, this is what the Carthus Sandworm could once have been. No bigger than a demon's hound and yet no less vile, this worm is a creature of gluttony and greed, yet still loyal to you.

For every being it devours, it shall grow larger and larger until such a time it could match the size of even the mightiest of dragons. But more than that, the worm shall take on aspects of what it devours, becoming capable of wielding the elements of its most favored prey, whether that be the lightning of dragonslayers, the sorceries of casters, or the fires of pyromancers.

Crossbreed Priscilla | 100 CP

A rare crossbreed between dragons and gods, Priscilla's tale is a sad one, the child of Seath of the Scaleless and an unknown god, though many believe this may be Gwynevere due to Priscilla's treatment and power. Priscilla wields an immensely powerful weapon known as the Lifehunt Scythe. This granted her power so grand that even the gods themselves feared her. In the end, she was locked away in the Painted World. At some point in her life, she learned how to escape from the paint, and yet she refused to leave due to how she would be treated outside. Perhaps you can aid this lonely maiden and bring her out into the world to explore what she was denied for so long.

Desert Sorceresses | 100 CP

Hailing from the desert land of Jugo, the Desert Sorceresses are enchanting women and magnificent sorceresses all at once. Having sworn themselves to you and seeing you as their rightful king, these four women possess beauty almost unmatched along with truly amazing prowess in the arts of pyromancy. They even possess spells unique to their kind, spells they would be more than willing to teach their new master.

And while they may not be the best of fighters while on their own, together they will be a force to be reckoned with. Of course, if you do not wish for them to fight, the sorceresses shall be more than capable of serving your each and every whim.

Filianore | 100 CP

Lord Gwyn had many children, each of them unique in their own special ways. And amongst these children, there was a beautiful young daughter, a goddess by the name of Filianore. Like her brothers and sister, she is immensely powerful, possessing a powerful affinity for miracles and, perhaps as a result of her intended role, displays immense talent in erecting and creating protective or restorative barriers. And there lies another mysterious ability of hers. Light is time and Filianore is, in some way, capable of manipulating it in a strange fashion.

Filianore would have been doomed to suffer within the Ringed City, slumbering for all of eternity as she waits for a father who would never come. But now, she shall be spared from this poor fate and shall join you in your adventures. Do treat her well.

Son of Izalith, the First Demon | 100 CP

The Witch of Izalith had many daughters, children who became known as the Witches of Chaos. But amongst her children, she had only one son, a poor little boy whose body was cursed by fire. For every moment of his life, he was plagued with pain, lava and fire pouring out the numerous sores dotting his body. But, if you would have him, he need not suffer from that fate anymore.

Once again bearing the ring he lost to his foolishness oh so long ago, he has joined your side as neither man nor witch. Rather, he has become a strange sort of being, a crossbreed between demon and man. With lava and the ancient fire sorceries of old, this young boy can become a demon in battle, one who could match what he could have become.

Great Gray Wolf Sif | 100 CP

Once the faithful and lifelong companion of the knight Artorias, a legendary hero who stood as one of the Four Knights of Gwyn, his greatest and most accomplished warriors. Towering far beyond any ordinary man and possessing grace and dexterity of incredible measure, enough that he can use the weapons of man with the same ease as a knight, Sif is a fighter like few others indeed. And with him, you will find a loyal friend like no other. One who will stand by your side until the both of you are well and truly gone.

Gwyndolin, the Dark Sun | 100 CP

Of the Gods who remained after Lord Gwyn kindled the First Flame with his own soul, only the Dark Sun Gwyndolin continued their duties. Long after every other God had left, Gwyndolin still remained, guarding Anor Londo with all his prodigious skill in sorceries and miracles. Born with an affinity to the moon rather than the sun, Gwyndolin was raised as a daughter. Possessing a mastery over sorceries and bows, Gwyndolin is a mighty god indeed, despite his relative frailty in comparison to the rest of his kin. His greatest ability, however, lies in his skill with illusions. Not only can he create illusions as grand as a sun over the entirety of Anor Londo, but his illusions can also be made tangible, capable of fighting on their own as well as any knight.

With you, perhaps he can finally be relieved from his duties, or barring that, simply be eased, even if only by a little bit. And perhaps you could provide him some proper encouragement. Show him the love and guidance his father could not or did not provide. He deserves a future better than being just the meal of a cannibalistic Lord of Cinder.

Gwynevere, Princess of Sunlight | 100 CP

The second child and first daughter of the Lord of Sunlight, Gwyn. In her time, she was cherished by all as a symbol of bounty and fertility. And as the patron of the Princess's Guard, she is a kind and gentle soul, as evident by her powerful healing miracles, ones she would be more than willing to teach you. Beyond her miracles, she is also capable of creating **Divine Blessings** along with rings she bestows to the members of her covenant.

Originally, she would have left Anor Londo along with a plethora of other deities and later she would be the wife of Flann, a Flame God. In time, she would've survived until the time of Lothric. But now, her sight and affection are yours and mayhaps you have gained her love as well. Were you a trusted knight or perhaps you were a true friend indeed? Who knows, but regardless, she is part of your journey now. As mighty as any proper deity should be, she truly stands out amongst even the rest of her kind, both in stature and in status.

King of the Storm | 100 CP

It is not rare for a warrior to ride into battle with a mount, but such mounts are often merely horses or something equally common. That won't do for you, only the greatest of creatures could ever serve as your mount, such as a dragon. Like this one for instance. Not even a year old and only around twice the size of a hound, this four-winged dragon will nonetheless grow in time enough that by your fifth year here, it will have grown large enough to match even the Darkeater Midir. And much like Midir, your dragon shall take in whatever devours, its body changing and growing ever stronger for it. Perhaps your beloved dragon will become a Chaoseater rather than a Darkeater. Who knows?

Primordial Serpents | 100 CP

Cunning and manipulative like few others, these two beings, hailing from a time when the Lords still walked the world and perhaps even farther in the past, shall help advance whatever agenda you have by appearing before and influencing key figures in whatever world you visit. Despite their strange and grotesque visage, they will still come across as charismatic enough to be taken seriously by their audience. If that were not enough, they can travel through the shadows of the world, capable of appearing almost anywhere, and can even take others along for the ride, provided they do not mind being swallowed and then regurgitated as part of the process.

Quelaag, Chaos Witch | 100 CP

One of the many daughters of the Witch of Izalith, Quelaag, like the rest of her poor family, were turned into twisted demons, abominations that only resembled what they once were. In Quelaag's case, she was transformed into a monstrous combination of spider and witch. And yet, as horrifying as parts of her have become, she has kept a strange beauty through it all. A beauty matched only by her newfound power. With a sword embodying her fury, combined with her prodigious control of fire and lava alike, she is truly a terrifying foe to face. And she has joined her might with yours. Perhaps you could do her a favor and make her family whole, at least, as whole as it can be.

Quelana, Mother of Pyromancy | 100 CP

As disastrous as the Fall of Izalith was, not every child of the Witch found themselves transformed into demonic abominations. There was one daughter who escaped their unwanted transformation, a witch by the name of Quelana. Choosing to flee from Izalith, she became the Mother of Pyromancy, passing on her knowledge and allowing pyromancy to become known throughout the world. And with you by her side, she seems to have found the strength of will she so desperately needed. Now, with your help, she hopes to free her family from the anguish and torment born from the Flame of Chaos. But is that truly the only path?

Sister Rosaria | 100 CP

Having followed in the footsteps of Rosaria, the Mother of Rebirth, this cleric has forsaken her original name and taken on the name of her goddess. Garbed in armor and weapons befitting one of Rosaria's Fingers, she wields powerful healing miracles alongside golden sorceries. But that is not where her forte lies. Rather, it seems that like her goddess, she has learned how to allow others to go through rebirth. Through rebirth, another's appearance and even gender can be changed and so can their attributes. She'll be able to teach the art as well, if you're willing to learn. But do keep in mind that, while you may be immune to the side effects, others might still find themselves turned into Man-grubs should their souls not be strong enough to handle the changes.

