
Dark Souls 3

(Version 1.1: Collaboration Edition)

Yes, indeed, it is called Lothric,
Where the transitory lands of the Lords of Cinder converge.
In venturing north, pilgrims discover the truth of the old words.
The fire fades and the lords go without thrones.
When the link of fire is threatened, the bell tolls,
Unearthing the old Lords of Cinder from their graves:
Aldrich Saint of the Deep
Farron's Undead Legion, The Abyss Watchers
and the reclusive lord of the profaned capital,
Yhorm The Giant
Only in truth the lords will abandon their thrones
and the Unkindled will rise
Nameless accursed undead,
Unfit even to be cinder.
And so it is,
That ash seeketh embers.

You will spend ten years in this world, and have been granted 1000CP to purchase what you wish.

————(Locations)————

Roll a D8, the resulting number corresponds to your starting location. If you don't like the place you start, you may instead pay 100CP to change it to any other location from the below, as if you'd rolled "Free Pick".

-1. "Firelink Shrine": Firelink Shrine, a structure containing the thrones of the Lords of Cinder, acting as central hub of the Unkindled. Sitting at the end of a great graveyard, it is only inhabited by a simple maiden, a blacksmith and a Firekeeper.

Firelink Shrine sits high above Lothric and the other lands converging at its base, perhaps more disconnected than it first appears. One thing is for certain though, it may yet be one of the safest places you can find.

-2. "High Wall of Lothric": Lothric, a once great kingdom obsessed with rearing an heir to link the flame, only their hopes were dashed when the prince refused and the city fell into ruin. Now dragons, hollows and vile beasts roam the high wall around the keep.

The undead settlement lies far below, the home of many repugnant undead and those who attempt to dispose of them. Deeper inside the kingdom you will find more dragons, more hollowed knights, the heir and his brother who forsook flame and far darker secrets.

-3. "Farron Keep": Farron Keep, the home of the Undead Legion. After the Abyss Watchers became Lords of Cinder, the wolf blood that bound the legion and warded against darkness dried up, and Farron Keep was consumed by wretched muck.

Now, the ruins sit in a filthy swamp and former members of the legion have been mutated into monstrous "Ghru". Deep within the inner sanctum, only accessed through a reenactment of an old ritual, the now revived Abyss Watchers are locked in battle.

Due to the strange nature of these lands, the catacombs of the old kingdom of Carthus can be found below it. Carthus was one of many kingdoms touched by the abyss and buried by the Abyss Watchers. Despite being reduced to ruin, the old king and citizens are still active.

-4. "Cathedral of the Deep": Formerly a Cathedral of the Way of White, followers of the gods. They were tasked with keeping the Deep at bay, but not even their staunch faith in the gods could stop their fall.

Aldritch was formerly a saint of this order before his gluttonous cannibalism reduced him to sludge, and has subsumed their loyalty.

Giants, fallen paladins, maggot men and his deacons lurk inside, while shambling, maggot ridden corpses can be found on the outside.

A strange man garbed in the garb of a slave knight sits in a building outside with a piece of rotted parchment in hand.

While Aldritch has left, the Cathedral does serve as someone else's home. Rosaria, Mother of Rebirth makes her home in a hidden chamber.

A mute goddess who grants her followers the ability to alter their form, but if done too many times they will change into maggot creatures. Her faithful, Rosaria's Fingers, harvest tongues to soothe her sadness.

-5. "Irithyll of the Boreal Valley": Irithyll, formerly a throne of the gods, bathed in eternal moonlight and cold. The former rulers and noble class were dethroned by the self-proclaimed pontiff by the name of Sulyvahn.

The city is now a husk of its former self, with Sulyvahn's followers and wraith-like citizens of the cities patrolling the streets. Pontiff Sulyvahn stands in the cathedral, and above him the former throne of the gods is tarnished by Aldritch of the Deep.

The dungeons beneath the city hold those Pontiff Sulyvahn deemed guilty, and those who would torture them. Deeper still lies the Profaned Capital of Yhorm the Giant, its true name lost to time.

-6. "Smouldering Lake": Deep, deep below ground, deeper than even the catacombs of Carthus, lies a shallow lake filled with numerous corpses of the nigh extinct race of demons. The Chaos Flame that birthed them has been faded and now only a few remain among the ruins.

Other inhabitants of this massive cave include scorched, ancient trees, massive crossbows that fire upon intruders, a great lightning worm and giant, scorched crabs. The Old Demon King sits in a cave here, one of the last of his kind.

-7. "Archdragon Peak": Sitting on the edge of the converging lands is a mountain with an old monastery, bathed in light. It is the home of Snakemen which are descendants of the dragons, and numerous Dragon Worshipers who died in prayer.

Among the corpses and those who have fallen from grace lives a dragon, and a great and powerful "Nameless King". The king, a disowned heir of sunlight, formed a partnership with a Stormdrake and had all mentions of him struck from history.

-8. "Free Pick": You may pick any of the above locations freely. Fear not, for all other locations not mentioned should be accessible from one of the above.

(Origins)

Your age is indeterminable due to the strange properties of this world, you could be centuries old for all you know, though it doesn't matter much anyways.

Your sex is whatever it already was by default, or for 50CP you may flip to the other. You may pick one of any of the below Origins for free.

- "Drop In": You are a foreigner from another world, rejecting an integrated history with this twisted, dying world. You have no additional memories, helpful or harmful, to sift through upon the start of your time here and start with the age, body and gender you had from your previous Jump.

- "Unkindled Ash": You were unworthy, a human or undead that threw themselves into the fading First Flame in a vain attempt to rekindle it and prolong the Age of Fire. Instead, the dying fire burnt you to ash, and your sacrifice was for naught.

Now First Flame is in true danger of going out, and the Lords of Cinder have abandoned their thrones, refusing to take part in the flame's rekindling. Now you have been granted new life as an Ashen Undead, tasked with escorting the Lords back to their thrones, as embers if need be.

- "Undead Legion": Not a member of the Abyss Watchers, but a member of the legion nonetheless. You were a watchdog who protected Farron Keep, the home of the Abyss Watchers, while they were away stamping out any trace of the Abyss they could find.

When they became Lords of Cinder, the wolf's blood that bound the legion dried up, the keep was swallowed by festering muck, and many of your companions were warped into twisted Ghru.

A legionnaire is a legionnaire however, and you still have your dedication to the cause and your comrades intact.

- "Londor Hollow": You are an assassin of the Sable Church, hailing from the mysterious and feared kingdom of hollows, Londor. The Sable Church preaches salvation in darkness for hollows, and seeks to spread the dark's touch.

You have followed one of the founders of the church, Lady Yuria, to these converging lands to begin the Age of Dark. She seeks to prevent the linking of the fire, and find a Lord of Hollows to lead the Sable Church into the new age. Perhaps the answers she seeks lay right under her nose.

- "Knight of the Boreal Valley": Not all knights had the Pontiff's favor, and you are one of them. The Pontiff sends these "Outrider Knights: to foreign lands under the pretense of some mission with a pair of rings.

These rings hold a dark secret of the Pontiff and, unbeknownst to them, are cursed. Outrider Knights who stare into the eye rings slowly transform into beasts, monsters, and eventually lose their minds. .only. . .you remain lucid.

- "Demoniac Vestige": You are one of the last members of a dying race, a demon. You survived the fading of the Chaos Flame, and you survived the conflict with Lothric that led to the prince of your race being slain.

Your surprising resilience in the face of multiple extinction events for your race is truly commendable, a show that you still have a demonic spark of life. If only there were more like you. . .

"Deacon of the Deep": A deacon, a former cleric of the Way of White, you fell from grace due to the corrupting influence of the Deep. Your loyalty to the Saint and Archdeacons of your order never faded however.

