

Foreword

These were the words you heard as your consciousness faded back into painful reality. Years ago, King Allant XII rediscovered the Soul Arts in the depths of The Nexus and ushered in an unprecedented golden age to the Northern Kingdom of Boletaria. However, all kings age, and with that age came a deep-seated despair that ate away at Allant. Seeking a means to do something with his power, he traveled into The Nexus once more. Soon, a deep, colorless fog enshrouded Boletaria and her surrounding lands. While many who attempted to discern the country's fate were seemingly lost in the deep fog, one managed to escape its grasp.

Vallarfax of The Twin Fangs breached the fog and told the world of what befell his country. Demons stalked the land, killing and draining the souls of humans. According to his account, when humans lost their souls to the demons, they would lose their minds, attacking the sane and bringing chaos to the land. However, a demon's soul would be invigorated by the act, and should a human slay a mature demon and take their soul, the power they would attain would be immense. Vallarfax disappeared back into the fog shortly afterward, and following him were those who sought glory, power, and perhaps... something else.

Of them were Biorr of the Twin Fangs, Yurt the Silent Chief, Saint Urbain, Scirvir the Wanderer, the Sixth Saint Astraea and her knight Garl Vinland, Sage Freke the Visionary, and... You, Jumper. With the fog threatening to one day engulf the world and the ever-present promise of power, you joined them. Whether it was by the hands of a soul-starved human or a demon, at some point during your trek to the capital, you died. Instead of an immediate chain fail, you felt yourself being dragged back to consciousness in a chamber you had never seen before, all the while feeling something that wasn't there before clasped around your ankle.

Here is **+1000 Choice Points**, Jumper. Prepare to die many times before these next Ten years are through, and always remember, *you have a Heart of Gold. Don't let them take it from you.*

Starting Locations

You have traveled to Boletaria from one of the lands that either neighbor, or know of, the kingdom. As such, the default starting location is one of the many Outpost Passages that lay along the fog-shrouded borders. That being said, you may throw a 1d6 to choose a specific location from the choices below.

- **The Nexus** – A sacred place that holds together the northern land of Boletaria. It connects to other locations throughout Boletaria through the five archstones present in the main chamber.
- **Gates of Boletaria** – The outskirts of the Boletarian castle. Soul-starved soldiers and dreglings stalk this land in search of souls, while dragons make their roosts upon the castle and the surrounding land.
- **Smithing Grounds** – A once great city of miners and giant tunnels. The burrowing miners once aided the kingdom's soldiers through their diligent work. Now, without souls, these miners have devolved into mindless, toiling wretches.
- **Prison of Hope** – Once the land of the Queen's Ivory Tower, it has been taken over by an exiled, vengeful old man. This man imprisoned many of the surviving nobility in the dark cells of Latria.
- **Island's Edge** – The island shrine of the Shadowmen who tend to the dead and worship the storms that buffet the island. Upon the appearance of demons, lost souls returned and began to inhabit skeletons that littered the land.
- **Depraved Chasm** – Afflicted by poisons and plague, the residents of this humid and forsaken place await their death. Upon the arrival of a woman in white, the residents have begun to offer souls for her blessing.

Origins

The following section will review the various Origins a Jumper can take for this Jump. Please be aware that any Origin can be considered a Drop-In and that certain Starting Classes will be available for certain Origins.

- **Warrior** – Throughout Boletaria’s long history, it displayed a well-known culture of fighting between the Barbarians that sometimes appear, Boletaria’s frontline soldiers, and its storied knights. Perhaps this strength can help you against the demons that plague the land. This origin can take the following classes: ***Knight, Soldier, and Barbarian.***
- **Roguish** – Not everyone in this land has the same approach to fighting demons as you do. You are fleet of foot and deft of hand. Perhaps these skills will help you in your greatest times of need. This origin can take the following classes: ***Thief, Hunter, and Wanderer.***
- **Mage** – King Allant XII became famous for his revival of Soul Arts. In the time of his reign, before demons came to the capital, you were one of the many individuals who studied the Soul Arts. Perhaps your skills and magic will give you the edge in future battles? This origin can take the following classes: ***Magician and Royalty.***
- **Cleric** – Despite the revival of the Soul Arts, the faith of God still held heavy sway in the land. The faithful have looked down upon magic under the belief that their miracles are greater. Can your faith shield you against the horrors to come? This origin can take the following classes: ***Priest and Temple Knight.***
- **Blacksmith** – Regardless of how you traveled your life, you one day took up the craft of blacksmithing and found you were quite good at it. The act of smithing has made you strong in body and... possibly more. This origin can take the following classes: ***Barbarian, Hunter, and Wanderer.***

Starting Classes and Body Type

The following section will go over your possible Starting Class and Body Type during this jump. In terms of your body, you may freely choose your gender or maintain your current one from your previous jump, and your age can be determined by **18+1d20**.

- **Knight** – A knight from the advanced southern region of Boletaria. Equipped with hard metal armor and a shield, they excel in defense.
- **Priest** – A soldier of God, they are equipped with chainmail, mace, and have the power to heal themselves through miracles.
- **Thief** – Hired by royalty, these thieves perform dark deeds for payment. They excel in stealth and ambushes.
- **Magician** – A commoner who learned spells such as flame spray and water veil. Despite their magical prowess, they don't excel at hand-to-hand combat.
- **Temple Knight** – A knight who protects the temples of God. These knights utilize heavy weapons and healing miracles.
- **Soldier** – A low-class soldier found on the frontlines of war. They are a standard soldier equipped with typical, but well-made gear.
- **Wanderer** – A lightly equipped but aimless soldier. Despite their shabby equipment, they are skilled with curved swords.
- **Barbarian** – A person from a primitive civilization, when compared to Boletaria. While they have weak equipment, their way of life has made them a hearty and strong fighter.
- **Hunter** – A specialist in hunting with bows, they are well-balanced fighters, who are more outdoors and at distance from their enemies.
- **Royalty** – An individual of royal bearing and life. Despite their proficiency with magic, their easier lifestyle has left them with the weakest soul among the starting classes.