The Baneful Queen | 100 CP

Her name was Mytha. In her time, she was a beautiful princess wed to a prince, one who did not return her affections. And so, she was driven to desperation and in her desperation, she sought eternal beauty, no matter the cost. Her efforts were in vain however, for her king held feelings for another and her pursuit of beauty had ravaged her body. Through the poisons and toxins she consumed, Mytha became a monster, as beautiful as she was before and all the deadlier. Now she wields a spear in one hand and her severed head in the other, slaying all those before her. Somehow, she has sided with you, her obsession with the prince vanishing, replaced by a newfound love for you. Healed by poisons and toxins alike, the Baneful Queen is a formidable woman who shall forever be loyal to you. All she asks in return is your love.

The Fair Lady | 100 CP

Another poor witch who succumbed to the fires of Chaos. Like her sister Quelaag, the Fair Lady was transformed, her upper half remaining the same whilst her lower half became much like that of a monstrous spider. Unlike Quelaag however, she chose to become a Fire Keeper and the leader of a covenant of her own, known as the Chaos Servants. For now, she is but a frail and blind witch, sick from the diseases she has taken from her own servants and no longer as prodigious as she was before. But, should one provide her with Humanity, perhaps she can once again rise as a Witch like her sisters. And maybe, just maybe, she can be reunited with them once more.

Undead King Jar-eel | 100 CP

Clad in armor of brass and gold and wielding a golden greatsword in a single hand, Jar-eel is a strange man, even in these lands. Standing nearly twice the height of an ordinary man, Jar-eel is a capable fighter, more than enough to handle most things that come his way. He even has a special ability of his own, being able to drain the souls of others in his grip, weakening them in the process. But none of those make him an anomaly in these lands. He has memories of a different time, of a land long gone, memories that do not match up to this world's very being. He's been looking for answers since he awoke in this land. With you, he sees possibly the only hope he has left for you are as much of a stranger to this land as he is.

Dark Queen | 200 CP

In the death throes of the Primeval Man, his soul shattered, splitting into fragments that were sent all across the world. In time, these fragments would grow, becoming a sapient being in their own right. And once they grew, these fragments sought kings for their own purposes, whether it be for love, obsession, or even something as simple as protection. Perhaps that is why this fragment of the Abyss has joined you. The question is will you accept? Will you be her king?

If you would be willing to take her in, you will have an ally like no other, a Child of the Abyss. Capable of wielding dark sorceries and miracles on a level matched only by a handful of others in this world, your queen is truly a force to be reckoned with. With her by your side, you shall certainly be worthy of the title of Monarch, and she shall ever be by your side, reminiscent of the bond between Ivory King and his beloved.

Nameless King | 200 CP

In a time when Lord Gwyn still walked the land, he had a son famed for his might in the battlefield. And with his might, he slew countless dragons, cementing his place as a god of war amongst his kindred. But at the end, he chose to sacrifice all that he knew and allied himself with the dragons he once warred against. And so, the firstborn son of Lord Gwyn, the once great god of war was exiled, his very name stricken from history.

But now, he has returned and allied himself with you. Accompanied by Stormdrake, his most trusted companion, the bond between them unbreakable, he is truly worthy of being a god of war. With his swordspear in hand and the miracle of lightning in the other, there will be few who could ever hope to match him in either strength or skill, especially since he has only grown greater in his solitude.

Yhorm the Giant | 200 CP

Descended from an ancient and mighty conqueror, Yhorm the Giant was a grand and mighty warrior, one who once ruled over the people his forefather once subjugated. And for his people, Yhorm risked everything, fighting against whole armies as a one-man vanguard, cutting a swathe of destruction across the land as he did so. And when the time came, Yhorm linked the Flame and in doing so, became a Lord of Cinder. Before, Yhorm would have been content to simply wallow around in self-pity after his resurrection but now, he has joined your side as a Companion. There are few fighters as ferocious as he and perhaps, by fighting alongside you, he may wield his shield he tossed away when he lost someone dear to his heart.

Ancient Dragon Gojira | 400 CP

The dragons of old were towering titans indeed. And with such might, it was only natural for others to recreate them. Whether those recreations were successful is another matter entirely. By some means or another however, you have found yourself a companion in one such creation, a being who has come to see you as a most loyal friend indeed. Standing taller than most other creatures that dare to tread on this world, your Companion certainly stands out. And even if it is but a mere facsimile of the dragons of old, that does not mean that it does not possess power. Wielding power on the likes of Sinh, Kalameet, and even Midir, you'll find that your dragon shall have no difficulties in facing any foes you may have in this land.



Curse-Bound Twin | 400 CP

Love is a wonderful thing. Even in a dark and broken world, love can allow for feats beyond the norm, whether it be familial or romantic. And it is through love how this sibling of yours has been bound to you evermore. Frail and sickly relative to you, your sibling, whether brother or sister, is nonetheless an able combatant through the use of magic of any kind. But beyond their skill in magic, your sibling's true specialty lies in the forbidden art of resurrection. Thanks to the nature of the curse between you, your beloved sibling will always be able to bring you back from the dead should you ever fall. If one seeks to kill you, they must seek to kill your twin as well.

Seath the Scaleless | 400 CP

As ancient and strange as the Everlasting Dragons were, they were not perfect. For you see, there was one amongst them who was different from the rest. The Paledrake, Seath the Scaleless, was born with neither eyes to see nor the treasured scales of stone that granted the dragons their vaunted immortality and invulnerability. And so, in the war between Dragons and Lords, Seath chose to ally with the Lords and betrayed his kin.

As a scholar beyond compare and the grandfather of Sorcery itself, Seath possesses unrivaled skill in the arts of magic, having pioneered the field, and has brought forth countless creations, vile or not. And now, he has chosen to ally himself with you, eager to discover and immerse himself in the magic of worlds beyond. With his own small group of followers, his Channelers, and the Primordial Crystal he pillaged from his brethren, he shall be a loyal companion and he shall serve you as well as he did his old friend Gwyn.

Lords of Legend | 600 CP

With the emergence of the Flame, four hollow shells came from within the darkness of the world and took for themselves the souls of Lords. And as Lords, they were mighty beings indeed, ones who held the strength necessary in order to challenge the Dragons. Now, one of the Lords has deemed you worthy of their friendship and so, only one question remains. Who will follow you?

Will it be **Nito, First of the Dead**, the one whose soul turned him into a living manifestation of death, a skeletal being composed of bones and a dark and all-concealing cloak of black mist and fog? With his power over Death, there are sure to be few foes who could stand against you and not fall to a miasma of Nito's undead might.

Or shall your new ally be the **Witch of Izalith**, the Mother of Chaos, the witch who weaved magnificent and grandiose storms of fire to burn away her foes? With the Soul of Life, there would be none who could withstand her flames and maybe, just maybe, she could be reunited with her family, free from the Flames of Chaos?

Maybe even **Gwyn, Lord of Sunlight**, himself shall be your newfound Companion? Where scores of knights fell to bring down even a single Everlasting Dragon, such was Gwyn's might that Everlasting Dragons fell by the score when brought to be bear against him. Such is the power of Light, and Gwyn's mastery over his own soul.

But perhaps you wish for the **Furtive Pygmy**, the Lord so easily forgotten, to join you instead? The ancestor and progenitor of all humanity, the Pygmy is a mystery indeed, even amongst the foremost scholars of this world. And the Dark Soul he wields is something even stranger. Perhaps you shall be the one who'll know who he truly is.

If you desire for more than a single Lord to stand by your side, you may purchase this option multiple times, for as many lords as you desire.



Scenario – War of Ancients

Requires Age of Ancients



Before the First Flame, the world was a gray and unchanging land, one held in dominion by the Everlasting Dragons, immortal beings of stone who knew not what it meant to be hurt, to be wounded, to die. And then, there was Fire, and the world was forever changed. From the fire, disparity was born, and from the dark, they came and found the First Flame. Through the souls by the Flame, they became Lords, beings beyond so many others.

And so, with strength beyond imagining, the Lords challenged the Dragons, plunging the world of grey into a war that would forever echo throughout the rest of eternity. In time, the Lords would have won against the Everlasting Dragons, if at a grave cost. But with your arrival, that may change.

