

Elden Ring - Altus Plateau

By Pokebrat_J

The fallen leaves tell a story.

The Altus Plateau, where the Erdtree's base can be found, contains the Royal Capital of Leyndell to the east, and Mt. Gelmir to the west. Scars from the Shattering remain apparent to this day.

Altus borders Liurnia of the Lakes to the south, and the Forbidden Lands which lead to the Mountaintops of the Giants to the east. Due to its high elevation, Altus is connected to its neighboring regions primarily through two lifts; the Grand Lift of Dectus to the south and the Grand Lift of Rold to the east. There is another, more dangerous path to Liurnia that goes through the mountains separating the two regions.

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

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

Origin:

Age and gender may be chosen freely.

Frenzied Flame: To many, life is nothing but pain and misery, an endless existence that they wish could just all be burnt away. Mayhaps you are one who has been infected with the maddening sickness, or you truly believe that the answer to all of creation is utter destruction, your eyes now burn with the yellow Flame of Frenzy. Burn the Erdtree to the ground, and incinerate all that divides and distinguishes.

Golden Order: The dominant order within the Lands Between since the legendary war with the Giants, you are proud to carry on the ideals of order first laid out by Queen Marika the Eternal. When faced with the trials this world will throw your way, know that you can stand tall, and endure them as brilliantly as gold.

Night's Cavalry: You are one of those who have pledged themselves to the Fell Omen, one of the few Omens that were sanctioned by Queen Marika herself. Yet despite the mystery behind his history, know that you perform a thankless job, maintaining the status quo by striking down those champions who gain too much power and fame.

Volcano Recusant: Hold your head high, for you now walk the path of champions, in rebelling against the Golden Order and the Two Fingers. Your kind seeks power in all its forms, no matter what acts you may perform in order to acquire it, even if it means hunting down your own kind. What is blasphemy, if not actions that go against the established order.



Race:

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

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

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

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

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

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

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

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

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

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

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



General Perks:

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

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

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

Convincing Guise [100]: There are many who look upon those that are different, and react with disgust. Such reactions are expected, though a hindrance should you desire to blend in. With but a thought, you can magically conceal yourself, disguised as yet another human. Even a dragon could take on the form of a beautiful maiden, and enjoy the smaller structures and appliances that humanity has developed.

Defensive Architect [100]: The greatest military strength of Leyndell is not their countless knights, conscripted omens, or war machines. No, it is their defensive mindset, in holding fast against a seemingly neverending wave of enemies. You have studied the works and philosophies of the ancients, and are more than capable of turning even the most meager of fortresses into an unassailable structure. Of course, this is all dependent on the resources you possess, and the skill of the workers attempting to bring your designs into reality.

Leyndell Perfumer [200]: Once a group of healers, The Shattering changed them into something nearly unrecognizable. As a member yourself, you are quite skilled in the art of perfuming, crafting tonics with a wide array of effects. From mending wounds, curing illness, causing explosions, hardening skins, even manipulating the emotions of others. Of course, you are also a deft hand at collecting and cultivating the resources such a career requires.

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

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



Frenzied Flame Perks:

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

Frenzied Incantations [100]: The yellow flame burns bright within you, ready to burst out and melt all away. You can call upon the power of frenzy to bring devastation to your foes. Sending forth a flurry of yellow bursts of flame, or a spiraling ray of heat, even unleashing a maddening cry that affects all who hear it, you possess quite a number of options. Unlike many others, you shall suffer none of the downsides of invoking these incantations.

The Broken And The Damned [200]: Those who turn to the Frenzied Flame are not the brilliant and hopeful, but those plagued by despair and misery. All it takes is someone to give them a push, to lose themselves entirely unto the madness. Your slimy tongue has been the cause of such incidents, well versed in manipulating one to join your cause, regardless of what it may mean for the other party. When you have nothing left, what do they have to lose?