General Perks

- **Souls of The Lost (FREE)** – While the exact nature of this ability is unknown, whether it be truly inherent to all humans and demons or something that manifested during the revival of the Soul Arts, you share this ubiquitous power. Upon slaying a foe, whether they be a beast, human, or demon, the power of their weaker souls will automatically and immediately become yours. These souls may be used to strengthen yourself in a myriad of ways through an appropriate medium, such as the Maiden in Black, as well as act as currency in Boletaria. In addition, the more powerful souls, like those held by named demons, may be held as physical and tangible items, which you can consume or use for other purposes. Post-Jump, you may be able to strengthen yourself through the power of souls in holy places or places you designate as safe havens and use them in place of currency.
- **Basic Training (FREE)** – Boletaria and her surrounding lands were not averse to martial action while in a golden age. Many individuals, from soldiers, priests, mages and even royalty were expected to learn the ways of war. So, in keeping with that, so have you. Throughout your life, you have learned the basics of wielding and maintaining the various weapons that were commonly found throughout Boletaria. This doesn't make you a master by any means, as your attacks will be somewhat formulaic, but like a tree, these skills will grow with time and experience.
- **Soul Form (SPECIAL: FREE/-600 CP)** – Upon your first death, you awoke in the depths of The Nexus in Soul Form. This spectral version of yourself can still interact with the world as though it were still flesh and blood, and you may use this new ability to effectively cheat death. However, there are several important factors to note about this new state. The first is that, yes, while it acts as a pseudo-life after death ability, each time you are killed in Soul Form, you will lose more of yourself until there is nothing left to come back from. That said, you can restore yourself from Soul Form and back to your body in one of two ways. You may either restore yourself by slaying a powerful creature, such as a mature demon, and consuming its soul, or by using a stone of Ephemeral Eyes. This perk is **FREE** for this jump, but should you wish to keep this power after leaving Bo

- **Parry and Riposte (-100 CP)** – Parries are a common skill taught in most, if not all, martial styles, and you probably already know how to parry an attack successfully. However, this will allow you to do something more with it. Now, when you parry an enemy, you put them into a brief state of extreme vulnerability. In this state, your next attack will do greatly increased damage to them. Should you either be stronger than your foe, be weaker in comparison to you, or both, you may kill them outright with this technique.
- **One Hundred Cuts (-100 CP)** – Many creatures, both demonic and human, tower over the sane in this land, and fighting them on even footing is impossible. However, perhaps it is due to your Nexial Binding or some other force, but you find that the wounds you inflict upon your foes are just as deadly as if you struck their vital points. Yes, striking said points will do the appropriate damage and end the fight more quickly, but this will allow you to slay even the most towering of foes while on foot.
- **The Duality of Beasts (-200 CP)** – Magic and Miracles. Two schools of Soul Arts that are at odds with each other. Those among the faithful see the practitioners of magic as nothing more than heretics, while those practitioners of magic see the faithful as close-minded fools. However, neither party is aware that their respective schools draw power from the same source, The Old One. Having come across this secret yourself, your connection with the Soul Arts has changed, allowing you to draw power from the demonic and divine with no loss of efficacy or backlash. All you need are the right materials, such as talismans and catalysts, to do so.
- **The Power of Humanity (-200 CP)** – Some may argue what the true power of the human spirit is. But to those who have delved deeply into the Soul Arts, they know it simply as luck. You will find that luck has begun to affect you in multiple ways. The first, is that you will more easily find items that can aid you in your quests like stones, herbs, weapons, and armor from fallen enemies. The second, is that you are incredibly resistant to plagues and diseases, so much so that you could wade through the bloody rivers of the Valley of Defilement with fewer issues. There was something else, something related to a noble weapon, but I cannot seem to remember...

- **Hues of The World (-400 CP)** – The metaphysical nature of the world seems to be slightly warped in Boletaria. Nowhere near the extent of other lands or kingdoms related to this world, but enough that it still matters. Performing certain deeds will shift this tendency towards either a Pure White or a Pure Black. To move towards pure white tendency, one would need to slay greater demons, black phantoms, and primeval demons. In a world leaning towards pure white tendency, enemies are weaker, more curatives can be found, and your strength in soul form is increased. To shift the world towards pure black, one would need to die in human form, kill named and sane humans, and slay the old heroes of the land. In a world leaning towards pure black tendency, enemies are stronger, your strength in soul form is diminished, rarer items may appear, and black phantom versions of those you have encountered will appear, allowing you to claim their weapons and armor upon their defeat.
- **Beyond The Shores (-400 CP)** – The Maiden in Black can use her connection and mastery over the Soul Arts to strengthen those within The Nexus. However, all those who seek the strength she provides have a limit, a point after which they can no longer grow stronger. That is not the case for you, Jumper. While more and more souls will be required, your strength no longer has a limit for its growth. I would caution you, however. There is a fine line between human and demon, and without limit, that line may irreparably blur.

Warrior Perks

- **Limits of Power (-100 CP, FREE for Warrior)** – Whether against men or demons, any warrior worth their salt must know how to maintain themselves for long battles. Through your own experience, you know how to pace yourself properly and, more importantly, properly rest after a fight. When resting, or better yet sleeping, the physical and mental strain you experience from battle will significantly diminish, allowing you to continue the fight better.
- **The Vaulting Knight (-200 CP, Discount for Warrior)** – There is a myth that a fully armored knight is a slow and cumbersome being. That myth only exists for those not knowledgeable about the proper way of wearing armor. No matter the weight and design, you will have the full range of motion that knights are expected to have, allowing you to easily leap, vault, and wrestle foes. More interestingly, you will also notice that you do not feel as much physical exertion when wearing full armor.
- **Sharper Than Scholars (-400 CP, Discount for Warrior)** – While understated, Biorr praises his fellow Twinfang, Vallarfax, for his mind, claiming that the man was smarter than most scholars. You, too, have this profound intellect. Not in the scholarly field per se, but rather in strategy, and more importantly, priorities. When looking at a crisis, you may objectively see the far-reaching consequences and how one could either stop the crisis or alleviate the worst of it.
- **The New Legend (-600 CP, Discount for Warrior)** – Of the many legends of Boletaria, none were more known than that of Old King Doran. Known as the Last Hero, King Doran founded Boletaria and was hailed as a demigod. While this claim is curious, it does not change the fact that you appear to have a similar bloodline to the Old King. You are a demigod of pure physical might, and your blows can rend even the strongest of demons in twain with terrifying ease. Let your strength forge a new legend from the fog.