You will arrive in this world at the moment the four hollow shells that would become Lords arrive at the First Flame. And from that moment on, you will have a decision before you. Will you join the Lords in their war to overthrow the ancient dragons ruling this world? Or will you ally yourself with the Everlasting Dragons, and claim the Souls of Lords for you and the rest of the dragons?

For siding with the Lords and bringing about an Age of Fire, you will receive the following rewards:

By pledging your allegiance with the Lords and fighting alongside them, you have raged against the monotony and status quo, heralding a glorious new age and forever becoming known as a **Hero of Fire**. You are an agent of change, one who can bring about an end to decades-long stalemates and even the reigns of an eternal dynasty, no matter how impossible it may seem. And the longer you find yourself embroiled in wars or plots, your fortune and insight into the matters within shall grow greater and greater.

When the Everlasting Dragons took to the battlefield, they reigned as nigh-unstoppable monsters of war. Blows that would've killed mighty warriors by the score were withstood with nary on a scratch on their scales of stone. But with the efforts of Lord Gwyn and the Paledrake, they brought forth an **End to Immortality**. And so, your foes will find that neither immortality nor invulnerability shall protect them from your might. Against you, such defenses may as well not exist. With your mighty blows, you shall strip them away, completely and utterly.

The Lords did not face the Everlasting Dragons on their lonesome. Mighty as they were, even they could not have hoped to triumph over such loathsome and powerful foes. But that is what armies are for. And as a symbol of gratitude for your efforts against the Dragons, the Lords have bestowed upon you an **Army of Fire**. A hundred and fifty Silver Knights and a hundred and fifty Slave Knights shall now follow you across your journey. Each and every single one of them is an honorable and virtuous warrior in their own right, capable of wielding miracles as well as they do a blade and shield.

For siding with the Dragons and keeping the Age of Ancients intact, you will receive the following rewards:

By siding with the dragons and putting the rabble-rousing Lords in their place, securing the future of the Dragons in the process, you have forever cemented your place as an **Everlasting Champion**. From now on, whatever faction you are part of or aligned to in some way, be it a race, a kingdom, or an empire, shall stand eternally, so long as they are not plagued or assaulted by forces beyond their own. And if ever they become embroiled in a war that threatens their existence, your own skills shall grow so that you may have a chance, no matter how small, to overcome your foes and to triumph in the end.

Your kindred fell by the score to the mighty bolts of Lord Gwyn and his faithful knights. And in your victory, you vowed to never let the same happen to you. With your **Vaunted Scales**, the weaknesses of the past shall no longer burden you. Whatever your race may be, whether in this world or the next, you will find the weaknesses of that race vanishing and, in its place, you will instead possess a truly astonishing resistance.

Such was the might of the Everlasting Dragons that even when stripped of their magnificent scales, three score valiant knights would meet their demise before even a single dragon was brought low. And as gratitude for aiding them, an **Everlasting Army** shall now stand and fight by your side. Ten Everlasting Dragons, each one a veritable army in their own right, capable of slaughtering foolish warriors by the score, all loyal to you, their rightful leader.

Scenario – Chosen Undead

Requires Failing Age of Fire



It was your fate to rot away, sequestered in the furthest reaches of the world, within the Undead Asylum. How long did you try to escape, only to find the door locked, the walls unbreakable? Weeks, months, years, decades? It was a miracle that you hadn't gone Hollow yet when that passing knight from Astora quite literally dropped freedom on top of you. Navigating your way through the Asylum, you eventually meet up with the knight, who has had his legs crushed, his mission failed. In his last moments, before fully succumbing to the Curse, he asks that you take up his mission, to travel to the Land of Ancient Lords in order to ring the Bell of Awakening and learn the fate of the Undead.

Should you take up his quest, you will soon arrive in Lordran, and begin your journey, though not before learning that there are actually two bells. After ringing them both, you will learn of the role you are supposed to play, to collect the souls of Lords and link the First Flame, ending the Undead Curse and restoring the world to its proper state. Or perhaps you will take the path that a certain Primordial Serpent advocates, to let the Flame die and bring about an Age of Dark. What path will you take?

For choosing to link the First Flame, you will receive the following rewards:

You have managed to take the Great Lord Gwyn's place, linking the First Flame and becoming a **Lord of Cinder**. In addition to embers trailing all across your visage, which can be toggled on or off, any abilities that you may possess relating to fire or lightning are enhanced thrice over. Additionally, you will find that divine beings will act much more favorably towards you, viewing you as a favored hero.

For your sacrifice in linking the fire, you have proven yourself to be the true **Heir of Fire**. By linking the Fire and having its flames touch your very soul, you have been blessed. You will possess a great resistance to fire, such that a dragon's flame would be a light breeze. The light of the Fire you inherited can also be used as a weapon, greatly improving any damage you deal to beings of Dark.

Among the ashes of the Kiln of the First Flame, you will find the **Blade of Gwyn**. This was the weapon of the most powerful god, with its abilities proof of that fact. It is an unbreakable weapon, crafted from the finest titanite by the god of blacksmiths himself, and can cut through enemy defenses as if they weren't even there. The blade itself is wreathed in divine flames, burning away any corruption or darkness it touches.

For choosing to let the First Flame fade away, you have received the following rewards:

For bringing about the Age of Dark and fulfilling the truth of men, you have been granted the title of **Lord of Dark.** In addition to shadows trailing all across your visage, which can be toggled on or off, any abilities that you may possess relating to Dark will be greatly enhanced. Additionally, it also grants you lordship over all creatures attuned to the Dark, both here and in other worlds. Such is your command that few beings would dare go against your word.

Much like the Four Kings of New Londo, you have learned the forbidden art of **Lifedrain**, though yours seems to be unique compared to theirs. See, you will find that all damage you deal to divine beings or those related to Light will be greatly enhanced, with you able to heal from wounds equal to those you inflict onto such beings. Truly, this is a mighty weapon against any who would dare fight against your Age of Dark.

And finally, the Primordial Serpents have bestowed upon you a gift worthy of a Dark Lord, a tool borne from the soul of the Father of the Abyss himself, the **Catalyst of Manus**. Ravaged by time, wielding this old and wooden catalyst strengthens any spell you cast twice over. With spells and abilities related to the Dark, the catalyst will strengthen them four times over. And if need be, whenever magic is unnecessary or detrimental, the catalyst will serve as a mighty and indestructible axe, striking with the power of the Dark with every blow.

Scenario – Artorias of the Abyss

Requires Chosen Undead or Fall of Oolacile



The land of Oolacile, a land of strange yet gentle sorceries that differ greatly from those pioneered by the Pale Drake. And yet, despite their luminous magics, they were deceived into unleashing an Abyss upon their once fair kingdom. The Primeval Man has gone mad, and plunging Oolacile into Darkness and madness, one that required the great Knight Artorias to intervene in order to put an end to this creature's reign of terror. And yet, that isn't quite how it happened, is it? Whether you are a native resident or were pulled into this time period through a certain portal, your goal is clear. Descend into the Abyss consuming Oolacile, and defeat the Father of this Abyss, Manus.

For defeating the Father of the Abyss, you will receive the following rewards:

It was no easy task, I know, to take on the role that a mighty hero like Artorias could not accomplish, and yet here you stand victorious. Your fears have earned you the title of **Walker of the Abyss**, one that is certainly fitting. In addition to your now unbreakable willpower, you will find that threats like the Abyss will not pose any problems. Indeed, you can ignore any and all magical or cursed environmental hazards like they weren't even there.

You have saved this land from the threat of the Abyss, defeating the crazed Manus. Unlike how it would normally go, your actions did not get credited to the fallen knight Artorias, so the land of **Oolacile** knows to whom they owe their lives, their eternal hero. As such, you will have the entire Kingdom as your own Warehouse attachment, kept within its own pocket dimension unless you wish to combine it with another. All who dwell here are unendingly loyal to you, and would gladly give their lives for yours.

Scenario – Bearer of the Curse

Requires Age of Kings



Why did you come to Drangleic? There are memories, fading away like a dying flame, a woman and child? It was rumored that this kingdom has a cure for the Undead Curse, of that malady on the body, mind, and soul. You were but one of countless poor souls, in search of that fantastical cure to keep hold of what you fear to lose. And yet, the longer you are in this land, the more you are roped into taking the Throne of Drangleic, to surpass King Vendrick and link the First Flame, to put an end to this terrible curse.