Their teachings have made you wise, strong. Though you may be a hollow husk of an undead, your path through life is clear, follow the Saint of the Deep into the age he foresaw, an age of the deep sea.

"Dragon Acolyte": An undead warrior who looked for more out of existence. Whether out of fear, or a desire for strength, you sought the power of ancient Everlasting Dragons. After a long journey, you eventually found the monastery on Archdragon Peak.

You immersed yourself in meditation, dedicating your unending life towards the pursuit of acquiring their strength and longevity. Before you knew it, you were one of the last remnants of the faith left. Your journey has yet to end though, and likely never will.

"Painted Forlorn": You are a former inhabitant of Ariandel's Painted World; a cold, gentle- and, at the moment rotting home for the forlorn. All that remains of it is a fragile, decaying scrap of canvas, carried by a slave knight who seeks to bring Ash to Ariandel; and to retrieve suitable pigment for the Painter girl's work. Something dark, and old...

Whether you are a natural inhabitant of Ariandel's world, like the Corvians, or simply one of the many wanderers who came to that place in search of a place of their own, you seem to have found yourself outside of your Painted home all the same. Perhaps this is a curse- or a blessing- in itself...

"Ringed City Outcast": You are one of the few pygmy survivors of the Ringed City, which stands at the end of the world, or perhaps a pilgrim or missionary who arrived there only to be cast out later on.

As the ancient lands of the Lords of Cinder converge, with time and space becoming convoluted with the fading of the First Flame, the Ringed City itself still stands resolute- at least as long as the Spears of the Church uphold their duty.

The Abyss gnaws at the foundations; the Undead warriors, Abyss-tainted monsters, and other terrors that lurk in your former home are powerful, but they would also make for worthy prey to someone with the right appetites. Fear not the Dark, my friend, and let the feast begin.

-**Lothric Knight**: One of the celebrated knights of Lothric castle, who are collectively considered one of the three pillars of the kingdom along with the scholars of the Grand Archive and the High Priestess. Unlike your comrades in arms you've retained your sanity.

Whether your pride has weathered the fall of your kingdom is another matter. You were one of the lesser knights, who wear red capes denoting their lower rank in comparison to their blue-caped superiors who wield powerful combat miracles and guard important locations and individuals.

Even so you have a wealth of fighting experience- albeit experience that was gained alongside your fellow knights and their tamed drakes- but it follows that you have skill with a variety of arms none the less.

-**Timeless Scoundrel**: Many who meet you would write you off as just another common rogue. They'd be right, of course, but one must do what they can to survive and thrive. And when everything goes to pot once again looking after yourself is just as valid a goal as ringing bells or finding your own sun, or whatever rubbish drives these fools.

And so as countless kingdoms rose to glory only to fall to decay, you've been there to see it all happen. Not as anyone important, mind; you're just a common rogue after all. Getting involved is only going to get yourself killed, so it's best to skulk in the shadows, wait for the right time, and maybe find some things to loot and hapless rubes to swindle out of their hard-earned treasure.

————(Perks)————

————(General Perks)————

-(Free) - "Bonfire Teleportation": Bonfires are mystical flames that surround a sword embedded in the ground, around the size of a campfire. These Bonfires are found scattered about this world.

While they have a number of abilities, this perk grants you one in particular. When resting at a Bonfire, this perk allows you to teleport between any other Bonfire that you've already discovered, allowing you to quickly navigate the world as needed.

-(Free) - "Curse of the Undead": Since the Age of Fire first began to dwindle the Undead Curse has swept across the world, time and time again. Rising from the grave only to lose their souls when killed, Undead are kept from the cold embrace of the earth and revive near the warmth of a bonfire instead.

So long as you reclaim your souls before death by returning to the spot you were slain, you will be able to revive from the bonfires continuously. Die again before you do that and that death will truly end your life.

-(200CP) - "Soul Collector": Like all creatures in this land, you are capable of wresting the soul of a creature from its body upon death. Measured less in quality and more in quantity in most cases, absorbed souls can be used to increase your own strength and abilities with the aid of a Firekeeper, and can also be removed from your body and traded away.

Particularly powerful individuals possess unique souls, which can be used to forge items or spells based on their life or nature with a Transposing Kiln. This perk is free during your time here, as a natural function of the world, but can be kept by paying 200 CP.

This will enable you to absorb souls from those you kill in other worlds, including unique "Boss" souls if your enemy is powerful or unique enough in comparison to other beings in their world.

Though it should be noted that souls here are a little different here than what other worlds might have, being more akin to life energy than anything in a spiritual or religious sense- and thus are separate entities from those types of souls, which are not absorbed.

-(200CP) - "Stoking Flames": Purchasing this perk allows you to spawn bonfires into existence in future Jumps using a bit of focus and energy. Bonfires will greatly increase the natural healing of those who rest near one, and can even rejuvenate undead.

These also work with Bonfire Teleportation, allowing you to set up a personal grid of checkpoints. You can't however place more than one within a few kilometers of each other, or place more than one a day.

They will fade if left alone for a long period of time, ranging from several weeks to several months, but can be snuffed out sooner or stoked to prolong their lifetime.

-(300CP) - "Desperation of the Headless": Kingdoms rise with strong leadership, and fall without it. People walk down the path they choose in life, and flounder if they reach a dead end. For those looking for a way forward, you appear as a stepping stone.

Upon purchasing this perk, you will find yourself becoming an attractive solution to people's problems, or at least appearing that way to them. They will often not ask for charity, but offer deals or try to set up arrangements to tempt you into accepting.

Helping someone whose trade is in danger may get you discounts or freebies. Helping lost adventurers could land you powerful friends or favors for the future. Groups without a leader may even offer you the position just to have someone giving them direction.

The potency of the perk heavily fluctuates with your reputation however. People don't seek out unknowns and your enemies are more likely to see you as a problem. Having your name or feats known by many greatly helps though, as does actually expressing desire to help.

While having a good reputation causing people to come to you for help sounds like it would happen naturally, this perk helps with the spread of your reputation and getting better rewards when you do offer a helping hand.

-(500CP) - "Painting Worlds": Those who aren't ken to fire cannot paint a world. Those absorbed by fire, must not paint a world. You are the sole exception, a painter not ken to flames.

Via this perk's purchase, you have acquired the power to create "Painted Worlds", though may only sustain one at a time. Any normal canvas works, but your pigments must be laced with your blood and soul before you begin painting.

Your brush strokes usually determine the basic scenery, but the emotion and intent behind them will greatly influence the details and world beyond those basics. What was originally depicted will usually be found in the world in some way.

The world may be anywhere between the size of a castle to that of a large town, and non-sapient life such as plants and beasts may be born upon the world's creation. These Painted Worlds contain a dark secret though, the fact that they will eventually begin to decay.

When the painting begins to decay (usually around five decades after creation, give or take a few years), the world inside will too. Patches of filth and rotten material will randomly begin to grow in the world, corrupting whatever is nearby.

Living creatures will grow aggressive and/or diseased, structures and other inanimate objects will warp or crumble and so on. The best and most thorough way to solve the problem is burning the world away and beginning the cycle anew with a new painting.

Outside of rot, damage to the painting usually does not translate to the world itself. Even if a strip of the canvas is left, the Painted World will remain whole. That's why to really burn it away, it becomes necessary to do it from the inside.

A large vessel found in the core of the world, filled with your blood and set aflame will slowly spread the burn to all else. You as the painter will survive this event, ready to paint anew. If ignored however, the painting will simply decay to the point of crumbling into nothing several decades later.

To enter the world, one must simply touch the canvas and be pulled in, landing themselves near the central scenery or structure depicted in the painting. To leave is confusing at first, but there is always a way, and most will know when they've found it. (Extra details in notes)

-(500CP) - "Subtle Workings": There are many schools of 'magic' in this world, with each coming from its own distinct source. Sorceries, Miracles, and Pyromancies are the three main 'schools' of magic, each deriving power from a different source- though there may be some overlap, thanks to the experimentation of the most brilliant and mad.