Roguish Perks

- **The Soft Step (-100 CP, FREE for Roguish)** – You were never a warrior who would act the role of an aegis. That's fine, as there are more ways to survive a fight. With that in mind, you have worked towards mastering one of the most critical assets of any truly discerning warrior: footwork. You know how to move incredibly lightly and quietly, thus allowing you to more easily sneak up on or around your various foes.
- **Grave Release (-200 CP, Discount for Roguish)** – There is a degree of sacredness regarding the departed and their effects. Shame that you don't care about that. When observing a corpse, you can immediately tell what item they hold would be valuable to you, both monetarily and practically. In addition, you do not need to rifle through their pockets to get it. A small mote of light will appear above their bodies and merely picking that up will transfer that item or items to you.
- **A Clever Rat (-400 CP, Discount for Roguish)** – In Boletaria, there is an emphasis on honor and piety. That's not you at all, is it? No, of course not, you know better than that. You have the experience of a thoroughly low-minded individual and a capable actor, which in turn allows you to easily convince others of your supposed innocence, create simple yet terribly effective traps, and, most importantly, how to talk others down when the emotions are running far too high for your tastes.
- **Piercing Counter (-600 CP, Discount for Roguish)** – You may never be considered the strongest or most noble warrior of Boletaria, but you will be considered one of the most dangerous. Throughout your many years of battle, you have not only developed a keen eye for seeing the pattern by which your foes move, but also how to punish it. By exploiting that, your ripostes and backstabs do considerably more damage than your peers. With enough power, your counters may be able to destroy the greatest of demons with ease.

Mage Perks

- **Magical Endurance (-100 CP, FREE for Mage)** – The Soul Arts are as wondrous as they are widespread. Despite the misgivings of the Church, you have sought and received training at one of the many schools that teach the Soul Arts. Of those lessons, the most important one you learned was how to manage your magic better. As such, you do not experience physical or mental strain and/or exhaustion when using magic, even when you run out.
- **Magical Handicraft (-200 CP, Discount for Mage)** – There are many visionaries who have come about due to the study of Soul Arts. Of them, one of the most famous was Geri, whose specialty lay within creating items imbued with magic. You have learned under Geri at some point and have taken his lessons to heart. At present, you may create small items such as trinkets or small weapons imbued with a unique effect. These effects will not slay demons with a honeyed whisper but will help in small ways that you may never notice until after they have saved your life.
- **Accursed Child (-400 CP, Discount for Mage)** – Upon the moment of your birth, it was discovered that in your hands lay a magical ring. Deemed a practitioner of the darkest arts since that moment, you found yourself cast out from society. However, there was some degree of truth to this. Your magic is inherently different from others, as you may be able to infuse your spells and rituals with your emotions. This will allow you to bypass the restrictions between magic and miracles, not only allowing you to cast each type with your intelligence alone, but to also increase the power of your spells significantly.
- **Sage From Within The Fog (-600 CP, Discount for Mage)** – Many practitioners and visionaries of the Soul Arts have travelled to Boletaria. With your knowledge and experience, you may consider yourself a peer among them. Your knowledge of the Soul Arts is such that you have taken to understanding and studying various Demon's Souls to their absolute limit. Through these intensive studies, you have learned how to convert a Demon's Soul into magic whose power can create legends.

Cleric Perks

- **Holy Words (-100 CP, FREE for Cleric)** – Before venturing into Boletaria, you were a fully trained and ordained cleric in the Church of God. As such, regardless of whether you are a Priest/Priestess, you have a great deal of knowledge in the basic miracles of the faithful like Antidote and Hidden Soul.
- **Miraculous Discoveries (-200 CP, Discount for Cleric)** – Perhaps the voice of God calls to you in your moments of simple wandering. Similar to the grandfather of the Worshiper of God, you seem to gravitate towards sites and locations who hide items tied to faith. No, not long-lost artifacts or treatises, but rather more mundane items like smithing stones, or other such items which may be used to improve upon the arms and armor of the faithful. The higher your faith, the greater the worth of materials you will discover.
- **Defiled Relief (-400 CP, Discount for Cleric)** – There is a terrible rumor that the Sixth Saint, Maiden Astraea and her faithful knight, have fallen to corruption and use the power of demons to heal the sick within the Valley of Defilement. Surely, this is a vile lie... and yet, this lie has inspired something within you. Using the power of souls, you may touch an individual and heal them of their wounds and illnesses/ailments. Be aware that you must maintain physical contact for this to work, and breaking that contact may unravel this miracle before it is complete.
- **Saint From Beyond The Fog (-600 CP, Discount for Cleric)** – Many legendary figures have travelled to Boletaria. Of them, there were originally two saints. With your understanding of miracles, you may now consider yourself the third. Your understanding of faith is such that you have pursued the idea of creating counter signs against the wicked. In doing so, you have learned to purify demonic souls and knowledge into something far more beneficial and create miracles from the most profane of souls.