And yet, did the same events not transpire many times before, the Curse arriving before being 'undone' by some powerful soul linking the fire? Yet, what else is there to do in such a cursed land, but to take the Throne? Perhaps you could just leave, to let another take on this burden for themselves, instead of becoming another sacrifice for a seemingly endless and pointless war of Light and Dark.

You will have many challenges and foes ahead of you. From a king who succumbed to fire and flame, a lord of giants, a daughter of the Abyss, and many more. Triumph over them and you will reach the Throne, having proven yourself a king beyond any other. But there is one final task that must be done before your ascension.

Before you can ascend to the Throne of Want, Aldia, the Scholar of the First Sin, shall appear before you. He who has studied the Light and the Dark. He who sought to break from the cycle, to shed the yoke of fate and shatter the shackles that had bound mankind for far too long. Many monarchs have come and gone. How will he know if you are any different? He will test you, conqueror of adversities. Only after will you be able to make a final decision.

For choosing to take the Throne, you will receive the following rewards:

So, you have the strength to take the Throne, and the will to be named the **Monarch of Flame**. All entities connected to light are under your command, obeying your every decree, as you are their one true ruler. But you are also a king to man, those beings who possess a soul of Dark, yet they still listen when you speak. All humans do, understanding of your royal nature and desiring to follow you, regardless of the destination.

All of the struggles and trials have molded and hardened you, putting you through a crucible so you could emerge as the true **Heir to the Throne**. This title you bear is one recognized wherever you go, no matter the world you find yourself in. So long as you desire it, any position of power can quickly become yours at a speed that beggars belief. It is as if the world itself seeks to bring you, a true Monarch, towards your proper throne.

Upon taking the Throne, you will be presented with the **King Vendrick's Armor**, a master crafted set of armor made from the finest titanite around. In addition to massively boosting your charisma and skills with leadership, allowing an idiot to efficiently run an entire kingdom on their lonesome, it also offers a high resistance to curses. This resistance borders on immunity, turning away all but the most powerful curses. To be a true Monarch, one must look the part.

For choosing to leave the Throne, you will receive the following rewards:

The Throne was left open, yours for the taking. And yet you chose to abandon it, to leave it all behind. But the strength you've gained, the power you've come to possess, demands a boon, a title. And so, you shall forever be known as the **Forbidden Sun**. What does it mean to be such a being? For you, it means that your being, your very existence has become closer to the form Aldia has taken. With knowledge of the magic Aldia possessed and a body almost entirely immune to both Fire and Dark, you are certainly a mighty power. And more than that, you possess a certain connection to the bonfires, allowing you to teleport to them at will and if you are in their proximity, you can move as Aldia did in his battle against you.

All of that responsibility, everyone attempting to put it all on your shoulders, when you'd prefer to abandon it all, and leave behind naught but an **Empty Throne**. You will not take on the burden, now or ever. You can deny fate and shirk responsibility with no negative personal repercussions. Walk away from a predetermined prophecy, cast off your role as the chosen one. It is not cowardice that guides your reasoning. Rather, it is courage, for that is what takes to walk away from the beaten path in this uncaring world of souls. And it is not only your fate you may cast aside. With you, the fate of others can be broken, their prophecies and roles usurped, and whatever protections they may have from fate lost when brought to bear against you.

The Scholar of the First Sin, Aldia, has tested you and you have succeeded. He understands where your choices lie. And so, he has granted you a gift of his own, his keep. **Aldia's Keep** holds many secrets and wonders, fitting for a man so willing to pay any cost for man to be free from fate, no matter how vile or atrocious. Within this vast fortress, anything you create shall be grander, made better simply because it was created here. Even more, the workshop possesses surprisingly detailed records of this world's history and magic, along with a numerous amount of test subjects, both bestial and sentient, from each world you have visited, with more being added in the future, whether it be knowledge or more subjects. What secrets could you uncover with a workshop like this?

Scenario – The Lost Crowns

Requires Age of Kings



Perhaps Drangleic on its own is not the place to find a cure for the Undead Curse, but it is certainly a good enough starting point, and all clues point to the Monarchs being the main factor. And yet, in this cursed land, where madness and despair reign supreme, how could one take for themselves the title of Monarch? It seems to be through the right of conquest. Your goal seems simple enough on paper. Go to three different, yet somehow similar kingdoms, and collect the crowns of their fallen kings, and bring them to the Undead Crypt, where King Vendrick is said to dwell.

And of course, these fallen kingdoms are infested with the same dangers of Drangleic, perhaps even moreso, and you are sure to encounter powerful entities who will block your path and seek your demise. But anything worth doing is never easy, so onwards you will continue, on this path of a king.

For collecting and restoring Four Crowns, you will gain the following rewards:

To collect the four crowns, to defeat the other kings of this cursed land, proving yourself as the one and only **True Monarch**. Your position as a monarch is unassailable, one that few, if any, could contest against. No unruly heirs, no force of rebels, no ambitious underlings, will be able to take you away from your position as a ruler, unless you willingly stand down. All of their attempts to usurp your throne will fail, no matter how it is attempted. You've learned the lessons of past kings, and are not keen to repeat them.

You traveled far, and faced much hardship in order to obtain the **Four Crowns** and restore their power, so why would you not be able to take them with you? The Crown of the Sunken King will improve your physical attributes. The Crown of the Iron King will quickly replenish any stores of magical energy you have. The Crown of the Ivory King will grant you a powerful healing factor. Finally, the King's Crown will greatly boost both your intelligence, as well as any spells or miracles you cast. And for bringing them all together, you shall neither Hollow nor shall you suffer from any curse, no matter how powerful it may be. This is Vendrick's final blessing to you.

Scenario – Ashen One

Requires Age of Ash



Long ago, you once linked the First Flame like many others before you. And yet, like so many others, your soul proved to be too weak, incapable of fueling the First Flame, and so, you were burnt to nothing more than ashes. But now, you have a chance to redeem yourself, a chance to link the First Flame once more.

Prince Lothric has refused his duty and so the Lords of Cinder were resurrected to link the Flame once more. But they too have rejected their duty, abandoning their thrones. And so, the Unkindled have risen. Nameless and accursed undead they may be, but they are now the only hope for salvation, the only hope to rekindle the Flame.

You will awaken within a Cemetery of Ash, a graveyard where Unkindled such as yourself were buried after their failure to link the Flame. And like the other Unkindled before you, your duty is the same. You must find the five Lords of Cinder, defeat them and sit their ashes upon the five thrones within Firelink Shrine.

Once you have accomplished this momentous task, you will be recognized by the Lords' embers as their true heir, a true lord, one fit to link the fire. But is that what you will do? Linking the fire again and again and again is what led to the sorry state of this world in the first place. Maybe it is time for the First Flame to be put out, for the Age of Fire to end, and for the Age of Dark to come.

But perhaps there is another option. A choice to become a Lord of a different kind. A Lord of neither Fire nor Dark but rather, a Lord of Hollows, a Lord unlike any other.

For choosing to link the First Flame once more, you will receive the following rewards:

Once you were but an Unkindled, unfit even to be cinders. A failure who could not link the Flame. That is no longer the truth. You have proven your worth, proven the strength of your soul, and in doing so, you have become the Soul of Cinder, an **Inheritor of Fire**. The skills and powers of those who linked the Flame before you, all of it is now available for you. You are the deific manifestation of the Lords of Cinder, an Incarnation of Kings.

The Soul of Cinder was a mighty foe who possessed weapons and armor just as mighty. It is only fitting then that you have come to possess the **Armor of the Firelink**, a set of armor blackened and charred by the First Flame. With it, you shall be immune to fire, regardless of its heat and power. But more than that, the strength of the fire you wield, whether it takes the form of a power or a weapon, shall be made greater, five times over in fact. You shall be a fire that burns brighter and longer than any other.

If there is armor, there must also be a weapon and so, fittingly enough, you have taken the **Firelink Sword**, the very same weapon the Soul of Cinder wielded against you as your own. A coiled sword thrust within the bonfire, older than even the Four Lords themselves. With its strange nature, it is ever shifting, changing into different weapons in an instant, whether it be a spear, catalyst, talisman, or something even stranger. Embered and touched by the First Flame, this sword will forever change to suit your nature and skills, a weapon fit for the Soul of Cinder.