Of course, overtime new forms of 'magic' have appeared belonging to each school. Sorceries, pyromancies, and even miracles have been discovered or created with Abyssal taint. Miracles not associated with the old gods of Anor Londo have popped up, pyromancies have spells that don't strictly manipulate flame, and sorceries have numerous different sub-types, with branches that involve the manipulation of light, cold, crystals, dregs of Humanity, and even time itself.

Unfortunately- even with the work of scholars and archivists- the subtler arts of magic are often the first to be lost. However, as an exceptionally well learned scholar, you are no stranger to the theories and logic behind these spells.

While having preexisting knowledge of the above schools will help, the nature of your knowledge is largely non-violent, and won't be directly useful in combat- requiring at least some preparation or materials beyond the mere memorization of spells at a bonfire.

Examples of what this perk can do to start with include erecting magical barriers to ward buildings or laying minor curses, blessings, or enchantments on people or objects. With time to study and experiment you may discover new uses for your knowledge; and as the strength of your soul increases, so to will the strength of these magics.

Your wards might become all but impenetrable, covering an entire valley and requiring a special token to pass, and your enchanted items might have powerful, even unique abilities when properly harnessed. Curses could become hereditary, or spread like a disease, while more positive works can make those you enhance into great champions or monsters.

The development of new spells is possible, including ones that harness alternative sources such as the Profane Flame or the Dregs of Humanity, and you may even develop your own school of magic entirely. The sky is the limit here, but keep in mind that you're just barely starting to scratch the surface.

————(Build Perks)————

Build Perks are special general perks that grant useful abilities and skills for surviving in the world, but can also unlock additional utility in certain Origin Perks. You receive a discount on two Build Perks of your choice.

-(300CP) - "Rare Vitality": Monsters, the undead and the dying are by far the more common residents in these lands. You're different though, your strangle hold on life hasn't been released quite yet.

You possess a rare vitality for these lands, not tiring easily from extended combat or adventure, being able to survive even after sustaining grievous wounds as long as you treat them in a timely manner.

In addition, your body gains a few unique properties that also aid survival. Your body structure is odd, more insulated, allowing you to shrug off the cold or electricity based attacks or hazards more easily. Your blood also clots quicker, making it harder for enemies to bleed you out.

-(300CP) - "Simple Solution": Survival in these lands is difficult, with most doing so through a sharp mind, fine-tuned skill or a keen sense of caution. As someone who has bathed in war, your secret to survival is simply raw strength and aggression.

By default, you're now strong enough to wield some of the biggest, heaviest weapons in this land with relative ease. Your body, scarred and hardened through conflict, kept moving through anger alone at times, has somehow gained some resistance to flame as well.

In addition, by tapping into your anger and release a bellowing war cry, you may heighten these passive traits for a short time. In this fleeting state, you may swing clubs the size of men with the ease of a twig, and normal flame will barely scorch you. Entering this state takes effort though, and entering it multiple times within a short time can wear you out.

-(300CP) - "Rapid Response": Hitting things is a good way to win a fight, not getting hit is a good way not to lose. If you want to entertain fantasies of conquest or overcoming the perils lurking in these lands, you may wish work on not dying in the process.

By purchasing this, your body becomes more responsive and dexterous, your survival instincts get refined and your mind can process things just fast enough to keep up now.

It feels as if an invisible weight has been lifted, and newfound ease in dodging shows it. Not only will you find it much easier to bob and weave, your skill with the basic yet crucial technique of the dodge roll is considerable.

As notable side effects of your heightened coordination and sharpened mind, you can more easily mitigate the damage of great falls as well as cast spells more quickly.

-(300CP) - "Miracles": Holy sacraments, the gift of the gods, the art of Miracles. Miracles are the fruit of divine tales that the faithful draw power from the use of holy chimes or talismans and deep prayer, each Miracle empowered by the caster's belief.

You have studied some of these blessed stories with religious fervor, allowing you to heal yourself and those around you of minor wounds or common ailments, or speed up natural healing for a while.

While still ignorant of many of the feats of the gods, a holy pilgrimage through these churning lands will surely enlighten you.

Purchasing this perk has also aided your ability to trust and believe in others or vaguely defined concepts, for Faith is what fuels Miracles. Your Faith also wards you from the dark somewhat, and this ward can grow more powerful with regular prayer.

(Sidenote: This perk also teaches you how to read braille.)

-(300CP) - "Sorcery": A refined school of magic pursued by scholars, the gifted and this inquisitive. Sorcerers wield magical catalysts such as staves to pull upon the essence of the soul in order to perform various spells, each empowered by the caster's mind.

You are well versed in the complex art, able to perform a variety of the more common spells such as Soul Arrow and its counterparts to attack from afar, or Magic Weapon and Magic Shield to temporarily empower your equipment if danger is close.

While your repertoire isn't expansive, yet, there are numerous opportunities to add to it in these churning lands wrought with secrets. Despite that, a modest increase in intelligence and training in the art has granted you great magical potency, as well as resistance to magic. Both of these traits can grow higher yet with study and opening your mind.

-(300CP) - "Pyromancy": Pyromancy, the primordial art of manipulating flame. Pyromancy is to at once known fear and longing, requiring both trust in the power of flame and a cautious, calculating mind to bring out its true power.

By purchasing this perk you are able to perform the basic spells such as throwing fireballs, warding yourself against burns with sweat and causing explosions of flame from your hand. There is still much to learn in these lands though.

You do these things with the aid of your Pyromancy Flame, a catalyst of fire's power nurtured within you and empowered over time. When your Pyromancy Flame grows strong enough, you may fragment it and gift the fragment to another, granting them the ability to learn and perform Pyromancy.

-(300CP) - "Twisted Reality": All who brave these lands and survive have some kind of power or skill that they can reliably use to protect themselves. For all who survive though, a pinch of luck is also necessary.

Through purchasing this perk, your luck greatly increases. Sometimes this manifests as being in the right place at the right time, sometimes it's just finding a good piece of equipment worth salvaging among the rotten, decayed mess you navigate.

This luck also manifests in more direct offensive and defensive applications. Your poisons spread more aggressively than they should, your weapons find important veins and arteries more easily, and curses have a harder time taking hold of you.

-(300CP) - "Poised For Victory": You possess a power closer to that of beasts and monsters than man or woman. Inspiring the image of ruthless aggression, and even aiding such tactics, you can now push through enemy attempts to disrupt you unflinchingly.

With this perk, your body becomes much more resistant to outside attempts at stopping or moving it. This allows you to charge through enemy spear walls to chop at their heads, or endure a stab at your chest long enough to get off a spell.

This doesn't directly protect you from harm, but it does make pushing through enemy attempts at defending themselves easier. With this, you can force an enemy into your rhythm instead of falling into theirs.

-(300CP) - "Magical Attunement": Focus in battle is a necessity; without focus, both knights and sorcerers can find themselves on the wrong end of a sword. In the heat of battle or the darkest of circumstances, you are able to find this focus and harness it.

With this, your mind has become a bit sharper, and more suited towards memorization. This has two main effects; the first is that you naturally possess a larger pool of magical energy, or 'focus', which allows you to cast spells of all types, as well as unleash any special abilities inherent to the weapons you can find here.

The second effect is that you'll be able to memorize more spells, allowing you to have a wider arsenal when going into battle. Finally, you'll also find that your mind is more suited towards casting the spells of this land, letting you learn to cast the more powerful ones a bit more easily.

-(300CP) - "Vital Defense": A sword to the gut hurts an Undead or Unkindled Ash just as much as it would a regular human, even if they can come back from it. Keeping the misery of repeated deaths in mind, it's no wonder that those who have retained their sanity will seek to wear as much as they can without becoming overburdened.