Blacksmith Perks

- **Journeyman Smith (-100 CP, FREE for Blacksmith)** – What’s that? Sorry, you must not have heard that over the sound of your hammer striking steel. Before coming to Boletaria, you were an accomplished journeyman of a blacksmith, whose services were well respected. Not only can you craft solid examples of arms and armor, but through the simple act of grinding a weapon against a grindstone, whether a small one or a wheel, you may be able to repair any and all damages it may have received up until that point.
- **Scalebound (-200 CP, Discount for Blacksmith)** – Like the famed blacksmiths, Baldwin and Ed, you grew up within the Stonefang Tunnels. Perhaps it was your connection to this place, but when the Ancient Dragon God was roused from its slumber, you discovered dark scales growing along your body. Not only do these new scales make you much more resistant to slashing attacks, but you will be incredibly resistant to all sources of heat, from the flames of a forge to the molten rock that flows throughout the depths of Stonefang Mines as well as display a greater degree of strength than your body would imply. You could even wrestle a bugbear and win if you wanted too.
- **Amazing Stones (-400 CP, Discount for Blacksmith)** – As a blacksmith, your skills have only grown within Boletaria. Through your experience, you may be able to take the more specialized stones found in Boletaria and her surrounding lands and utilize them in improving arms and armor. By doing so, you can impart specialized effect onto these improved items without diminishing their original capabilities.
- **Soul Smithing (-600 CP, Discount for Blacksmith)** – It would appear that your skills in blacksmithing have reached an equal level to that of Ed. Provided that you have the necessary soul and a weapon that best corresponds with it, you may be able to use that soul to stoke the flames of your forge and infuse it into that weapon. This will destroy the identity of that soul and pour its power into the weapon, creating something utterly new. Be aware, however, that not every soul corresponds with every weapon, and

Order of The Soul Perks

- **Important Work (-100 CP, FREE for Order of the Soul)** – Your status as an agent of the Order of the Soul, means that you have to engage in some rather clandestine activities. In these instances, there might be many people who have been targeted by your superiors, and you now get a sense of who needs to be eliminated first to better proceed with your mission.
- **Silent Killer (-200 CP, Discount for Order of the Soul)** – Unlike the many thieves and cutthroats that roam the dark corners of Boletaria, you hold yourself to a higher standard. While no less quiet or stealthy as they are, your kills are almost noiseless. This will provide you with a small window of time with which you may move to another location and prevent others from connecting you to the scene of the crime.
- **Offer and Reward (-400 CP, Discount Order of the Soul)** – On occasion, you may discover that a subordinate of yours has been slain by some self-righteous do-gooder. Still, setbacks happen and you have options. You may, with some small degree of time and investigation, discover individuals who bear murderous mindsets, and recruit them to handle your missions with the offer of various items and goods. Of course, you may have to eliminate them for even knowing of your existence, but they'll never expect that from you until your blade pierces their heart.
- **Banishment of Knowledge (-600 CP, Discount for Order of the Soul)** – The Order of The Soul has but one purpose, to maintain the monopoly on the trafficking of human and demon souls. To that end, they seek to eliminate all those who know deeply of the origins of Soul Arts. By doing so, they would be the sole holders of that wealth of knowledge. By eliminating those most knowledgeable in certain mystical fields, but not aligned with your views and goals, you may relegate the common knowledge of that information to myth and legends. Effectively making you and your allies the masters of an unseen and all-powerful art.

- **Demonic Commander (-200 CP, Discount for Demons)** – As stated before, when a demon consumes a human soul, the human may still be left alive as a crazed soul-starved warrior that attacks their former allies with abandon. Something about you though gives these soul-starved husks a degree of cohesion. You may now control the soul-starved you personally create and utilize them for a variety of tactical assaults and ambushes, as well as defending certain locations that are important to you.
- **Soul Invigoration (-400 CP, Discount for Demons)** – When a Demon claims a human soul, its own soul is invigorated by that power. When you fully consume a human soul, not only do you take power from it, but you are further invigorated. This manifests as fully healing both your physical and spiritual injuries upon consumption. As an additional effect, your own power grows exponentially based on the amount you consume, with greater heights of power, requiring a greater number of souls.
- **The Demon Inside (-600 CP, Discount for Demons)** – You may take, and take, and take soul upon soul, but there is more you can do. With your innate knowledge and power over souls, you may imbue an individual with that power, making them more than they ever were before. While some may caution against this, as it may irrevocably change an individual's nature, you may do so willingly, altering the receiver of this channeled power until they are just as demonic as you. While you may perform this act in your full demonic glory, you can also now adopt a perfectly passable human form to gull those who are desperate in the face of the demonic onslaught.

Starting Gifts

The following section details the gifts one may receive at the beginning of one's journey. Please note, however, that you may only choose one item and that these items will not respawn upon use or destruction. Should these items be used or destroyed, you need to find another version of your chosen Starting Gift throughout Boletaria.

- **Augite of Guidance** – A Stone That Radiates a Guiding Light.
- **Grass Jelly** – A Jelly compound that, when ingested, slowly restores your health for a limited amount of time.
- **Elixir** – When consumed, this elixir temporarily raises the rate at which your stamina recovers.
- **Bright Water** – A vial of water shining with Bright Light. When imbibed, your magic will regenerate for a limited amount of time.
- **Providential Ring** – A gold ring with a blue stone set within it. When worn, it improves the chances of you finding rare items.
- **Kunai** – A set of ten throwing knives from an eastern land. Handle carefully, as each knife has been dipped in a potent poison.
- **Firebomb** – A set of 5 firebombs commonly used in Boletaria. When thrown at a target, they will produce a large amount of flame with a small area of splash.
- **Soul Remains** – The remnants of a once heroic soul now drifting aimlessly in Boletaria. These remnants can be thrown and, when doing so, will attract demons and soul-starved alike.
- **Fire Arrows** – A set of ten arrows whose heads have been tipped in flammable pine resin. This pine resin ignites when the arrow is fully pulled back, allowing one to rain fire upon a foe.