For finally allowing the First Flame to fade away, you will receive the following rewards:

Nothing truly lasts forever. Much like how a father and mother must give way to their way children, so too must Fire give way to the Dark. And so, with a heavy heart, you put an end to the First Flame, not out of cruelty, but rather, out of mercy. It has been burning and dying for far too long, and so, it must fade away. In doing so, you have become an **Inheritor of the Dark**. For you, this means that the dark and shadows shall always be with you. You will start off being able to control the darkness with the same skill and grace as the Witch of Izalith did with her own fire. But more than that, the darkness shall never leave your side and can never be taken from you. Any who seeks to take command of the Dark to use against you is merely a fool who could never do so.

You did what had to be done and broke the Link that held this world in an endless cycle, bringing about the **End of an Age** and the birth of a new one. And so, you will be able to replicate such a feat no matter where you may go. Whenever you seek to bring about a new age or tear down the standing power structures of a world, the world itself allies with you. The steps you must undertake shall reveal themselves to you, the artifacts and tools you need shall find their way into your hands, and even people once loyal to such things will side with you once they come across the truth of the matter or when they find hope in their hearts for what is to come next. Nothing lasts forever and there will always come a time when the past gives way to the future. You are merely doing what must be done.

When you extinguished the First Flame, you saw it. The sword wielded by the Soul of Cinder had changed, transformed itself into something better suited for the age to come, a **Sword of the Dark**. Retaining the same transformative capabilities of the sword it once was, this sword is one touched by the Dark. With it, you'll be capable of unleashing mighty blasts of dark energy. And finally, whenever you find yourself facing a being aligned with Fire or Light, this weapon shall do much more damage against them than before. A fitting weapon for one who brought about the Age of Dark, is it not?

For successfully usurping the First Flame, you will receive the following rewards:

An Age of Fire. An Age of Dark. Two concepts that are, at a glance, wholly incompatible with each other. But you know better. You know the truth. Fire and Dark are two sides of the same coin, two halves of a broken pendant. And so, you have chosen to bring them together, to unite them in a way unseen in this world even in its long and tortured existence. You have usurped the First Flame, taking it within yourself, and in doing so, you have taken your place as the **Lord of Hollows**. Any skills and abilities you possess relating to fire and darkness will be enhanced thrice over. And finally, regardless of their beliefs, mankind shall forever see you as a worthy Lord for having brought about an Age of Man.

The fire within you burns bright and dark all at once. **A Dark Flame**, a true union between Fire and Dark. To begin with, once every ten years, whenever you fall in battle, you shall rise again, taking on a new embered form. Instead of any ordinary fire, the flames you emit shall be black and white, representing your unique nature. Fittingly enough, this embered form provides you with an even greater enhancement to all your parameters. And finally, your unique nature allows you to utilize abilities and items that would ordinarily be opposed to each other. You would even be able to combine them together if you so wished. You brought Fire and Dark together. There is no reason you cannot do so again for others.

The **Sable Church of Londor** was founded by three sisters, Liliane, Yuria, and Elfreide, each of them accomplished swordswomen in their own right. They had to be in order to bring about the Sable Church. Elfreide may have left but Liliane and Yuria have continued to spread their message across the lands. And as the Lord of Hollows, they and those who share their faith shall follow you forevermore as your ever loyal Companions. After all, without their help, the First Flame could have never been usurped. As your followers, they will spread your word wherever you may go. Even in other worlds, you will find that they have spread tales of your nature, tales of hollows, ensuring that even in an unfamiliar land, there will always be those who follow your will.

Scenario – Ashes of Ariandel

Requires Ashen One



The Painted World of Ariandel, home to outcasts and the lost, a haven for those who have no place to call their and many others besides. But now, the painted world has come to resemble the world outside. A rot has come to plague it, and it is suffering, rotting with every passing moment. And so, under the guidance of a certain Slave Knight, you have come to this painted world to wipe the slate clean, to burn it down.

But this shall not be an easy task. Coated in snow, this world is a strange place and if you believe it to be any less dangerous than the world outside, you would be a fool indeed. Home to many ravenous beasts and creatures, this world shall tear you to shreds should you be insufficiently prepared. But most dangerous of all are those who call this place their home.

While many of those who live within would be glad to see the painted world burnt to cinders for from the ashes, a new world can be born, there are just as many who gladly rot together with the world. Chief among them is Father Ariandel and his most trusted confidant, Sister Friede. They will not see this world they love be burned away and so, they will do anything to end you.

For burning down the Painted World of Ariandel, you will receive the following rewards:

Despite all that you had to do, despite burning down their only home, many of the inhabitants of that world knew it had to be done. They knew that the world they so loved needed to be brought down so that another could rise from its ashes. In doing so, outcasts and the lost have now come to see you as a sort of **Painted Savior**. Wherever you may go, you shall find yourself loved and adored by those who have no place to call their own, outcasts, the downtrodden and their like. And with such love and adoration, it is only natural then for such people to approach you, to join you in your endeavors as your very being draws them ever closer to you. Cast away from the rest of the world, it is your duty to raise them up, as high as they will go. Anything less is not worthy of you.

Within your Warehouse, you will find a curious addition, a large painting depicting a familiar painted world, one you swore you burnt away. It seems as though you now have the **Painted World of Ariandel** your newest Warehouse attachment, restored to its prime and immune to the rot that has once claimed it. And not only shall this world follow you in your journey, but so too will its inhabitants, the outcasts of the world that shunned them. And as thanks for saving their world, they shall see you as their greatest hero and their rightful leader, a lord.

Scenario – The Ringed City

Requires Ashen One



At the edge of the world, as far as one can go, there lies the Ringed City, a city trapped and bound in time, separate from the rest of the world, even when the First Flame is fading away. Home to the Pygmy Kings, this grand and magnificent city stands as a monument to Lord Gwyn's fear of humanity, his fear of the Dark. So many secrets to be found, so much history to be uncovered, in this home of pygmies, this cruel and dark prison of humanity.

Once more following the guidance of the Slave Knight Gael, you must traverse the Dreg Heap, a dreadful place borne from the fading Flame. Lands and civilizations from across all of history are converging upon each other, and beyond this convergence, lies the Ringed City.

And across this journey, you will face beings beyond few others in this world. From a Demon Prince whose soul never truly died to a Dragon who devoured the Dark, and so many more. But in the end, all such foes must fall by your hands, to find Lady Filianore, the last daughter of Lord Gwyn, and awaken her from slumber, a deception over the Ringed City.

And in her awakening, you shall find yourself at the end of the world, a barren wasteland of ash and dust, the ruins of all that came before. Countless civilizations, countless lands, all are nothing more than ash and dust in the end. Save for one. The Slave Knight Gael still stands, still seeking the Blood of the Dark Soul for his lady's painting. Your final foe. Face him as a man, in this wasteland of naught but ash, and only then shall your duty finally end.

For fulfilling Gael's duty and reaching the end of the world, you will receive the following rewards:

And so, after countless years, countless millennia, the tale of Slave Knight Gael finally comes to a close at the end of the world. But that does not mean his story is gone. After all, thanks to you, his legacy shall forever live on. Whether or not you gave his blood to his Lady, the **Blood of the Dark Soul** shall always be with you, even if it is but a fragment. Much like Gael once did, you will find yourself growing stronger with every soul you take in. More than that, you will grow ever stronger for being you slay connected to the Dark, whether they be human or not, the Dark within them flowing into your very being. In you, the Dark has finally found a worthy bearer, a Champion. And as a Champion, never shall you fall to the corruptive effects of any power you take in within yourself, even should it be power of the most vile and malevolent kind.

Once built to contain those humans whose potential frightened Gwyn, perhaps under you it could be more than a gilded cage. **The Ringed City** is now yours, yours to rule and guide as you see fit. But it is not the remnants of the city that shall follow you. No, what shall follow you is the Ringed City at its prime, a city fit for the likes men and Lords alike. And as the rightful Lord of the Ringed City, each and every man who calls this place their home shall be a loyal citizen of your new kingdom.