Knowing the value of heavy armor you've learned how best to wear such equipment so that it does not slow you down, keeping your full range of movement so long as you're not immobile. Also, your body seems to bear the weight of armor more easily, allowing you to wear the finest- or at least most protective- armor available.

This toughness of body has increased your resistance to physical harm by just a tad, and offers a small resistance to poison and other toxic substances as well.

-(300CP) - "Ancient Bloodline": Countless beings have called this world home, from the Age of Ancients to the coming Age of Dark. Archdragons, pygmies, giants, gods, humans, undead, demons, and all manner of other strange creatures have been born into this world, from living mushrooms to lion warriors to children born of the Abyss.

But, occasionally, something new is created from two separate wholes. Whether by the experiments of some mad scholar or some unholy union between two races, you now possess a drop of something else in your blood. What exactly this perk gives you will depend on your choice, though in most cases this will result in a change in size, physical traits related to your chosen race, and perhaps a small affinity for a certain type of magic.

Choosing to have the blood of a god might give you a foot or two of height, a more beautiful or handsome appearance, and stronger miracles. A pygmy might lose height and gain a better grasp over hexes, perhaps also looking more corpse-like.

Dragon blood may give you scales on certain parts of your body and strengthen your sorceries if you owe your existence to the Paledrake, while demons can expect horns, patches of stony skin, and increased pyromancies. Races without an affinity for a magic may give you more of their physical traits or strength instead, though in any case you'll be far from them in terms of power in most cases.

You will have great potential, but may also be an outcast wherever you go. This world is not meant for such abominations as yourself, and oftentimes those caught between two races are unwanted by both. A cruel reality, but one that belongs to you and the few hybrids like you.

-(300CP) - "Wily Dastard": When magic or strength of arms can't help you win the day, there's always trickery to consider. Long heights are treacherous, but can also allow you to plunge down on your enemy from above; a trap may deter an intruder like yourself, but can also be turned against the guardians you face. If you can't reason with someone goad them into rage so that they'll make a mistake, or give them a helping kick into a bottomless abyss.

Essentially, this perk increases your ability to fight dirty and think on your feet, especially when it comes to using your environment. Dangerous environmental features, both natural and artificial, are more easily spotted by you, allowing you to set up traps and ambushes with ease.

Getting your enemies to fight is another possibility; there's no reason that a raging demon will like skeletal intruders any more than they like fleshy ones, after all. As a bonus you'll also find that you can skulk around unseen more easily.

Though, keep in mind that if someone survives whatever trap you set for them they'll likely be none to pleased about it. The greedy guts should have kept their backside guarded, of course, but learning to grovel and prostrate yourself might be a good idea. Begging for your life isn't the most dignified course of action, but then again neither is anything else this perk does.

————(Origin Perks)————

Each of the below sections are marked with the name of one of the Origins you were allowed to pick from above. The "100CP" perk in each section is free for the corresponding Origin, while all other perks in that section are half-off for the corresponding Origin.

————(Drop In)————

-(100CP) - "Darkness Traversal": The world dims with each passing day, and in many places you may wander it is as if day has ceased to come. With this perk, the dark will be the slightest bit less scary.

By purchasing this, you will be able to roughly sense everything within ten meters around you, being able to pick up shapes and movement fairly enough though lacking color.

You can walk, run, even fight proficiently while blind or submerged in complete darkness. Hopefully it's enough in a desperate situation to help you see the light of day again.

-(200CP) - "Convenient Translation": These lands are churning, converging at the base of Lothric, and they bring with them a wealth of knowledge considered lost, possibly even mythical by modern standards.

This perk allow the buyer to quickly decipher and translate text, no matter how foreign, ancient or alien it may be, as long as the text itself covers a field of knowledge the reader has extensive knowledge in.

Basically, a Sorcerer could recover ancient spells by reading an old tome from before the first Age of Fire, but a common thief wouldn't be able to make heads or tails out of a scroll containing lost secrets of Pyromancy.

-(400CP) - "Infusion": There are things lurking, waiting no matter where you go in this place, steeped in madness, hostile, waiting to take it out on whatever shows itself to them. If you want to defend yourself, you'll need more than your bare hands.

With this perk, you've acquired the skills of a wizened blacksmith, able to forge, repair and even improve upon armor, weaponry and other basic equipment with the proper resources and a good hammer. More than that, you know the secrets of "Infusion".

This allows you to use special gems native to this world to infuse your equipment with various properties, such as the dark power of Hollows or the power of the gods, Lightning. Those who purchase "Sorcery" along with this perk gain something extra though.

Those people are granted the ability to seed the ground with fragments of crystal that rapidly grow after the first few days until slowing to a stop, producing the Gems required for Infusion. Knowledge of how to cultivate just the Gems you're looking for comes with this ability.

-(600CP) - "Soul Transposition": Soul Transposition, the process of extracting and coalescing the essence of a soul with the aid of a Transposition Kiln. You are well versed with this forbidden art, and those who would inhibit your use of it are dead or far.

Soul Transposition in basic terms allows you to take an especially powerful or twisted soul and shape them into useful items. Powerful weaponry, jewelry that bestows special abilities or a scroll with instructions to learn some form of magic are the more common results.

What you can make with a soul is related to the former owner in some way, whether it's based on an ability they had, significant items in their memory or past and so on.

————(Unkindled Ash)————

-(100CP) - "Resourceful": You rise from the grave with only the equipment you died with and no free rides despite your grand duty. With the sizeable threats you're expected to encounter and overcome, you need to make do with what you can get your hands on.

This perk allows you to much more easily discern anything you can salvage among the rotten, ruined locations you're sure to traverse. Things in good condition, the ability to be restored or objects that can be broken down are all generally easier to find.

You also become better at figuring out the basics of using any tools, mechanisms or weaponry you find. Helpful when in a dire or trying situation, but practice is the true path to mastery.

-(200CP) - "Seeker of Truth": Some lack the stomach for the cold, agonizing truth, can't handle it, but you are not one of them. Every fleeing man must be caught, and every secret must be unearthed.

This perk grants several general skill boosts. Your powers of deduction and situational awareness have increased, allowing you to more easily pick up details and clues from your surroundings and make conclusions about how they may fit together.

Additionally, you have a strong yet situational willpower boost for when you actually discover hard to swallow secrets and truths through your digging and deductions, allowing them to go down smoother.

-(400CP) - "Yearning For Warmth": No Unkindled can ever truly claim the embers that burn within a champion's bosom, which is precisely what makes their yearning for warmth so keen. By imbibing embers, one can obtain the power of cinder for a time though.

This perk grants you the power to heal yourself and strengthen your body by consuming flame. In this strengthened state, your body becomes harder to injure and warm to the touch.

Harmless embers will dance across your body in this state, allowing you to glow with fire's light. The potency of these abilities depends on the strength of the flame absorbed, but even weak flames can dramatically heal you.

This "Embered State" will wear off over time, but may also be consumed if you take serious injuries. The flame consumption ability requires close proximity and is quite fast, but you may only imbibe so much of it before it starts to consume you from the inside out.

If purchased with "Rare Vitality", your tolerance for flame raises dramatically. This allows you to actually use the ability somewhat defensively against fire based foes and reach a greater "Embered State" making you much more durable. Reaching a "Greater Embered State" causes harmless, small flames to dance across your body.

-(600CP) - "Try Again": Unkindled, unworthy of even serving as kindling, one such as you is expected to return the Lords who linked the flame to their abandoned thrones, reducing them to cinders if need be. Do you even have a sodding chance though?

By purchasing this perk, you are granted two abilities. First, you have been granted a vastly improved ability to learn from mistakes, both your own and any you're personally able to witness committed by others. Internalizing what exactly what went wrong, where, becomes far easier when thinking back on it. What was actually going right before your or someone else's ultimate failure become clearer as well.