May Chaos Take The World [400]: For too long, the countless injustices and atrocities committed by the Golden Order and its god have been left to fester, abandoned and forgotten. It is time for one to rise up, and tear down all that Order holds so dear. You are blessed with the knowledge to incite anarchy, in striking at the cracks of society to create even grander problems, to embolden the flames within others to rise against their oppressors, and so much more. Though you seek to incinerate all that divides and distinguishes, that does not mean you can't take advantage of them.

Touched by the Three Fingers [600]: You are not merely one who succumbed to the frenzied flame, but delved into the very bowels of Leyndell in order to be granted audience with the Three Fingers, the envoy of an outer god. Your skin burned, you may call upon the yellow flame like none before, coating your weapons and armor, or even conjuring a Madness Eye, inflicting terrible damage to all who gaze upon it for too long. Those touched by your flames will be all the more susceptible to madness and frenzy, their eyes melting away to nothing.

> **Shardbearer:** A true champion of the Frenzied Flame, you share a gift with its most infamous and devoted prophet. When your flesh is killed, you may cast your spirit to a nearby corpse, one whose final moments were experienced in despair and misery, returning to life once more. You may only accomplish this feat once per year, as any more would be considered a true death, and failure on your part.

Golden Order Perks:

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

Golden Order Incantations [100]: It is through faith that one finds power within the Golden Order, both literally and figuratively. You are more than capable of utilizing the incantations aligned with Golden Order Fundamentalism, with such effects ranging from healing wounds, coating one's weapons and shield in golden energy, removing effects that would hinder you, and sending forth discs of brilliant light.

Defender of Leyndell [200]: The soldiers of Leyndell fight their battles defensively. During the Shattering, they were the ramparts that fortified the royal capital. You too carry on this honored tradition, and have become a bulwark against all the Lands Between has to offer. When it comes to fighting defensively, be it safeguarding a certain area or figure, or just utilizing a shield, there are none who could get past your protections. Even the champions of old and the demigods would find some measure of difficulty in attempting to harm you, though it is questionable if the reverse is true.

Causality and Regression [400]: The fundamentalists describe the Golden Order through the powers of regression and causality. That which links all things in a chain of relation, and that all things yearn eternally to converge. Through contemplation of these principles, you have gained a truly glorious power. Through concentration, you may now combine and alloy many of your differing powers and spells, combining them in such a way as to bring out the best aspects of them all, while mitigating many of the downsides. Heresy is not native to the world; it is but a contrivance. All things can be conjoined.

Principles of Perfect Order [600]: In the age before the Shattering, the Lands Between experienced an age of unequaled prosperity, where blessings rained down from the Erdtree like so much sap. You have looked upon the past, and through contemplation of perfection, you will find yourself with the skills of a ruler that only Queen Marika could rival. Managing a kingdom spanning all of the Lands Between is simplicity itself, though the true benefit of this is your proclivity towards abolishing any flaws and imperfections within a political system.

> **Shardbearer:** The Order of the Erdtree does not affect just the kingdom it towers over, but of all things in the world. You who have sought perfection in all things, may now know of a path towards that ideal. In time, you will find yourself capable of removing the flaws and imperfections of nearly anything, be it a spell, a mechanical device, a social structure, even something like the current Order, should you be granted the opportunity.

Night's Cavalry Perks:

Discounts for Night's Cavalry are 50% off, with the [100] perk being free.

Hunter of Champions [100]: This age has no need for heroes, powerful individuals that have the capacity to change the world as we know it. To protect the status quo, it requires powerful and loyal people such as yourself to bring low such champions before the idea of lordship can bear any fruit. You will find yourself having great skill with a weapon type of your choosing, capable of matching many experts on equal footing even with subpar gear. Be it greatswords, bows, hammers, flails, staves, it would be unwise to underestimate you.

Mounted Combatant [200]: Is there no more terrifying a sight than one of the Night's Cavalry, patrolling the roads on steeds darker than any ink, as though the shadows themselves are after you. Not only are you more than capable of battling atop a mount as effectively as if your feet were on the ground, but you can summon a mighty, towering steed to your side whenever you desire. Extremely durable and fully trained for the rigors of combat, you may import a horse or similar mount to gain these properties. Should it perish, you need only a minute to summon it once more.