Drawbacks

Age of Demons, Blood, Wolves, and Runes | +0 CP

A world covered in fog and terrorized by soul-devouring demons. Eldritch entities from beyond the stars, bringing with them nightmares of blood and madness. Divine dragons bestowing a rotten form of immortality. A massive tree enforcing its golden order through a mighty rune.

Should you take this option, then elements from these worlds will start to leak in. You may even see the ramifications of your past actions, should you have visited them before.

Age of Fiction | +0 CP

The exact physics of these lands are a bit questionable, as it isn't unheard of for alternate timelines and entangled spaces looping in on themselves to exist. Should you so desire, then instead of the standard story you would expect, it becomes something else entirely. Perhaps two happy souls explore the land of Drangleic, or a white-haired boy takes on the role of a special undead.

Hero of All Ages | +0 CP

Are you not content with only a single adventure? Of being the hero in a single story? Should your greed be sated, then this is the option for you. You must now complete the **Chosen Undead**, **Artorias of the Abyss**, **Bearer of the Curse**, **The Four Crowns**, **Ashen One**, **Ashes of Ariandel**, and **The Ringed City** scenarios.

After completing one of the Main Scenarios, you will be immediately transported to the start of the next, though you may take the related DLC Scenarios at any point during your adventure. Are you certain you can handle such a challenge?

Supplement Mode | +0 CP

This is not the first Jump for Dark Souls and it most likely will not be the last. And so, wouldn't it be quite nice to take advantage of that fact? With this drawback, you may utilize this Jump as a supplement for any other Dark Souls Jump available. If you do so, you may combine the CP budget from both Jumps or keep them separate, whichever you prefer.

Amazing Chest Ahead | +100 CP

How generous of those who came before you, to leave tips on how to better navigate the area. Let's read a few, shall we? "*Secret off ledge.*" "*Try thrusting, but hole.*" "*Illusory Wall ahead.*" "*Easy kill.*" Well, needless to say that these are the kind of messages you'll find left throughout the world, often being annoying and very unhelpful.

Crestfallen | +100 CP

Honestly, what's the point of even trying? Monsters and madmen running amok everywhere, everyone you meet seems to meet some terrible fate, and failure is surely your one constant companion. Does your goal even end with a happy ending? What's the point in caring? You certainly don't. You're just crestfallen.

Flow of Time | +100 CP

Time is convoluted in these lands, able to be stopped and stretched and traversed, so much so that is it any real wonder that there are those who simply don't perceive time like others? You seem to be especially bad in this regard, as you have absolutely no sense of the passage of time. Days could feel like weeks or seconds with no rhyme or reason.

Grounded | +100 CP

So many ways available to you for flight, and none of them work. You can no longer fly, levitate, or lift yourself off the ground. Running up walls won't even work, and good luck trying to climb without a ladder. Jumping still works alright, though you won't get much air.

Hoarder | +100 CP

So many treasures out there, ripe for the taking. Your greed seemingly knows no bounds, constantly compelling you to collect and horde almost everything. This is especially bad when you encounter unique gear, or opportunities to acquire such. Even if someone is currently wearing them...

Naught But Ash | +100 CP

There is more to the Curse of the Undead beyond immortality. It wouldn't be much of a curse otherwise. To the undead, taste is something they lost long ago and only Estus could ever hope to grace them of what they have lost. But now, whether undead or not, you suffer from their pains. Everything tastes like ash in your mouth, no matter how delectable it may seem. And even the Estus has lost its luster. For your time here, everything will be naught but ash in your maws.

Skull Ring | +100 CP

What an annoyance. It seems that a ring has latched itself onto you and won't let go. A transposed wonder derived from the soul of a Soulfeeder, a beast that devoured souls by the score and left the air permanently stained with the pungent stench of souls. Perhaps that is how this ring works.

For now, you'll find any foe you meet having a far easier time detecting you at even farther ranges than normal. Any attempts to circumvent this have middling effects at best. Not only that, but it seems to make quite a few enemies far more aggressive, enough that they'd chase you for miles if they could.

Passing of Ages | +100 CP

Time moves ever onward, with countless ages coming and going over the centuries. You will come to understand this, as your time here has been extended. Each time you take this option, your stay here will be extended by an additional ten years.

Taste for Men | +100 CP

A strangely common occurrence, there are many who quite enjoy the taste of human flesh, or of any sentient being. You are more than intimate with the feeling, being a willing and eager cannibal yourself. You just can't help yourself, and will find that you can't go a single day without consuming some poor soul. I hope that you at least make an effort to remove the stench from your breath.

Undead State | +100 CP

One of the most striking features of the Undead Curse would be how its victims typically look after death or Hollowing. If anyone were to gaze upon you, the similarities would be plain to anyone, your once pristine flesh now more akin to beef jerky. Worst part is, there doesn't seem to be any way to reverse it nor is there any way to disguise it, at least through magical means.

Weak Poise | +100 CP

Even if you are no combatant, there are quite a few benefits to being able to stand your ground against who might see fit to take your soul for their own. But unfortunately, you won't get a chance to see those benefits. For you see, you are far too light. Regardless of how large and mighty you are, any foe you face can cause you to stumble as if you were nothing more than a simple man. Even just blocking a blow leaves you open to attack as you stumble backwards. Needless to say, this means you'll have to get used to dodging and rolling away from your foes.

A Broken Part of You | +200 CP

In this world, it serves one well to be complete, to be fully healed and ready to face the challenges ahead of one's self. After all, with danger lurking in every corner, it only pays to be as able as one can possibly be. By taking this option however, you will, unfortunately, never be truly whole for your time here in this land of souls.

Somehow, a part of your body has been broken, rendered unusable. This broken part of you could be one of your arms, one of your legs, or even your eyes. This part of you cannot be fixed until your time here is done and so long as it is broken, you are incapable of truly fighting at your best, the injury weakening you despite your best efforts to the contrary.

This drawback may be taken multiple times, one for each limb and your eyes. The eyes must be taken as one. You cannot have only one eye blinded through this option.

All Bosses Run | +200 CP

The only true way to play a FromSoft game. You must find and defeat each of the canonical bosses of the era you start in (all bosses in DS1 for **Failing Age of Fire**, all bosses of DS2 for **Age of Kings**, etc.) before you may move on from the Jump. By the grace of Jumpchain, you will know how many you have to kill, where they generally are, and shall be guaranteed at least one opportunity to fight them.

Should you begin in an age wherein there is no associated game, you will find foes cropping up that will certainly be worthy of being called a boss fight. These will be the foes you must face in such an age. Barring that, you may also end up facing bosses that would have been active in such an age. For example, you may end up facing Seath the Scaleless or perhaps even the Lord of Sunlight in his prime if you choose to begin in the **Age of Ancients**.

Army of Invaders | +200 CP

It looks as though your world is a very attractive target for those who seek to invade and steal your souls and humanity. You will be plagued with hostile phantoms invading your world on a regular basis, at least once a week. Often appearing at the worst of times, their undead nature ensures that after each encounter, they will keep coming back, each time more aware of your capabilities and more able to counter them.

Kindled Ash | +200 CP

Maybe you were one of those who were resurrected after linking the Fire, or suffered a terrible fate by way of flames. Regardless, your time here is not going to be enjoyable, as the terrible burns all across your body cannot be removed or healed, nor can the pain. Every waking moment, it feels as though you have been set ablaze, and it won't be fading any time soon.

Leaking Soul | +200 CP

As one grows more and more powerful, so too does their soul. As such, it stands to reason then that should one's soul be damaged in a fashion, so too will their own power be diminished in some capacity. You will find that any souls you collect will, in a sense, leak out of your being. As they leave you, you will find the strength they provided you leaving alongside them and should you bear only your own, your soul shall weaken, diminishing your powers and your body.

But there is a simple enough solution to this problem. Simply keep collecting more and more souls, but will that be enough, even in a world where souls are the common trade?

Mimics Everywhere | +200 CP

If there are any enemies found in this land that are especially infamous, it would be the mimics. How unfortunate, then, that you constantly seem to run into mimics, disguised as practically anything. Chests, furniture, dead bodies, weapons, armor and more are now viable disguises for those damnable creatures to take on for themselves.