General Items

- **Nexial Binding (FREE, Mandatory For All Save Demons)** – Appearing as an intricately carved, dark metal anklet, you found that it had been clasped around one of your ankles shortly after entering Boletaria and falling in battle. This seal binds you to the Nexus, trapping your soul within the lands of Boletaria. While at first glance this is a metaphysical binding, you may use this item to instantly warp back to the Nexus at any time, at the cost of all the souls you currently have. Post-Jump, this binding will lose its power and can be freely worn or taken off.
- **Starting Set (FREE)** – Regardless of your starting equipment, you will always receive an Augite with it. An Augite is a crystal that can be worn across your neck or side. It produces a soft but noticeable light source around you, driving back the darkness just a little. However, be wary as this light may draw unwanted attention.
 - **Knight** – Long Sword, Mail Breaker, Kite Shield, and Fluted Set
 - **Priest** – Mace, Heater Shield, Chain Mail Set, Talisman of God, and Heal Miracle
 - **Thief** – Dagger, Buckler, Short Bow, and Black Leather Set
 - **Magician** – Short Sword, Leather Shield, Wooden Catalyst, Wizard's Set, Flame Toss and Water Veil
 - **Temple Knight** – Halberd, Heater Shield, Talisman of God and Heal Miracle
 - **Soldier** – Broadsword, Short Spear, Soldier's Shield, and Plate Set
 - **Wanderer** – Falchion, Dagger, Wooden Shield, Leather Armor, and Hard Leather Boots
 - **Barbarian** – Two Clubs, Wooden Shield, and Barbarian Set
 - **Royalty** – Silver Catalyst, Rapier, Buckler, Fragrant Ring, Wizard's Set, Silver Coron

- **Basic Wares (FREE)** – Every starting class in this Jump also receives a basic set of curative wares to assist them at the beginning of their journey. Do note that these items do not respawn. More can be found throughout Boletaria should you know where to look and who to buy from.
 - **Knight** – 6 Crescent Moon Grasses, 4 Half Moon Grasses, and 1 Noble's Lotus
 - **Priest** – 3 Crescent Moon Grasses
 - **Thief** – 20 Arrows, 10 Throwing Knives, and 8 Crescent Grasses
 - **Magician** – 6 Crescent Moon Grasses and 6 Fresh Spices
 - **Temple Knight** – 3 Crescent Moon Grasses
 - **Soldier** – 10 Crescent Moon Grasses, 4 Soldier's Lotuses, and 20 Bolts
 - **Wanderer** – 6 Crescent Moon Grasses and 2 Soldier's Lotuses
 - **Barbarian** – 5 Crescent Moon Grass and 3 Soul Remains
 - **Royalty** – 4 Half Moon Grasses and 3 Soldier's Lotuses
 - **Hunter** – 50 Arrows, 10 Crescent Moon Grasses, and 10 Augites of Guidance
- **Incendiary Pine Resin (-100 CP)** – Also known as turpentine, this is a resin that was harvested from pine trees. When rubbed against a non-wooden weapon, said weapon will be coated in fire for one minute. Upon purchase, you will acquire a pouch worth ten uses. This pouch will refill once every morning.
- **Sticky White Stuff (-100 CP)** – Despite the connotations of its name, this is possibly a waste product of the phosphorescent slug. When applied to any weapon, this wax-like substance will imbue a weapon with additional magical power for one minute. Upon purchase, you will acquire a pouch worth ten uses. This pouch will refill once every night.
- **Cat's Ring (-200 CP)** – A silver ring that has been engraved with the seal of a cat. When worn, you will find that you can fall

- **Silver Bracelets (-200 CP)** – Elegantly made bracelets meant for the nobility of Latria. When worn, you will discover that you will receive additional souls for each enemy slain. While you may not be sure of the exact number, it is, in truth, a flat ten percent bonus.
- **Nexial Agent (-400 CP)** – An anklet that seems to be the twin of the Nexial Binding. This item will allow you to return to any Archstone that you have activated in the past or the Nexus, without having to return to the Nexus first or losing your acquired souls. Unlike the Nexial Binding, the Nexial Agent can be worn or removed at your discretion.
- **Blueblood Sword (-400 CP)** – A white, iron straight sword that was discovered among the filth and refuse of the Valley of Defilement. Its blade is not only incredibly sharp, but it is both imbued with a strong magic, and something else. It seems that an aspect of humanity has been woven into it, and its physical and magical powers grow in relation to the luck of the wielder.
- **Crow's Nest (-600 CP)** – Appearing as a massive bundle of twigs, branches, bark, and plant fibers, this empty nest looks absolutely useless at first glance. However, it is actually home to a giant, sentient crow named Sparkly. Approaching the nest, you will hear Sparkly call out to you and ask to trade her sparkly or twinkling items. Should you do so, you will find that the crow will give you an item of great worth, whether that be pure smithing stones, colorless demon souls, restoratives, or rings. Each successive Jump after this, Sparkly will change her exchangeable items, so be on the lookout for things that might interest her.
- **Storm Ruler (-600 CP)** – A large sword with a thorny, spiraled blade. This was a storied weapon that once had the power to use the power to cut the very sky itself and rend the wielder's foes asunder. While the original version of this weapon has lost a majority of that power outside of a very specific place, this version has not, and it may be used freely at the wielder's discretion. If the design or style of blade is not to your liking, or if you wish its power to be imbued into another blade, then you may import a bladed weapon that you currently own into this item.

Warrior Items

- **Ronin's Ring (-100 CP, FREE for Warrior)** – An odd ring that appears to have been made from straw. Said to have been imbued with a distinct spell, you will find that when wearing this ring, weapons you wield are fifty percent more durable than they were before.
- **Eternal Warrior's Ring (-200 CP, Discount for Warrior)** – An ancient ring whose bronze has undergone patination. Once worn by the demigod hero, Old King Doran, you will find that when wearing it, you recover from physical exertion at an incredible rate.
- **Dragon Bone Smasher (-400 CP, Discount for Warrior)** – Too big to be called a sword. More akin to a heap of raw iron, this giant slab of bladeless iron was meant for smashing through the scales of the dragons. During its creation, this mighty weapon was imbued with a magic that protects its wielder from the incredible heat of a dragon's flames.
- **Old King's Armor (-600 CP, Discount for Warrior)** – An ancient set of bronze armor that was once worn by the Old King Doran. Inlaid with jewels, this armor is surprisingly light, and despite its older design and the exposure of skin along the back of the legs and arms, you will find no other armor that protects you from physical blows as much as this set does.