Projecting Strength [400]: There are countless threats to the stability of the Lands Between, and yet your numbers are limited. In order to cover more ground, you have learned quite the skill from Margit. Capable of magically projecting yourself over vast distances, this facsimile of your form is just as physically capable as you yourself are, with the only downside being that it is roughly half as durable as you are. This also allows you to conjure all manner of weapons in your hands, an endless arsenal at your disposal, so long as you possess the energy to do so.

Fell Omen [600]: A name to be feared by all, and used well by the Veiled King of Leyndell, there are none who wouldn't fear the wrath of Margit the Fell Omen falling upon them. Though he may be an omen, his service to the Golden Order even before the Shattering War speaks for itself. You are a masterful tactician, capable of taking on forces much larger than your own and emerging victorious. Additionally, the more victory you achieve, the less that you will be subject to discrimination and bigotry, allowing even an Omen to be welcome outside of Leyndell's sewers.

> **Shardbearer:** Instead of just a tactician, you are also a masterful strategist, possessing a peerless mind for the larger picture of warfare as well as expertly managing the logistics of a conflict spanning the entirety of the Lands Between. It is due to your prowess that never again will you be subjected to discrimination, regardless of what your race is and the curses it's typically associated with.

Volcano Recusant Perks:

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

Magma Sorcery [100]: An ancient form of magic, one not often used due to the Golden Order's distaste for fire in any form. Yet now you are one of the few capable of utilizing them, be it sending globs of lava to harm an opponent or cover the ground, forcing one to carefully consider their next moves lest they get burned. You will show them the might and fury of those who call the Volcano Manor their home.

Serpentine Scales [200]: The snake is a creature of many things, yet it is no accident that they have been heavily associated with Mt. Gelmir. Like the man-serpents that call this region home, you will possess scales that render you immune to the effects of fire and magma, washing over your form like a light rain. Even those of arcane origin will find they have no effect against you. Additionally, these scales offer more physical protection against blunt attacks.

Path of Champions [400]: It is no secret that the Lord of Volcano Manor seeks out those powerful to join his family, and further cultivates their might against other Tarnished. No matter if you truly believe in Praetor Rykard's ambitions or are merely biding your time, it would be madness to pass up on such opportunities. You will find that you can quickly learn and master any skill, be it a weapon or spell. Your rate of improvement will only enhance during the heat of combat, soon becoming a threat that may one day challenge the very gods themselves.

To Devour The Gods [600]: Like the serpent of ancient times, you too possess a hunger, one that may only be quenched with the blood of the gods, and even then only for a time. When facing off against such divine beings, as well as those who hold faith for them or closely allied, you will find your attacks bypassing their defenses entirely, as though their armor and spells were not there. Yet it is when you devour others that the true gift is revealed, for you may take a portion of the power from those you consume, adding it to your own.

> **Shardbearer:** You have given yourself to the God-Devouring Serpent, and have become one with the mighty beast. Much like the Praetor, you are now a towering beast, coating the area around you in roiling magma, and calling upon the spirits of those you have consumed. They shall seek out your foes, and will violently explode once they make contact, each one more than enough to fatally wound even a troll.

General Items:

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

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

Cook Books [50]: A large collection of books, all of which detail how to utilize the resources within the Lands Between for all manner of things. From cooking delicious food to poisoned arrows to explosive pots. It may not seem like much, but they are sure to prove invaluable in the right hands.

Gold Sewing Needle [50]: Sewing needle made of gold. One of the tools brought by Radagon when he entered into marriage with Rennala, Queen of the Full Moon, and joined the Carian line. It can be used to improve and alter garments and armor of even the gear of the demigods.

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

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

Crafting Materials [100]: There are many natural resources found within the Lands Between which you might not be able to find anywhere else, much to your potential dismay. Fear not, for you shall never have to go without ever again. You will receive a stockpile of all natural resources one may find in these lands, numbering fifty each and replenishing weekly when used or destroyed.