The second ability joining the first allows you to summon visions of phantoms in your environment, visible only to you. These phantoms will reenact the moments leading up to their death or failure doing whatever you're currently doing or about to attempt.

In the absence of those who have failed, prophetic phantoms displaying possible ways to die and fail will begin to manifest. Between these abilities, as long you live to keep trying, failure will pave the way to success.

————(Undead Legion)————

-(100CP) - "Leverage": The Abyss Watchers confound enemies with movements and techniques reminiscent wolves hunting and cornering prey. Through specialized equipment and leveraging their own strength, they perform disorienting flips and spins to attack and evade at once.

By purchasing this perk, your joints are strengthened and you gain the ability to build your strength for a moment before committing to an action, increasing the force generated like a spring loaded trap. You also gain an affinity for abusing centrifugal force.

These abilities allow you to more easily make use of techniques employed by the Abyss Watchers, using the weight of a large weapon to hurl your body around smoothly from one attack to the next. Using a wedge of some sort to aid you is recommended.

-(200CP) - "Finding Purpose": Undead for the longest time were lost, cursed souls with no sense of direction. You found direction in the legion, but the legion will not march forever, stand watch over the keep forever.

By purchasing this perk, when you find yourself lost and without purpose, you will feel a subtle pull, guiding you to a place you can feel like you can call home, a place that gives you purpose. This intuition works like a compass pointing you right in the direction of some group, conflict, organization or location that is highly likely to give you a cause you can believe in or even a group to call family.

-(400CP) - "Wolf's Blood": The Abyss Watchers of old made a vow with the blood of a wolf, binding them, giving them the power to combat the abyss. Though they fought it many times, they only became corrupted after becoming Lords of Cinder and the blood dried up.

By purchasing this perk, you gain a similar powerful resistance to corruption. It is considerably harder for the Abyss, Deep and any other sources of corruption to take root in your mind, body or soul.

This allows you to more easily combat dark monstrosities without fear of losing yourself. Be careful for straying from the light too long however, for this perk's resistance may eventually be overcome with enough exposure or very powerful corruption.

If purchased with "Simple Solution", you become moderately more mentally resistant to corruption and will become stronger when currently being targeted by something attempting to corrupt you, whether this is an enemy or environmental.

This addition in strength is just a bit weaker than the "War Cry" effect of "Simple Solution", but lasts until you're free of corruptive influences. (Sidenote: You may optionally have your eyes glow red when this power boost is active.)

-(600CP) - "Blood Oath": On their own, undead are persecuted beings exiled, chopped up or imprisoned with little ability to protect themselves. Together, the Undead Legion, specifically the Abyss Watchers, buried entire kingdoms.

Purchasing this perk allows you to more easily pull the directionless, downtrodden and like-minded under your banner, to your cause as a brother or sister in arms. Part of doing this is actually having a cause and making it clear what it is to them.

If they have a cause to believe in and join up though, they'll likely be willing to lay down their lives for you, each other and the sake of that cause. Those feelings of comradery and loyalty are strong, but can fade if the group begins to stray from their cause.

Additionally, you have the power to form an elite division in this group using "Blood Oaths". To induct someone into this elite sub-section within your organization, you must simply have them pledge loyalty while drinking a cup of your blood.

By doing so, they will gain the advantages of the "Leverage" and "Wolf's Blood" perks. Additionally, anyone who actually betrays or abandons the organization after taking a Blood Oath of fealty will have the scent of a traitor detectable by any other member of the group, especially members of the elite division, unless somehow forgiven.

————(Londor Hollow)————

-(100CP) - "Salvation": No one is without flaw, and these flaws lead to mistakes. Those in the Sable Church who make grievous mistakes are exiled, sent away from their home on accursed journeys that often come with violent ends.

This perk doesn't prevent failure, but perhaps it will help you avoid such a gruesome fate. Upon purchase, you are now made acutely aware of opportunities as they present themselves to make people who have your loyalty or allegiance happy.

Seizing these opportunities will always help at least somewhat with staying in the good graces of your allies, or getting back into them.

Opportunities to appease those who you've earned the ire of will gain priority. This perk will not ping opportunities to make someone happy if you don't actually want their happiness or forgiveness.

-(200CP) - "Dark Faith": The Sable Church takes in the outcasts, the exiled dregs of the world, hollows. All hollows are welcome in the Sable Church, and while disgrace or failure of duty is punished harshly, success is met with praise and trust.

Upon purchasing this perk, you will now have a far easier time joining any organization you have no previous ties with.

Additionally, earning and keeping trust becomes far easier as long as you carry out your assigned duties, more so if you go the extra mile.

While this perk can certainly be used to find a new home and comrades, it can also be used with dark intent. Your ability to infiltrate and build trust can just as easily be used for spying or sabotage.

-(400CP) - "Sable Assassin": It's readily apparent that the Sable Church has a unique relationship with blades. The fact can be seen whether you look at their deadly assassins reviled the world over, or the three lone founders, sisters highly skilled in fencing.

Upon purchase, this perk makes you highly skilled with all manner of blades. The more abhorrent or fear inducing the blade, the better you tend to be with it. Additionally, you have the power to spread your curse to your weapons, turning them into Hollow variants.

"Hollow Weapons" will appear somewhat corroded and worn compared to normal. They're empowered by an elusive, essential property of humans, luck. That is to say, the luckier you are, the more powerful a Hollow Weapon will be in your hands.

Additionally, if you also purchased "Twisted Reality" then you may impart an odd "vacuum" property on your weapon, causing it to violently pull at the flesh and blood of your enemy as your blade digs in.

You can also choose to temporarily transfer this property from your weapon to an enemy's wound as you make it, causing it to pull whatever is nearby (filth, poison, debris, etc) inside for a fleeting moment before the effect fades.

-(600CP) - "Dark Sigil": In much of the world, to be hollow is to live an accursed existence, but Londor accepts and grants salvation to hollows. The Sable Church teaches that hollows have nothing to feel shame or despair over, quite the opposite in fact.

This perk grants you a more formal form of one of the greatest blessings that comes with being a Hollow. This perk makes you excruciatingly hard to kill. Stabbed, smashed, shocked, burnt, as long as you're mostly whole then you won't die.

It would take mulching you, disintegrating you, burning you into a pile of ash or some other form of bodily destruction to finally put you down. This doesn't make you heal any faster or make you more durable, but it's really, really hard to kill you.

Additionally, upon purchase you will find five Dark Sigils scattered about your body, gaping black holes dripping dark humanity.

Whenever you survive what would ordinarily be a near death experience, these Dark Sigils will cause you to hollow a bit more, making you appear more like an emaciated corpse. Place the Dark Sigils wherever you like.

————(Knight of the Boreal Valley)————

-(100CP) - "Dancing Revenant": There's something distinctively wrong with the way you're able to move, how you're able to carry yourself. It may, perhaps, be rooted in some vital human quality, but that isn't something to concern yourself with.

Your unnatural movements are a product of the world's loosened hold on your form, such that falling or maintaining your balance are less of a concern now. You fall a bit slower, and when jumping you get more hang time.

Additionally, as long as at least one foot is firmly on the ground, you may contort, twist, lean and bend in whichever direction or way you wish without concern of falling or tipping over. Enemies will be end up perplexed by your impossible movements when you get used to this.

-(200CP) - "Frozen Soul": Inhabitants of the kingdom of Irithyll, of the cold and dark Boreal Valley, are used to weathering the cold. As a knight of the Pontiff, you not only embrace it, the cold empowers you and your armored form.

By purchasing this, you become extremely resistant to any normal form of cold. Not only that, you actually project a biting chill from your body that can numb those used to warmth around you. (This can be toggled.)