Roguish Items

- **Sodden Ring (-100 CP, FREE for Roguish)** – An iron and gold ring whose design is meant to invoke images of fish. When worn, you will find that you can move through deep water, oil, or mud as easily as you could on dry, flat land.
- **Thief's Ring (-200 CP, Discount for Roguish)** – A silver ring inlaid with a sapphire that is believed to have been made in ancient times. When worn, you will find that your foes have a much more difficult time seeing you when you are far away.
- **Imperial Spy Garb (-400 CP, Discount for Roguish)** – A set of armor pulled from the corpse of an imperial spy. These spies answered directly to King Allant XII, and their armor muffled the noises of the movements to that of a whisper. As one might imagine, the enemies of the King were none the wiser as their death approached. With this armor, your enemies are just as vulnerable to your silent approach.
- **Magic Sword Makoto (-600 CP, Discount for Roguish)** – A blade that shines with unworldly perfection, this cursed katana has quite the draw to it. When used against an opponent, its unique blade tears through flesh, leaving wounds that are unable to heal. As you are purchasing this weapon, you will not have to deal with the curse that drains the wielder's life. However, this may be a curse all on its own, as this new status may only further draw in those who will do anything to claim the blade for themselves.

Mage Items

- **Spice Collection (-100 CP, FREE for Mage)** – Among your supplies is a small collection of greenish spice vials. Considered as a luxury by Royalty, not only do the spices contained in the vials add a sweet flavoring to any food you add it to, but the combination of sweet scents act as a means of restoring one's magic, making it into a necessity for Magicians. You will begin with a small satchel containing five vials, which will replenish every morning.
- **Fragrant Ring (-200 CP, Discounted for Mage)** – A delicate ring reserved for Royalty that was forged with an infusion of fragrant spices. When worn, you will find that your magic begins to slowly replenish itself over time.
- **Kris Blade (-400 CP, Discounted for Mage)** – An old straight-sword with a flame like blade. Upon closer examination, you will notice a series of old runes that have been expertly carved into it. When wielded, you will find that the potency of your magic is increased by a fair amount. Unlike the common version, the runes have been altered preventing you from receiving greater magical injuries while wielding this blade.
- **Insanity Catalyst (-600 CP, Discounted for Mage)** – Some practitioners of the Soul Arts reach a point where they feel as though they have no future left. In this state, they gave themselves to the madness and received great power as a result. This golden cloth wrapped catalyst is one result of this. When wielded, it drastically increases the power of spells cast with it, at the cost of using double the amount of magic to cast them.

Order of The Soul Items

- **Rogue's Clothes (-100 CP, FREE for Order of The Soul)** – A set of clothes made from smooth black silk and embroidered with gold. Wearing this set will mark you as the Order of the Soul and provide entry into their clandestine meetings.
- **Gold Mask (-200 CP, Discount for Order of the Soul)** – A golden mask and hood, only given to high-ranking members of a secretive organization. When worn, you will find people you speak to are more open to indulging in their darker desires than they would have been.
- **Black Eye Ring (-400 CP, Discount for Order of The Soul)** – A gold ring with a black eye-stone set within it. When worn, you will be able to attack others in other variations of the world. Successfully killing them, will allow you to take their souls and restore your body if you were in Soul Form.
- **Ceremonial Epee (-600 CP, Discount for Order of The Soul)** – A thrusting sword favored by high-ranking Order of the Soul members. Despite its appearance, this weapon is ready for battle, and with that readiness comes two effects. First, this weapon has been designed to pierce straight through shields, rendering them useless against you. The second is that the Epee has been infused with a dragon stone, granting each attack made by this weapon the power of scorching flames.

Companions

Please find the companions available for purchase during this Jump below. Upon purchase, each companion will receive +600 Choice Points.

- **A Covenant from Beyond the Fog (-50 CP to -400 CP)** – Companionship is a rare commodity in a universe from FROM. As such, I thought you would like to bring some old allies for your battles. With this option, you may import anywhere from 1 to 8 companions for your time in Boletaria. They may freely choose their starting class and origin.
- **Freke's Apprentice (-100 CP)** – As Boletaria descended and those who sought safety fled into The Nexus, this apprentice found himself among them. While he tends to look down on those around him, he seems to have taken a shine to you. He comes with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - Basic Training
 - Magical Endurance
 - Items
 - Wooden Catalyst
- **Worshiper of God (-100 CP)** – On the eve of Boletaria's fall, this woman saw King Allant XII himself arrive with demons in tow. Fleeing into The Nexus with only her faith and a scavenged pickaxe, she awaits a message from the divine or at least a high-ranking sage. She comes with the following Perks and Items;
 - Perks
 - Souls of The Lost
 - Basic Training
 - Holy Words
 - Items
 - Talisman of God

- **Ostrava of Boletaria (-200 CP, Discount for Warrior)** – When word of Boletaria’s fall spread far and wide, many came in search of power and glory. However, some came for answers. As the crown prince, Ariona stole away with the famous Rune Sword and Shield and hid his identity as Ostrava of Boletaria. Will he be able to handle the horrible truth of what has become of his father? He comes with the following Perks and Items;
 - Perks
 - Souls of The Lost
 - Basic Training
 - Limits of Power
 - The Vaulting Knight
 - Items
 - Rune Sword and Shield
 - Spyglass
 - Mausoleum Key