Ring of Calamity | +200 CP

How unfortunate. It seems that you've come across a rather dangerous artifact, a ring to be precise. Enchanted by the orange eye of Kalameet, in truth this ring is not one that enhances the wearer. Rather, it is a ring that hinders them, and it does so by doubling all the damage they would receive.

And now, you are cursed to bear this ring for the remainder of your time in this world and until you leave, you shall forever suffer under its effects. On the bright side, once you leave this world, you may bring the ring with you and use it as you please.

Obsession Consumes All | +200 CP

In this world, there are countless poor souls who have been driven to madness through one reason or another. Among such tortured beings, you will find that obsession certainly seems to be quite common amongst them. Obsession with what you ask? Knowledge of course! Knowledge in this world is more than capable of driving its seekers to madness, literally in some cases.

And like so many others, you suffer from obsession. Knowledge is what you seek and there are no lengths you will not stoop to for it. But be careful. There is a corrupting and maddening thing to the knowledge of this world and if you do not have another soul watching over you, you will end up as nothing more than another poor soul consumed by madness.

Vulnerable Areas | +200 CP

An unfortunate curse has taken hold of you, one that affects any armor and protections you may have. You have two weak points on your person, where an enemy's weapons will find no resistance. Your stomach and back, rendered just as vulnerable as normal flesh despite how good the armor you wear is.

Wrong Way | +200 CP

This world is a mess. There's no two ways about it. The world is a mess in every way that matters. And unfortunately for you, you are going to be trudging through that mess, going through each and every nook and alley. Why is that? Well, it's rather simple really.

You see, you have, to put it lightly, a terrible sense of direction. In fact, it wouldn't be surprising to see you go one way and somehow find yourself in the opposite direction, almost as if space itself is warping around you to ensure you get lost and stay lost. Without a helping hand, you will never truly be able to find your way, at least not without so much time and effort.

Deprived | +300 CP

For those who play through the story of Dark Souls, it is common enough for one to challenge themselves by setting certain limitations on what they can do and what they can wield. For you, your challenge here is simple enough. You must go through this Jump clad in nothing more than rags and face every foe without being struck once. If you do get hit, it shall be the end of your time here.

Hordes of Basilisks | +300 CP

Basilisks are rather deadly creatures in this world, ones that can be found in so many, many locales, some of which are very, very different from each other. In battle, basilisks will breathe out a virulent and gray mist that, depending on when and where you are, will either curse you or petrify you. And you'll be receiving first-hand experience with these creatures soon enough. From now on, wherever you go, you shall be hounded by basilisks for your every waking hour, all of them intent on killing you. And while normally, you could possess a resistance against curses and petrification, you'll find that against these basilisks, such protections will do you little good.

Love of a Dark Queen | +300 CP

The Daughters of Manus, those shards of his dark soul, all seek power. Be it magical or political power, it matters not only that they acquire it. And what could be a gateway to great power than a Jumper? Yes, there is one of these Dark Queens coming after you, and she is surprisingly competent in her search for your power. She does not simply wish to acquire whatever power you've gathered here, but your nascent Spark. Take care to not fall to this dark being, for should she succeed, then your chain will end.

Mind Lost to Time | +300 CP

A world shrouded in mystery. From dragons to gods to man and so much more. So many questions and so little answers to be found. It is fortunate then that you have an outsider's perspective. But what happens if we take that away? What will you do in this world when all you've ever known is here? What choices will you make?

By taking this option, your memories before your time here will be lost to you, inaccessible in any way, regardless of how hard you may try. Let us see how you shall survive in this world. Let us see if you can still thrive and triumph amidst the challenges that can be found in this dreadful world.

Prisoner's Chain | +300 CP

Once, there was a champion who failed in his duty and so was restrained, left to be nothing more than a simple test for the champions who would follow after. And now, you find yourself becoming so much more like said champion as you have come to bear what was once used to restrain a disgrace of a champion.

A simple but enormously weighty chain of steel is wrapped around you, indestructible and irremovable through any means. For as long as one bears the prisoner's chain, forever will one be slower than you were before, incapable of moving any faster than an ordinary man, even should one possess the ability to take flight. Once the Jump is over, you shall be free from the chains and you shall keep them, a reminder of your trials in this world.

War of the Covenants | +300 CP

There are many factions to be found in these lands, be it those who pledge themselves to the ideals of the sun, those who revere the ancient dragons, or those who harvest the humanity of others, murdering them in cold blood. While these small skirmishes would have been playing out in the background, they have taken a far more proactive approach. Hordes of covenant members will be warring all across the land, adding a very real danger to anyone unfortunate enough to get caught in the middle. Some might give you a recruitment pitch, though that will just be putting a target on your head.

New Game Plus | +600 CP

If you were coming to this land in search of a challenge, then you have certainly found it. Even the lowly hollows could kill you with a well-placed hit or two, while your weapons won't be dealing as much damage as you might expect. But the strength of your enemies is not the only problem you will face, as the forces that dwell here are much more active.

Should you begin your time here in the **Failing Age of Fire**, for example, the Demons of Lost Izalith will look towards the surface, intent on blazing a fiery trail of carnage. The agents of Seath will be more active in their hunt for worthwhile subjects for their master's horrendous experiments. The forces of New Londor will seek to spread their corruptive Abyss, the Four Kings plotting with a serpent. The very embodiment of Death may even start to stir, deep within his tomb, his lost power now returned to him. And that's not even mentioning all of the little players with their own plots and schemes.

Taken by the Flame | +600 CP

By your very nature as a Jumper, you will be in possession of wondrous abilities and fantastical artifacts, capable of making even a world like this a cakewalk. But something seems to have gone wrong with your entry into this world, visions of a brilliant Flame burning away the connections to power that was once yours. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in other Dark Souls Jumps.

Ending

And so, like all things must, your time within this dreadfully twisted world has come to an end. Now, your final choice awaits you. What shall you do now?

Link the Flame

Have you found some comfort to be found in this dark world, a place that you can call home?

Let the Fire Fade

Has this dark land made you realize your desire to return to your homeland? None could blame you.

Usurp the Flame

For as enthralling and mysterious as this world is, it was but a single stop on your journey.

Notes | A Fragment of a Lord

A Fragment of a Lord is a **Capstone Booster**. As such, it shall improve the following perks.

A Dark & Terrible Sign ⟹ Chosen Undead

How many times have you fallen, only to rise again once more? How many times have you died? How much death did you experience before finally overcoming the challenges set in front of you? It is fortunate then that you have become well and truly immortal. The Fragment of a Lord within you has changed your soul, your very nature, allowing you to rise from the grave, again and again and again. For as long as you remain in this world, you will resurrect indefinitely until you give up or you finally accomplish your goals. While this immortality shall not follow you into other worlds, you will nonetheless be able to rise again ten times a year, with your lives replenishing at the end of each year. Not only that, but you'll never take on a Hollow's visage after your resurrections. You'll always look as hale and hearty as you were before. Finally, reminiscent of how fragments of the Dark Soul can be found in all of humanity, if you are willing, the gift of immortality need not be yours alone. If you want to, you may carry the Curse of the Undead wherever you may go, spreading it to humanity across a multitude of worlds, burdening them with the Darksign. A curse yes, but even a curse can become a gift to the eyes of another.

A Child of the Abyss ⟹ Father of the Abyss

Now you are more than just a child. You are one with the Abyss. And with it comes a new body, a body of the Abyss. Through this, you have the ability to shift your form. On a basic level, you can take the shape of a man, a disguise so flawless that the only way to know what you truly are is through how you act. But mere disguises is not all this body of yours has to offer. Even in battle, you can shift your form with ease. Through it, you can form new limbs, grow yourself to over thrice the height of a man, and so much more. But never forget that you remain a physical being, one that can be hurt and wounded like any other.