Your power over cold can be considered somewhat magical, as this perk provides a third ability. You may temporarily empower weaponry with cold, making every chilling strike bite deep into the enemy, even allowing you to induce frostbite with repeated clean blows to the same general area.

-(400CP) - "Waiting, Watching": You are a predator, stalking, hunting in the name of Pontiff Sulyvahn, patrolling foreign lands on some mission long forgotten. You hide in unstable space, spying, waiting for prey to walk into your trap.

By purchasing this, you gain the ability to hide in small pocket dimensions of your own creation, becoming undetectable in the process. The space created is always large enough to accommodate you with some room to move.

This ability allows you to hide, even if you would stick out like a sore thumb, and spy on things happening around the location you through the thick "walls" of the bubble. To exit, one must simply dig their way out.

Using this ability takes just a few seconds, but climbing through the permeable wall takes some effort and causes the cold, foggy air to leak out. This basically means you should make your exit when no one is around or when you don't care about being discovered.

If purchased with "Rapid Response", you may much more quickly burst through the "wall" of your pockets, popping it like a bubble. This "popping" creates a cloud of cold mist to conceal your form, and makes using the ability much more viable for ambushes and sneak attacks.

-(600CP) - "Outrider Knight": Though you have stared into the eyes of the Pontiff, and transformed into a beast, you have yet to lose your wits. The sorcery of the curse placed upon you is now being used to your benefit.

First of all, upon purchase you gain around four meters and may warp your body as you see fit, as long as it stays recognizably human shaped. Slim it down, bloat it, curve the spine, stretch things out, do as you will, this will be your new form here.

Second of all, after purchasing this perk, your armor, equipment and weapons will adapt and adjust to match any transformations or warping your body goes through.

Armor will remain wearable and form fitting, weapons will grow, shrink and otherwise adapt but will stay recognizable as what it is and so on. New equipment and gear will also adapt to your form upon being picked up or touched, and anything put down or removed will slowly revert to its original form.

————(Demonic Vestige)————

-(100CP) - "Boulder Heave": As the chaos flame faded out of existence, so too did the inner fire of many demons, leaving their semi-molten bodies to cool and harden. In this state, some found a way to use it.

This perk allows you to generate and mold a pebble in your mouth, that, when spit out will rapidly grow in size into a small boulder. The boulder behaves like a normal stone for its size and keeps the momentum from being spit out, becoming a frightening projectile.

While the stone is heavy and dense, it's also brittle. That being said, it's extremely dangerous when allowed to fall on someone from above.

-(200CP) - "Take Flight": Not all demons are born equal. To tell the truth, demons can take on a wide variety of appearance. Some demons have gifts others do not possess, and you possess one.

By purchasing this perk, you gain a small pair of functional, albeit twisted and fleshy, wings. While their small size means they can't grant you true flight, they do have curious power.

No matter how heavy you become, the wings can give you at least a few seconds of lift before needing a quick rest, and can be used to safely glide all the way to the ground from high altitudes even when tired. You can also banish and summon them as you wish.

-(400CP) - "Chaos Seed": The Chaos Flame, born of a terrible accident, was the progenitor of all demonic life. This flame, long thought extinguished and dead, still burns within your chest.

Through purchasing this perk, you have an ember of the Chaos Flame inside of you. You have the ability to harness this power much like other demons with a bit of fire left in them, spewing red hot fire and lava from your mouth.

If purchased with "Pyromancy", the Chaos Flame Ember fuses with your Pyromancy Flame, greatly empowering it and granting you the skill and knowledge to perform Chaos Pyromancies, as well as granting an affinity for them.

Chaos Pyromancies are the strongest of all Pyromancies, usually accompanied by lava in addition to the already raging fire. Just like a normal Pyromancy Flame, you can eventually gift fragments of it to others once it has been cultivated enough.

-(600CP) - "Twisted Stone": The strongest and most powerful demons were also the most warped, the ones that least resembled their former selves. You may count yourself and your body among them now.

Purchasing this perk causes several things to happen, the first of which causes you to shoot up four meters in height. The second is much more pronounced, as your body is twisted and shaped into a new, even more demonic one made of living stone.

This new body is incredibly heavy and durable, as you do greatly resemble normal stone. It also makes you extremely resistant to heat and flame, allowing you to march through lava as if wading through a pool. Your new body isn't inhibited in several ways you would expect.

It's able to naturally heal over time and comes with great strength that allows you to move only a bit slower than you normally would despite the huge increase in weight.

As a minor side-effect, your new body which marks you among the strongest of all demon kind gives you something akin to the status of royalty. Lesser demons are far more inclined to obey you and follow along loyally.

-----**(Deacon of the Deep)**-----

-(100CP) - "Bottom Feeder": Aldritch was infamous for devouring men, eating and eating until he resembled a bloated pig, then continued until he melted into sludge. He had the desire to share his tastes with others, and his followers grew to consider Gluttony a virtue.

Taking this perk causes gluttonous overeating to actually contain a benefit. By feasting well past what is necessary, you can grow in size, the useless mass of the additional food funneling into height. You can eventually cap out at twice your normal size in this way.

Additional mass can continue to be consumed, funneled into a dense layer of fatty tissue beneath your skin that can soften blunt strikes, though the additional weight can grow a bit unwieldy if you indulge yourself too much.

(Sidenote: You won't actually grow obese through the use of this perk unless you're really pushing it.)

-(200CP) - "Blind Faith": Once a follower of the Way of White, not even your faith in the gods could save you and your comrades from a slow fall from grace. "The Deep" which you'd been tasked with keeping at bay corrupted you, but you have not forgotten what belief means.

By taking this, your sense of faith is far stronger than what it was. Those you put your faith in, whether it be your comrades, a higher power, yourself or even some kind of concept like karma will find it unwavering.

Hard facts would be required for someone to even begin debating your beliefs, and even your acceptance of these facts might not sway your stance. This comes with the obvious drawback of needing to use your own good sense to figure out what to have faith in, obviously.

-(400CP) - "Twisted Faith": Archdeacon McDonnell, Aldritch's staunchest supporter, heralded the twisting of Aldritch's Faithful and their faith into something profane. He delighted in their slowly stagnating souls, for to him it represented the glorious bedrock of the world.

By purchasing this, your once pure faith has been twisted into something strange and powerful. You may channel the strength of your beliefs not only into Miracles, as is holy and natural, but also soul born powers such as Sorcery.

Ordinarily, long periods of study and a strong mind would be needed to cast such spells to their fullest potential, but by believing in your own ability to cast a spell, you can bridge these gaps.

The more complex and powerful the spell, and the less you know of how to perform it, the more taxing it is on your body and soul however.

If "Miracles" was purchased, your twisted faith has warped your soul into something dark and heavy, and imparts these properties on Sorcery and other powers of the soul. Additionally, you have gained great affinity for "Deep" Miracles and Sorceries.

Knowledge of how to perform basic spells and Miracles aligned with "The Deep" such as the "Deep Soul" Sorcery (which projects dark, heavy human dregs) or the "Gnaw" Miracle (which summons a small swarm of flesh eating insects) has been granted as well.

-(600CP) - "Visions of the Deep": Aldritch was able to see things, both as they were and how they would be. Visions of a coming age of the deep sea came to him as he ruminated on the fading of the flame, and inspired his ambition to devour the gods.

Through this perk, you have gained similar prophetic abilities, granting you incredibly detailed and vivid visions as you dream. These visions come during critical moments in your existence, such as periods of great inner turmoil and doubt, or success and conquest.

The visions will always be relevant to your current situation somehow, and may display events in the past, present or future. Memories of these vision dreams do not fade upon waking, able to be recalled crystal clear in full actually.