- **Executioner Miralda (-200 CP, Discount for Warrior)** – Notorious for her brutality, Executioner Miralda has been King Allant XII’s personal executioner and stain on the honor of Boletaria. For the longest time, she has been slavishly devoted to the now demonic king, but something seems to have changed, and a clarity has entered her eyes. Furious at a pretender sitting the throne, she has vowed to bring this imposter to a brutal justice. She comes with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - Basic Training
 - Limits of Power
 - The Vaulting Knight
 - Items
 - Binded Set
 - Executioner’s Axe
 - Master’s Ring

- **Graverobber Blige (-200 CP, Discount for Roguish)** Within the Shrine of Storms, lies a series of jail cells meant for criminals and the cowardly. Due to the demons, the cells only contain one occupant. Known as Blige, this friendly graverobber has very little scruples when it comes to relieving the dead of their belongings. That being said, he is willing to offer any goods to you at the right price. He comes with the following Perks and Items;
 - Perks
 - Souls of The Lost
 - Basic Training
 - The Soft Step
 - Grave Release
 - Items
 - Falchion
 - Compound Longbow
 - Sodden Ring
 - Thief's Ring

- **The Royal Mistress (-200 CP, Discount for Mage)** – Once the wife of Royalty and possibly even the former Queen of Latria, this now terribly scarred noblewoman was a “guest” in the Tower of Latria’s Prison of Hope. Despite her horrific torture, she remains a cordial and welcoming figure, offering various goods for purchase. While odd for such a woman to sell goods like a common merchant, she stresses that she requires the souls to maintain her sanity, and within the Prison of Hope, who can blame her. She comes with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - The Power of Humanity
 - Magical Endurance
 - Items
 - Ring of Avarice

- **Selen Vinland (-200 CP, Discount for Cleric)** – When Boletaria fell, many organizations sent parties to its various locations. Of these, a party of temple knights ventured into the Valley of Defilement. While separated and mostly killed off, Selen remained resolute and endeavored to find her brother, Garl, and the Sixth Saint Maiden Astraea. Perhaps you can help her in doing so? She comes with the following Perks and Items;
 - Perks
 - Souls of The Lost
 - Basic Training
 - Holy Words
 - Power of Humanity
 - Items
 - Preservation Grains
 - Dull Gold Set
 - Talisman of God
 - Blind

- **The Thin Official (-200 CP, Discount for Demon)** – During your first few hours within Boletaria, you came across a rather... curious and unsettling individual. Wielding a crescent axe and garbed in the raiments of a Boletarian Official, this rather thin man grins at you with a rather soulless smile. With great strength, however, this clearly demonic individual may be considered a beneficial figure on the battlefield. He comes with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - Basic Training
 - Demonic Form (-200 CP Variant)
 - Demonic Commander
 - Items
 - Fat Official's Set
 - Crescent Axe

- **Scirvir, The Wanderer (-400 CP, Discount for Roguish)** – The plight of Boletaria has attracted many to its lands for both noble and ignoble deeds. Within the depths of Stonefang Tunnels, there is a plunderer who entered Boletaria to hopefully pillage the valuable trinkets and oddities from the deceased. Despite his macabre intentions, you will find that Scirvir is both an intelligent and oddly pleasant individual to be around. He comes with the following Perks, and Items.
 - Perks
 - Souls of The Lost
 - Basic Training
 - The Soft Step
 - Magical Endurance
 - Grave Release
 - Items
 - Short Sword
 - Geri's Stiletto
 - Talisman of Beasts
 - Ring of Flame Protection

- **Yuria The Witch (-400 CP, Discount for Mage)** – A seemingly accursed witch detained by the maddened Executioner Miralda and the Fat Officials. While faced with great disdain by the faithful, upon her freedom, she is more than grateful to you and will reward you by teaching you more advanced soul sorcery. She comes with the following Perks and Items;
 - Perks
 - Souls of The Lost
 - Basic Training
 - Magical Endurance
 - Accursed Child
 - Sage From Within The Fog
 - Items
 - Ragged Set
 - Wooden Catalyst
 - Ring of Magical Nature

- **Garl Vinland (-400 CP, Discount for Cleric)** – Before coming to Boletaria, you had heard that several warrior priests you were close with had ventured into the Valley of Defilement. Among them was a close battlefield friend, Garl Vinland. Clad in Dark Silver armor, a material said to purify malice, and wielding the giant slaying hammer, Bramd, Garl Vinland can be a terrifying foe on the battlefield as well as a dutiful and stalwart guardian. He comes with the following Perks and Items.

- Perks
 - Souls of The Lost
 - Basic Training
 - Holy Words
 - Miraculous Discoveries
 - The Power of Humanity
- Items
 - Dark Silver Set
 - Bramd
 - Talisman of God
 - Preservation Grains

- **Blacksmith Boldwin (-400 CP, Discount for Blacksmith)** – Within the Nexus is a rather grouchy, ill-tempered, but diligent blacksmith hailing from Stonefang Tunnels. Somewhat impressed by your own skills with the hammer and anvil, he has decided to teach you a few extra things during your time in Boletaria. Blacksmith Boldwin comes with the following Perks and Items.