Erdtree Seal [100]: A formless sacred seal decorated with an Erdtree crest, once the focus of religion in the Lands Between. It is used to cast incantations, as well as improving their results dependant on your faith. Even though the Elden Ring is shattered, and the Erdtree has dulled from its former radiance, earnest faith continues to hold the answers.

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

Jar Cannon [100]: Jar cannon which uses explosives to fire greatbolts, of which you will gain a replenishing stock. Deals great damage but is slow to reload. Experimental firearm brought to the assault on Volcano Manor, where it was discovered that no one knew how to use it.

Coded Sword [200]: Hidden sword once granted to the Tarnished of the Roundtable by the Two Fingers. A formless cipher comprises its blade, which deals holy damage no shield can repel. Champions would gather at the Roundtable Hold in days long past, when the Two Fingers were masters of oration, their flesh yet full of vigor.

Envoy's Greathorn [200]: Fanned golden horn of the Oracle Envoys. Profoundly weighty, its blows are sure to be felt. Originally an instrument, but one that cannot be sounded by a mere human. Or perhaps it is too early to sound the call. Blowing into the horn releases a multitude of magic bubbles, which floats gently through the air towards its target.

Marais Executioner Sword [200]: Storied sword of House Marais, the family of executioners who presided over the Shaded Castle. One of the legendary armaments, Elemer of the Briar, the Bell Bearing Hunter, snatched the sword from the site of his looming execution, and furnished it with battle skills from his home of Eochaid. Infuse the sword with energy, then fling it forwards in a corkscrew attack. The sword continuously deals damage while violently spinning

Serpent-Hunter [200]: Weapon that serves as both greatsword and spear. Thought to have been used to hunt an immortal great serpent in the distant past, it manifests a long blade of light when facing such a creature. When their master's heroic aspirations degenerated into mere greed, his men searched for a weapon with which they might halt their lord. Each swing is covered in an extended blade of wind, capable of damaging those even from far away.

Roundtable Hold [400]: A grand manor, it was once a gathering place of champions, who would receive the wisdom of the Two Fingers. And it can be so once more, should you extend your invitation to them. You, as well as those who accept your invitation, will be capable of transporting themselves to this hold in an instant, regardless of distance or circumstance. With it possessing a well stocked library and larder, armory, smithy, and plenty of rooms, none can deny that this is anything but a home for champions.

Erdtree [1000]: A towering golden tree that has defined this epoch, the Erdtree can be seen from all corners of the Lands Between, now returned to the perfect state it was before the Shattering, with blessings raining down upon all under its boughs. Simply being near it will fill those you deem fitting with supernatural vitality and strength, their wounds knitting before their eyes while curses wane in strength. As the Lord of this tree, you will be provided a throne from which to rule, a sure sign of your authority that only the most blasphemous would seek to go against.



Frenzied Flame Items:

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

Fingerprint Set [100]: Iron armor singed and blistered by fingers. Worn by Vyke, knight of the Roundtable Hold. No other Tarnished was closer to the throne of the Elden Lord than Vyke. But without announcement, Vyke traveled far below the capital, and was scorched by the flame of frenzy. Did he make his choice for his maiden, or did some other force lure him with suggestion?

Shabriri's Woe [200]: Disturbing likeness of a man whose eyes have been gouged out. The corners of his mouth are upturned in an almost flirtatious manner. Those that wear this will find their targets more susceptible to frenzy and madness of all kinds. It is said that the man, named Shabriri, had his eyes gouged out as punishment for the crime of slander, and, with time, the blight of the flame of frenzy came to dwell in the empty sockets.

Fingerprint Stone Shield [400]: A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields, it offers unparalleled protection from all sources. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.

Vyke's War Spear [600]: War spear singed and blistered by fingers, used by Vyke, Knight of the Roundtable Hold. Like Vyke himself, it has been tormented by the yellow flame of frenzy from within. Take a moment to charge this weapon, and plunge it into the ground to unleash an utterly massive explosion of frenzied flames, though you will be left untouched while all nearby foes are reduced to burnt, maddened things.