The immense detail these visions carry and feed your senses can grant you all manner of important information. In fact, the information gained from the dreams will almost always serve to inspire or direct you on your path in life, reinforcing your current beliefs or giving vital answers you may be seeking.

————(Dragon Acolyte)————

-(100CP) - "Dragon's Body": You are one of many who sought protection, who feared death. You are one of many who worshiped the Everlasting Dragons in hopes of reaching their heights. On some level, you have made progress.

This perk grants you a body only somewhat resembling a dragon, but it's a tough body nonetheless. Your skin becomes gnarled, leathery and dark gray. Your head becomes reptilian and grows four twisting horns, you get small claws and your bones become more pronounced.

This scaleless body isn't immortal, but the unique, leathery skin does ward you in many ways from danger somewhat. Burning flame, biting cold, deadly toxins, corrupting darkness and even the mystical dangers of curses and magic are all softened a bit on contact with your form.

Lightning, the weakness of dragons, is the only thing that digs as deep as before.

-(200CP) - "Dragon Chaser": For every path someone took to successfully gaining some measure of the power of dragons, there are numerous more that end in failure. This ultimate failure doesn't devalue the journey, there's always something to gain from it.

Failure is something many Dragon Worshipers are familiar with, but this perk will help you find some measure of worth in every effort, quite literally in fact. You'll never go on an arduous venture and come out of it completely empty handed.

Say you go on a long pilgrimage, only to find the temple at the end has been demolished. Reflecting on the path to getting there may help you better understand yourself or your faith, or you just might find an intact, important relic of said faith in the rubble.

This perk doesn't prevent failure or losing friends or things of importance along the way. There will always be some kind of small concession in the end though, some kind of meaning or worth in the time spent, whether it comes in the form of knowledge or something more physical.

Even if you were the source of your own ruin, this perk will at the very least help you clearly understand how you drove yourself to hit rock bottom.

-(400CP) - "Great Bell's Toll": From ancient times, the path of dragon worship was walked by warriors. It is said they envision Archdragon Peak in the depths of their meditation, and at times, they even hear the distant sound of the great bell at the peak.

This perk may be toggled on and off, and when active you will hear the sound of the great bell. This sound will induce a kind of meditative trance that will soothe your soul and smoothly help you achieve a state of calm and focus.

This trance would allow even a crestfallen coward to think rationally and take decisive action during a time of crisis. Useful in combat, deep thought, study and especially meditation, as it would allow one to sit still and keep focused for extended periods of time.

If purchased alongside "Poised For Victory", the trance will allow you to narrow your focus, dropping whatever you deem to be unnecessary forms of stimuli (hearing, sight, touch, smell and/or taste), with each sense you drop allowing you to more easily think and process whatever is left.

-(600CP) - "Archdragon Mirage": You have achieved what all Dragon Worshipers have sought since time immemorial, albeit in unconventional manner. Through illusion, you are possibly the first case of humans imitating ancient dragons and their power.

This perk allows you to manifest phantasms around you resembling different body parts of an Everlasting Dragon. While illusory in nature, they definitely feel substantial, and can inflict life threatening injuries like the real deal.

The head of a dragon can be manifested to breath a stream of fire ahead of you, massive arms can be summoned to crush your foes or smash obstacle, and the tail can be whipped around to strike foes from range.

In short, the body parts you summon can do what you'd expect them to be capable of. These illusions you command and manipulate can be exhausting at first, but time and practice will allow you to use them even in extended fights without losing your breath.

Their strength will grow in your belief in the power, waning if you lose faith. Additionally, simply purchasing this perk will reinforce "Dragon's Body", improving the strength of the protections it provides.

————(Painted Forlorn)————

-(100CP) - "Call to Home": Although many roads lay ahead of you, the one that leads back home is always the one clearest in your mind. There are many wanderers in this land, and true civilization is all but destroyed; yet, even in this cursed land, you can find a place to rest your weary bones.

Essentially, you have a great sense for 'home', whatever that might mean to you. Both in finding a new home, knowing how to get back to your home if possible, and when to abandon your home, should that be necessary. This means that you'll be able to, objectively, assess the quality of your home and the dangers inherent to it.

One cannot call home a place they've only heard of, but never been. As comfortable as a bed of rot might be, one must lie in it in order to say so for certain, after all.

-(200CP) - "Merciless Hunter": Most who come to this lonely painted world do so hoping to find a home of their own; scattered groups of outcasts, disparate and forlorn. But before they hunted for a home, many of these hunted down deadlier things.

An Abyssal dragon, the Abyss itself, the enemies of the ancient gods, their fellow undead, or those who would threaten one's homeland... and, as the painting is overtaken by rot, wild beasts and those ruthless enough to turn on their fellows are among the few others that survive.

Perhaps those who have come to this painted world have influenced those who were already here, or maybe this peaceful world isn't as harmonious as its inhabitants would have you believe. Whatever the case, the nature of these hunters has rubbed off on you.

Tracking your prey through the wilderness- even a snowy one like Ariandel- is easy for you. Footsteps, scraps of cloth, bloodstains, even their scent as you hone in on them; all are obvious signs of their travel to a seasoned hunter like yourself.

And whether you prefer to hunt alone or with your fellows, you will find that both pack and ambush tactics serve you well in cutting off the escape of your prey and in catching them unawares.

-(400CP) - "Fire and Frost": The Pontiff Sulyvahn left the Painted World long ago, and discovered a profaned flame that lit an ambition for power in the young sorcerer's heart. Becoming a confidant of the royal family of Lothric, he became the first of the scholars of the Grand Archives and conducted research on a variety of subjects and ancient magics.

Now as one of the most powerful sorcerers in this world he wields a flaming, profaned greatsword in one hand, and another greatsword that supposedly channels the power of the moon in the other- yet is tinged with Dark deeper than any moon.

In much the same way, Sister Friede holds the power of both frost and dark flame within her. These energies are contradictory to each other- or antagonistic at the very least- yet neither has difficulty wielding their chosen weapons or sorceries.

You, too, have discovered the art of wielding multiple magics and energies at the same time, which has a few benefits- namely, that your contradictory powers no longer contradict each other. Wield fire in one hand and ice in the other, or the power of the occult and the power of the gods at the same time.

Second of all, you will find that you are able to "buff" your weapons with magical energies that you possess, without the use of catalyst; these "buffs" are longer lasting than the spells other clerics, wizards, and pyromancers wield, and will usually last through even a prolonged battle without needing to be reapplied.

If purchased with "Magical Attunement" your deeper connection to magic will allow you to take this a step further, allowing you to use your weapons as a catalyst for casting magic. It is possible that, with time, you will even develop techniques that utilize your weapon and sorceries to create shockwaves of energy when you strike, or even for you to project your slices as cutting waves of magic.

-(600CP) - "Painted Shadow": The Pontiff possesses an unusual ability, perhaps based off of the echoes of those knights of Irithyll who were sent off to fulfill the Pontiff's duties, becoming feral beasts in the process; or maybe instead off of the ability to summon others as phantom when they write messages with certain soapstones.

Whatever the cause or source of this strange power, the fact remains that he has somehow learned to summon a dark shade of himself... and so have you.

This phantom, even if wielding a fraction of your vitality and durability, is no less dangerous than you are, and is otherwise hampered only by its lack of initiative- rather than fighting alongside you as a duplicate, it mirrors your movements before you make them.

When you think to charge, it is already rushing forward; when you wish to cast a spell, it has already done so. This is not to say that your actions are exactly the same; because you can see the phantom's actions, it is possible for you to adjust your own in reaction.

If they miss, you can strike somewhere else; if they stumble, you can avoid their mistake. They may only be a few seconds "ahead" of you, but in the heat of combat even that can be enough.

Your phantom duplicate is fragile in nature, and will disappear if struck too many times. That being said, it is summoned with only a few seconds of concentration, and can be dismissed just as easily.