- Perks
 - Souls of The Lost
 - Basic Training
 - Journeyman Smith
 - Scalebound
 - Amazing Stones
- Items
 - Smithing Tools and Anvil
 - Cache of Stones
 - Hands of God

- **Yurt, The Silent Chief (-400 CP, Discount for Order of The Soul)** – Early on, you came upon a quiet and taciturn knight clad in blackened, cold iron armor. Grateful for your assistance, he offers to aid you, but makes a point to tell you that he has personal matters to attend to during his time in Boletaria. You wish him well, but as he leaves, you cannot help but feel a pair of eyes aimed at your back. You're sure it's nothing, though. Yurt, The Silent Chief comes with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - Basic Training
 - Important Work
 - Silent Killer
 - Items
 - Gloom Set
 - Mercury Shotel
 - Parrying Dagger
 - Ring of The Accursed

- **Broken Idol (-400 CP, Discount for Demon)** – You came across something rather curious during your travels. At first, you thought it to be a person, but you soon found it to be a broken, four-armed doll made in the image and size of a beautiful woman. Before you could do anything else, the doll seemed to rise on its own, revealing itself as a demon... one that doesn't seem to wish you harm. While it doesn't seem to have much personality, it bears a powerful affinity for magic and knows several spells that can painfully bind its opponents for a limited time. She comes with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - Basic Training
 - Demonic Form (-400 CP Variant)
 - Demonic Commander
 - Soul Invigoration
 - Items
 - Doll Catalyst

- **Old King Doran (-600 CP, Discount for Warrior)** – There are many legends within Boletaria’s long history, yet none are as impressive as that of Old King Doran. Known as The Last Hero, King Doran was, and still very much is, a demigod from a time long past. Breaking free from the Royal Mausoleum of his own volition, he has declared himself your ally in the fight against the demons plaguing his great kingdom. Old King Doran comes with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - Basic Training
 - The Power of Humanity
 - Limits of Power
 - The Vaulting Knight
 - The New Legend
 - Items
 - Ancient King Set
 - Demonbrandt
 - Eternal Warrior’s Ring

- **Patches, The Hyena (-600 CP, Discount for Roguish)** – At a certain point in time, you spied a bald man gazing down a hole. He catches your gaze and approaches you with an undeniable degree of well-meaning and friendly intention. He claims that you and he are kindred spirits and together, the two of you can find all sorts of treasure throughout Boletaria. Who are you to gainsay such a trustworthy man? Patches come with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - Basic Training
 - The Soft Step
 - Grave Release
 - A Clever Rat
 - Items
 - Short Spear
 - Short Bow
 - Adjudicator’s Shield
 - Thief’s Ring

- **Sage Freke (-600 CP, Discount for Mage)** – During your time studying the Soul Arts, you caught the eye of the visionary, Sage Freke. Impressed by your understanding of the Soul Arts, you and he developed a professional friendship. Finding him within the Prison of Hope, he is quick to recognize you and is eager to exchange his now expanded knowledge and understanding of the Soul Arts with you. Sage Freke comes with the following Perks and Items.

- Perks
 - Souls of The Lost
 - Basic Training
 - Magical Endurance
 - Sage From Within The Fog
- Items
 - Venerable Sage Set
 - Wooden Catalyst
 - Baby's Nail
 - Geri' Stiletto
 - Ring of Magical Sharpness

- **Saint Urbain (-600 CP, Discount for Cleric)** – Despite being a mere cleric, Saint Urbain does bear a rather high rank within the Church of Umbasa. During your training, you and he met multiple times to discuss the scriptures of your belief. Impressed by your understanding, he took you on briefly as his apprentice. While those days are long gone, upon reuniting with him within a pit in the Shrine of Storms, he is incredibly relieved to see you once again. Saint Urbain comes with the following Perks and Items.

- Perks
 - Souls of The Lost
 - Basic Training
 - Holy Words
 - Miraculous Discoveries
 - Saint From Beyond The Fog
- Items
 - Saint's Set
 - Talisman of God
 - Ring of Sincere Prayer

- **Sixth Saint Astraea (-600 CP, Discount for Demon)** – Of all the demons that have been created or transformed by the Old One, none are as impure as the Sixth Saint. Sequestered deep within the Valley of Defilement’s Rotting Haven, she has utilized her power to cast great miracles upon the denizens of this accursed land. To some, this may not mean much, but to others, it could be a sign of a lingering degree of humanity still residing in this demonic figure. Sixth Saint Astraea comes with the following Perks and Items.
 - Perks
 - Souls of The Lost
 - Demonic Form (-600 CP Version)
 - Environmental Embodiment
 - Soul Invigoration
 - Holy Words
 - Miraculous Discoveries
 - Defiled Relief
 - Items
 - Bloodstained Cleric’s Set
 - Talisman of God
 - Ring of Sincere Prayer

- **Maiden in Black (-600 CP)** – A mysterious woman found in The Nexus. Seemingly blind with wax-covered eyes, she walks through it and around its inhabitants without issue. While there are many theories, the answer is relatively simple. She is a demon and, more importantly, an ancient and powerful one. While the full extent of her power is unknown, it would be safe to assume that crossing such a being would be ill-advised. She comes with the following Perks and Items;
 - Perks
 - Souls of The Lost
 - Demonic Form (-600 CP Version)
 - Environmental Embodiment
 - Soul Invigoration
 - The Demon Inside
 - Items
 - Nexial Binding
 - Nexial Agent

- **Slayer of Demons (-600 CP)** – Many came to Boletaria for the power of souls. Of them, one stood above all. This mysterious individual can be the savior of man or the newest archdemon. Regardless, their growth in power and drive to slay demons needs to be seen to be believed. Their physical appearance can be customized to your ideals, but will default to being male. They come with the following perks and items;
 - Perks
 - Souls of The Lost
 - Basic Training
 - Parry and Riposte
 - One Hundred Cuts
 - Duality of Beasts
 - The Power of Humanity
 - Soul Form (-600 CP Version)
 - Limits of Power
 - The Vaulting Knight
 - Magical Endurance
 - Grave Release
 - Items
 - Knight's Starting Equipment
 - Basic Wares (Knight Variant)
 - Nexial Binding
 - Nexial Agent

Changelog

- **9/7/2025 – Version 0.9 Created**
- **9/15/2025 – Version 1.0 Created**
 - Grammatical and Spacing changes have been made.
 - Opening text has been altered slightly.
 - I'd like to thank everyone who contributed to this document and special thanks to BlackScorp98 for all grammatical issues you pointed out. It was a huge help.
 - Docs Versions (Standard and Dark Mode) of the DeS Jumpchain will be coming soon. They will be added to the main post.