Golden Order Items:

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

Tree Sentinel Set [100]: Golden armor of the heavy cavalry Tree Sentinels who serve the Erdtree. Adorned with a cape featuring the mark of the sacred tree. Very few are permitted to wear a golden wood crest of such size as seen on this helm. Imposingly sturdy and nigh unbreakable, the grace of old yet lingers.

Radagon Icon [200]: A legendary talisman depicting the Elden Lord Radagon, it shortens the casting time of sorceries and incantations. As the husband of Rennala of Caria, the red-haired Radagon studied sorcery, and as the husband of Queen Marika, he studied incantations. Thus did the hero aspire to be complete.

Golden Order Greatsword [400]: Greatsword made of light, modeled after the Elden Ring itself. Forged by the King Consort Radagon to proudly symbolize the tenets of the Golden Order, it has since become a legendary armament. Telltale signs betray that this was once the greatsword bequeathed to him by his first wife, Rennala. When raising the armament in salute, it will release a golden explosion, with repeated attacks afterwards sending out waves of golden light.

Marika’s Hammer [600]: Stone hammer made in the lands of the Numen, outside the Lands Between. The tool with which Queen Marika shattered the Elden Ring and Radagon attempted to repair it. The hammer partially broke upon shattering the Ring, becoming splintered with rune fragments. With but a thought, one can imbue the rune shard with light before smashing it down hard onto the ground, creating a deadly wave of golden energy, the heroic Radagon's signature attack.



Night's Cavalry Items:

Discounts for Night's Cavalry are 50% off, with the [100] item being free.

Night's Cavalry Set [100]: Pitch-black armor thinly painted with dried blood, it is worn by the Night's Cavalry who ride funeral steeds. The Night's Cavalry, who now wander the dim roads at night, were once led by the Fell Omen and were deliverers of death for great warriors, knights, and champions.

Crepus' Vial [200]: Small mysterious bottle with a dark mist sealed within, it eliminates all sound made by the wearer during movement. A ritual implement used by Roundtable Hold assassins. There was a time when Tarnished who had strayed from guidance feared nothing more than utter silence.

Regal Omen Bairn [400]: Doll of a curseborn bairn from the Erdtree's royal line. By expending magical energy, one can unleash many wraiths that will chase down foes. Omen babies born of royalty do not have their horns excised, but instead are kept underground, unbeknownst to anyone, imprisoned for eternity. These memorial fetishes are fashioned in secret.

Morgott's Cursed Sword [600]: Warped blade of shifting hue used by Morgott, the Omen King. The accursed blood that Morgott recanted and sealed away reformed into this blade, which can be disguised as a rocky cane that deals bludgeoning damage. Each slice with this weapon leaves a bloody trail that is then followed by a burst of cursed flame.



Volcano Recusant Items:

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

Gelmir Knight Set [100]: Armor worn by knights once loyal to Praetor Rykard. It bears an emblem that none wear any longer, standing as it does for a lord that fell from loft ambition into gluttonous depravity. As the lord lost his dignity, so too did these knights lose their master.

Taker's Cameo [200]: A talisman engraved with a stern likeness of Praetor Rykard, master of Volcano Manor. It will restore one's wounds upon defeating enemies. When Rykard turned to heresy, taking by force became the rule. The gods themselves were no different, after all.

Devourer's Scepter [400]: One of the legendary armaments, a scepter in the shape of a serpent devouring the world. This weapon will one day become the very symbol of the Lord of Blasphemy. A vision of the future briefly seen by Rykard in his final moments before being devoured by the great serpent. Charge the scepter with magic and strike it against the ground to steal the vitality of all those nearby, replenishing your own.