However, a new body is but the beginning of what you have now. Your own soul has been infused with the Dark. While it may have started off as nothing but minor soot compared to the other so called Lord Souls, the Dark Soul's most splendid gift was its capacity to grow, expand, coalesce, splinter, and repeat instead of diminishing like the others. Your fragment will not simply refuse to fade, but will grow slowly under its own capacity. As you feel and experience emotion, your emotions will grow deeper, generating and releasing new humanity into the world. As your emotions grow deeper and your soul becomes greater, your darkness will strengthen and spread. This is a vicious cycle, one most embodied by Manus, the Father of the Abyss, due to the density of his Dark Soul and now a power which you also possess. Any powers of darkness that you wield have been greatly enhanced, and will continue to improve along with your Dark Soul.

Wherever you may be and as long as you remain there, you may slowly warp the world around you into an Abyss, a well, or hole of darkness. This is not simply a physical drilling into the earth, but a distortion of space, time, and metaphysics into an Abyss from which darkness can spread and corrupt the world around it. This Abyss will continue to grow as long as you remain within, the darkness of the Abyss growing deeper with it as rated by the strength of your Dark Soul.

Chimera ⟹ Lord of Beasts

It is in the nature of a beast to be wild and untamed, with no master but themselves, though there are exceptions. The fragment of a Lord Soul has merged with your bestial nature and magical enhancements in quite a unique manner. Not only are the magical abilities gained through your chimeric nature greatly enhanced, nearly thrice as potent as before, your very soul has granted you superiority over every other beast who walk the earth.

From the smallest insects to the largest mammals, you command all beasts within a mile of you as easily as if they were a part of your very being. And though you cannot experience the world through their senses, you will always be able to know where their exact positions for as long as they remain under your command.

Finally, as you will come to find, your very presence acts as a boon to the wildlife around you. For as long as you remain within a certain locale, the beasts there shall grow mightier than before, reaching sizes and strength unmatched by the rest of their kind. More than that, it seems their intelligence shall also grow. Not enough to be sapient in their own right but far smarter than what you generally would be able to find elsewhere.

Nature's Remedy ⟹ Lord of the Forest

Forget a garden, you are a mighty forest! Albeit you aren't as big as one, which isn't a problem since your control of plants is no longer limited to the ones composing your body. In truth, you can manipulate all flora within a mile of you with such control and finesse that it may as well be one of your own limbs, and any plant you have incorporated into your form can be easily prompted to grow to full maturity in seconds within this range. And such is your connection to nature and the flora within that you could go into one plant and emerge from another, so long as both were on the same piece of land.

Blessing of Izalith ⟹ Bed of Chaos

When the First Flame began to weaken and fade, it was not only Gwyn who sought to prevent it. Using her own soul, the Witch of Izalith chose to create a new flame, one to replace the First. And so she created the Flame of Chaos. Unfortunately, the chaotic force she brought forth proved impossible to control even with her prodigious power and so she was consumed, transformed into a demonic monstrosity of a seedbed, the Bed of Chaos, the mother of demons. From the Bed of Chaos came the demons, twisted parodies of life itself, molded in fire and stone, reminiscent perhaps of the Witch's own skill in the arts of fire.

Now, the fragment of a Lord within you has allowed you to mimic the Witch, letting you create seedbeds based on your powers. Unlike her however, while your seedbeds may not yet be as massive and prolific as the Bed of Chaos, you need not fear your creations running rampant and consuming you in the process. From these seedbeds, demons will be born but unlike those borne from the Flame of Chaos, these demons shall be based on your abilities and powers. One wonders what monstrosities your soul can conjure and create.

Old Demon King ⟹ Demon Prince

How very interesting... It seems the fragment of a Lord within you has altered your demonic form. Your body glows with fire and toxins alike, enough that you can breathe out fire and poison like a dragon. You could even breathe out a beam of heat that leaves behind lava in its wake. So long as you are in this form, you shall be immune to both ice and poison. Along with immunity to frost and toxins alike, your body is heavily resistant to ordinary fire, reducing all damage taken from such things by over three quarters.

Most importantly however, is a new quality of yours. Once per Jump or once every ten years, whichever comes first, you will be revived whenever you fall at the hands of your foes. Upon your first revival, you will gain demonic wings that will allow you to soar like the dragons of old. Beyond these wings, your power will rise half again as great as it was before along with your control over such power. Subsequent revivals through this method will not provide you with wings but will still provide you with an increase in power, even if it is only an increase of a quarter of what you were before.

Blessing of Gwyn ⟹ Prince of Sunlight

It looks as though you are much closer to Lord Gwyn than first thought, maybe even being one of his children? Or perhaps, you are one of the few beings he has bequeathed a fragment of his own Lord Soul to? But regardless of your history and nature, the fragment of the Lord Soul you possess has stirred something within you.

While your own might with your miracles has been greatly enhanced, enough that the spears of lightning you could conjure and hurl at your foes have become mighty enough to fell an ancient dragon with only a few blows, that is not solely where your newfound power lies.

You have become a master of manipulating light itself. Blinding your foes or turning yourself invisible is the least of what you could do. And should you already be an illusionist of some skill, you could create solid and tangible illusions that will hold under even the most intense scrutiny, illusions that will stand even after your death. And as a symbol of your might, perhaps you could even cast illusions as grand as that of a false sun, a sun that shall encompass all of the land with its radiance!

King of Giants ⟹ Lord of Giants

Giants come in many shapes and sizes. There are giants where a man would not even reach their knees but even they pale in comparison to others of their kind. One such as you for instance. You stand heads and shoulders above even other giants to the point that the largest among them would only reach up to your chest. Such massive size is accompanied by equally massive strength, such that giants would fear even your colossal might.

But even a fragment of a Lord will provide you with more than just mere strength. In addition to the ability to freely control what height you are at, from your towering stature to the size of the common man, by feeding others a drop of your blood, you can turn them into giants. These new giants will generally be around standard height, but their strength will be useful, especially as each giant you create is undyingly loyal to you.

Lord of Hate ⟹ Lord of Stone

It seems as though your stone-like biology, your hatred, and the Lord Soul fragment within you has unlocked a powerful ability, one that few could match. You are now capable of manipulating the very earth beneath your feet, mentally shaping it like one would clay. The range of your control is only about a mile large, but that should be more than enough to wreak havoc among anyone foolish enough to go against you. Creating powerful earthquakes, rearrange mountains, mold statues, and whatever else your creativity can come up with, you can do it. Make them regret ever drawing your ire.

Storm Drake ⟹ King of the Storm

Before, you were already one of the strongest amongst your kind. But now? Now, you are a king amongst drakes. No longer do you merely control the wind, as the weather itself bows to your whims. With your very presence, the storm arrives, one large enough to encompass an entire fortress. From this storm, mighty bolts of lightning shall strike your foes while they will be buffeted by winds so violent they would not be out of place in the fiercest of tornadoes. This storm can even be infused with whatever elemental powers you possess. Make it rain fire from the heavens or even magic in its purest form.

But most importantly, you have gained a powerful resistance to the element of lightning, a rarity amongst your kin. You will find the effectiveness of such attacks to be drastically reduced, enough that only half of their might will make it past your natural resistance now.

Everlasting Dragon ⟹ Archdragon

Not all dragons are equal, as Seath the Scaleless can attest. There are dragons blessed with abilities such as telekinesis, poison breath, and so many more. For you, the fragment of a Lord within you has blessed you well, granting you power that is a rarity in this world, even amongst your kindred. You tower over the rest of your kind, much like how a giant would tower over a man. With this increase in size, you also receive a fitting increase in power as well, at least thrice over what you were before.

But more than just power, you have been granted a gift, one unique to you. Through a simple and yet time-consuming ritual, you can grant others what many in this world have long sought for. You can turn people into dragons. Not those pale imitations that can be found throughout these lands, but true dragons of old, the Everlasting Dragons from the Age of Ancients.

Notes

Value of a Soul

The soul of a normal Hollow, one who bears no weapons, would be worth twenty to a hundred souls while someone like a Lord of Cinder could be worth around 50,000 souls, at bare minimum.

Soapstones

Soapstones will leave summon signs in another Jumper's journey, or let you invade their world.

Ember Collection

The Embers will allow you to upgrade weapons and armor down eight different paths. These paths are:

1. Standard
2. Divine
3. Occult
4. Chaos
5. Fire
6. Crystal
7. Magic
8. Enchanted

Crystal Lizards

There will be crystal lizards that will drop infusion materials as well.

New Game Plus

???