Blasphemous Blade [600]: Sacred sword of Rykard, Lord of Blasphemy. Remains of the countless heroes he has devoured writhe upon the surface of this blade. Now they share the same blood, bound together as family. With each defeating enemy your flesh will mend, your wounds healed. Raise the sacred sword aloft to set it ablaze with blasphemous flames, then bring it down to fire off a forward blast. The flames steal the vitality from those they touch.



Companions:

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

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

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

Daughter of Blasphemy [Optionally Free]: Though she may appear as a hunched over young woman, Rya is, in actuality, the serpent daughter of Praetor Rykard. Possessing a latent potential for magma sorceries, she is a trained scout, looking for and evaluating those useful for whatever goal she supports. Through your kindness, she has finally found a place where she feels she can truly belong.

Brilliant Gold [50]: This silent man is known as the Lord Goldmask, a staunch pursuer of Golden Order fundamentalism and masterful in its applications. Besides his eponymous mask, he felt no draw to the vain excess of clothing, preferring only rags. What use is finery to one who seeks greater brilliance?

Chaos Maiden [50]: A blind woman traveling alone through the Lands Between, following a distant light which Hyetta believes will lead her to her duty as a Finger Maiden. Should you assist her on her journey, bringing her Shabriri Grapes and reaching the Three Fingers, she will continue to give you guidance, granting you words directly from the Flame of Frenzy no matter how far you travel.

Dung Eater [50]: A man who murdered thousands and defiled their corpses with the Seedbed Curse. Wielding a greatsword crafted from a giant's spine and hurling curses, you will seldom find one as reviled as he. The heart of an omen without the body to match; could there be any crueler existence? What does it matter, then, if the curse claims at all?

Sympathetic Perfumer [50]: Tricia was once known as a healer who dedicated her efforts to treating Misbegotten, Omen, and all those seen as impure. When her efforts failed, she was their companion as they died, watching over them to ensure that they could pass peacefully, free of pain.

Ancient Dragon Knight [100]: Kristoff, an honorable knight of Leyndell who was also a devout worshiper of the ancient dragons. His skills strike down foes with thunderbolts, the dragons' weapon of choice. After the First Defense of Leyndell, Kristoff earned the hero's honor of Erdtree Burial for the feat of capturing Godefroy the Grafted.

Bloodhound Knight [100]: A Bloodhound Knight they called the Rabid Stray, one that has a history of attacking allies in the middle of combat. Floh vowed that there was only one lord he would ever serve: a true king. And so, the Rabid Stray never found a master. At least, until he found you. You now hold his leash, and so long as you have the strength to keep a hold of it, he will follow.

Depraved Perfumer [100]: Depraved perfumers practice their art for themselves alone. Carmaan was a notably formidable perfumer whose strength rivaled that of heroes, and it is said that he was in search of a secret physick of revivification. Perhaps by traveling alongside you, sampling the resources of future lands, he will accomplish his goal.

Queen of Demi-humans [100]: Towering over the average Demi-Human, this queen possesses long, lanky limbs and canine features, wearing a crown and tattered cape. The staff she wields, styled as a scepter, were given to the Demi-Humans to foster peace, but are sneered at by fools at the Academy. Will you treat her as yet another beast, or give her the respect royalty deserves?

Ancient Dragon [200]: Lansseax, the sister of Fortissax, is said to have taken the form of a human priestess in order to commune with the knights of the Ancient Dragon Cult. Her most beloved knight was Vyke the dragonspear, a Tarnished knight of the Roundtable Hold, who was later scourged by the frenzied flame. She has found a new favored champion in you, and will do what she can to cultivate your strength.

First Elden Lord [200]: When Godfrey, first Elden Lord was robbed of his grace, becoming Tarnished, he took with him his kinfolk and left the Lands Between. After the Long March of the Tarnished came to an end, Godfrey divested himself of kingship, becoming a simple warrior once more. He now seeks to travel with you, though whether it is to once more take the guise of a Lord, or once again embrace his primal nature, is for you to figure out.

Lord of Blasphemy [200]: Born the son of Radagon, a champion of the Erdtree, and Queen Rennala, head of both the Carian Royal Family and the Academy of Raya Lucaria, Rykard was a ruthless justiciar who commanded a company of inquisitors. In time, Rykard took the form of a giant serpent that he might devour, grow, and live eternally. He now joins you on your travels, intent on devouring the very gods.

Omen King [200]: Though born one of the graceless Omen, Morgott took it upon himself to become the Erdtree's protector. He loved not in return, for he was never loved, but nevertheless, love it he did. Yet perhaps he has found a kinship with you, for the Omen is willing to travel with you, offering his expertise in both the arts of War and subterfuge.

Champion of Order [300]: A legendary champion of crimson locks who would become the Second Elden Lord, Radagon studied both incantations and sorcery, seeking to become whole. Though some question why a mere champion would be chosen for such a role, one cannot deny that few can rival the power of his faith, nor of his hammer and magic.

Goddess Eternal [300]: The god of the current Order, you may now take with you Queen Marika the Eternal. Originally of the same stock as the Numen people, she solidified her rule and Order through countless victories in war. Shall you seek to become her next consort, or free her from the shackles placed upon her by the Greater Will?

Greater Beast [300]: Long ago, the Greater Will sent a golden star bearing a beast into the Lands Between, which would later become the Elden Ring. It was the vassal beast of the Greater Will and the living incarnation of the concept of Order. Now you may call upon this cosmic beast, offering its power to assist you in establishing any Order you see fit.



Drawbacks:

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

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

Blasphemous Acts [+100]: The serpent is a symbol of many things, yet chief amongst them is debauchery and gluttony. Though the desire to reproduce has long ago waned, you simply cannot help but indulge in such primal acts. You also possess a strong urge to all but stuff your face full of anything even remotely edible.

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

Grounded [+100]: If there is one thing more deadly in these ancient lands than the enemies found here, it is undoubtedly gravity. After all, how would you protect yourself as you fall from great heights? You are very familiar with this question, as you have been stripped of the ability to fly or even levitate, your feet firmly on the ground.

Accursed Omen [+200]: Regardless of who you were once before, the chaotic lingering energies of the Crucible have cursed you most horrendously. Covered in horns all across your body, you will easily be marked as an omen for all to see. Not only will this garner the loathing of many, but your dreams shall be constantly plagued with nightmares, of which you can find no respite from.

Melted Eyes [+200]: Have you been affected by the yellow flame of frenzy, or was this merely a punishment for your grave transactions? It matters not in the end, for the end result is the same. You have lost the use of your eyes, incapable of gazing upon the world. It should go without saying, but this is not a world that is kind to those possessing disadvantages as serious as this.

Unworthy Soul [+200]: Many are those blessed with the guidance of grace, yet what right does one such as yourself have to stand alongside them, having come from a world devoid of it? You will find doubts and insecurities have infected your mind and souls, seeing yourself as lesser compared to even the most diluted of the Golden Lineage. Such is your lack of self-worth that you even refuse proper armor and fine clothing, feeling as though you do not deserve such things.

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

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

Gloam-Eyed Queen [+300]: Once a contender for godhood, the Queen of the Godskins has faded into legend, forgotten by many. She is very much real, and you will find that she has chosen you to receive what is rightfully yours; Destined Death. Her power is comparable to that of Queen Marika herself, and is capable of bypassing any protections you may have against harm and death. Tread lightly, for though you may be able to cheat it, death will always emerge victorious in the end.



Ending:

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

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

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

Notes:

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

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

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

-If you take the **[Night's Cavalry]** origin and the **[Shardbearer]** perk, then you may take the place of Morgott. Alternatively, taking the **[Volcano Recusant]** origin gives you the option of becoming Rykard instead. Not sure how you'd justify having purchased him as a companion, but feel free to fanwank it.

-The range of the boosted version of **[Touched by the Three Fingers]** is only around a mile radius.

-If you possess the boosted version of **[To Devour The Gods]**, you don't have to look as… *unique* as Rykard. You could just look like a massive if mundane snake.

-When in doubt, fanwank.

-Have the day that you deserve~