————(Ringed City Outcast)————

-(100CP) - "Dreg Lure": As the world converges into itself at the end of the Age of Fire, with all manner of kingdoms, townships, and lands throughout history sharing borders, it's no surprise that this effect is even more pronounced in the Ringed City, which stands at the end of time itself.

Although these things are mere dregs of their former selves, perhaps it is possible to find a few diamonds in this rough as all manner of things accrue at the world's end.

By purchasing this, you will find yourself passively attracting "dregs", much like the Dreg Heap itself. Trash, junk, relics of bygone ages and sometimes a few things of greater use will be found more commonly by you.

But this doesn't just apply to items; indeed, vagabonds, wanderers, and other outcasts are also drawn to you, sometimes whole scores of them. In this world, with its convoluted sense of time and lack of order, all manner of people will cross your path- for good or for ill, for them or for you.

It is said that one man's trash is another man's treasure, but if this starts to become bothersome you may toggle this perk off.

-(200CP) - "Murkman": The Dreg Heap at the ends of the earth is home to all manner of foulness. Poisoned swamps, great piles of ash, and dark stagnant waters can all impede those who wish to enter the Ringed City. With the land itself as their enemy, you can be safe in knowing that such things won't stop you.

Uneven footing is no obstacle to you, and even when waist deep in muck you'll find yourself moving just as swiftly as if you were on open ground. Even when buried alive underneath a dozen feet of earth or mud, you could claw your way back to the surface in record time.

As a matter of course, you are also able to suppress your instinctual disgust at tromping around in such locations, and as a bonus you'll find that any detritus that you pick up along the way cleans from your body and equipment easily.

All manner of creature have come from the depths to find themselves in the Dreg Heap. Perhaps now you'll find it easier to combat these damp souls.

-(400CP) - "A Smidgen of Life": The arms and armor of early men were forged in the Abyss, and betray a smidgen of life. For this reason the gods cast a seal of fire upon these armaments, and those who possessed them. These warriors now patrol the streets of the Ringed City, striking down those who dare to invade their home.

Like the Ringed Knights, the equipment you wield shares your burdens, reflecting your own condition. When you are in good health, they appear pristine, unblemished; when you are suffering or hurt, they will become more tarnished and aged.

However, until you lie broken and dead upon the ground your armor will stand strong no matter how worn and tattered it looks, nor will your weapons lose their effectiveness even when they appear frayed and rusted- taking much longer to break than they would normally.

However this is the least of what this perk does, for the longer you wear your armor and wield your weapons, the more your very being will seep into them. At first they may change aesthetically to better suit your tastes or a chosen theme; but wait long enough, and they may take on powers evocative of your nature so long as you are united in battle.

If purchased with "Vital Defense", then even more life has seeped into your equipment, though making them more of an extension of your own body than separate beings. Your weapons and armor feel like a part of your body, allowing you to move and leap about like a wild animal and perform your techniques as fluidly as one breathes. Looser apparel, such as capes, are even capable of lashing out like extra limbs on your behalf to trip up or batter your enemies, adding a deadly and unexpected edge to your arsenal.

-(600CP) - "Judicator": The Judicators of the Ringed City, giant servants of the ancient gods, defend Filianore from those who would wake the princess and thus bring ruin to the city. Although their strength as giants is great, they primarily wield a peculiar, yet potent magic in the goddess's defense instead. The Ruin Knights, sent by an ancient king to seek the Dark Soul, learned of this magic all too late- and were later held to serve it, or risk annihilation.

You are capable of summoning the phantoms of those who have entered for a few moments; just long enough to perform a single attack, or a few if they're particularly fast. Both those who serve you willingly and those who are forced to enter your service can be summoned in this way, and in potentially great numbers- though you can only summon one "type" of phantom at a time.

If you pressed a company of soldiers into your service, then all of them could be summoned at once for those few seconds; but while you can accept the service of any number of knights into your phantasmal army, only one may be summoned at a time if they belong to separate orders.

These phantoms can be summoned long after you leave the world they originated from, and indeed long after the death of the person they are based on, as they are merely magical constructs and not living beings.

————(Lothric Knight)————

-(100CP) - "Royal Guard": One of the duties of the Lothric Knights is to defend the castle, naturally; the red-caped guardsmen are often found patrolling the High Walls, or inside the castle itself, while the blue-caped ones can often be found in key locations such as the Grand Archive, or guarding important persons such as the Princes.

As such, you have learned how to sniff out unwanted guests. Noticing anything out of place is one skill of yours, and your hearing is more sensitive to help you listen for assassins and other intruders. Finding points of egress and shoring them is another duty you can fulfill. Of course you wouldn't be much of a guard if you weren't skilled at defending yourself, so you also have great proficiency with a shield.

Holding it steady against all comers, you weather their blows and bash them in kind when they try to slip through your defenses, stopping them in their tracks. From there, counterattack! Leave your enemies dead or fearful of crossing your path; that is the way of a knight.

-(200CP) - "Drake Knight": Once dragon hunters, Lothric's Knights have since tamed their former prey, adding their winged adversaries to the might of Lothric's army and making them one of the most dreaded and powerful forces in the world during their heyday.

Those days are long past, with the drakes you once fought alongside reduced to nothing more than feral, pus-possessed beasts, but that ability to subjugate your enemies remains.

Simply put, the more you slay something, the more you'll learn how to tame others of their kind in order to make them loyal to you. This is not limited to non-sapient creatures, though breaking the wills of beasts and conditioning them to your use is often easier than doing the same to a person.

This will never reach the point of supernatural control; your methods are far more mundane, though they may grow in complexity and effectiveness. The kingdom of Lothric is no stranger to slavery, with their hood-wearing thralls and even their gate keeper, a stray demon who now lacks even a trace of flame.

-(400CP) - "Royalty": Knights, often minor noblemen themselves, are sometimes much greater than they first appear. Like Lorian you are a knight- and also like Lorian, you are Lothric royalty, a child of Oceiros. The royal bloodline of the Consumed King runs through your veins, and with it comes a number of blessings.

In appearance you stand taller than other men by a foot or two, and more attractive as well. Your ability to use miracles and sorceries is also much greater due to being tutored by scholars and the High Priestess all your life. Being born and bred to royalty has made your speech and etiquette more refined, and you have the skills required of a king to lead your people.

Essentially, you are what Prince Lothric would have been, were he not born a cripple. When purchased with "Ancient Bloodline" the power of your blood is strengthened, radically changing your form in accordance so that you are closer to being a hybrid of man and whatever other race contributed to your birth.

If it was a god you will find yourself standing at a height similar to your brother Prince Lorian, at over three times the height of a normal man, with even greater ability to use miracles thanks to being the child of the Princess of Sunlight herself.

If it was a dragon you may have a twisted appearance similar to King Oceiros's current form, with the ability to breath fire or even crystal-generating mist, or perhaps your appearance is more akin to another hybrid of god and dragon from long ago.

Any other race is probably not a true son or daughter of Oceiros; more likely to be an experiment he conducted in imitation of Seathe the Paledrake, though you may determine whether you are still recognized as one of his heirs. Still, the impropriety of royals is not something to be underestimated, especially one as mad as the Consumed King.

-(600CP) - "Thy Brother's Burden": Prince Lothric, born to link the fire and become a Lord of Cinder, was always frail and shriveled, even as a child. Perhaps due to the unspeakable means used to produce a worthy heir, the boy was cursed from birth. His brother Lorian was mighty, however, and he even went on to defeat the Demon Prince, dooming demon-kind to extinction.

However, Lorian decided to share in his brother's curse. Losing his ability to walk on two legs and even being stricken mute, if only so he could help ease the pain his brother's curse caused them both. This act linked their souls, and made them nearly inseparable.

You possess the ability to do something similar; linking your life to someone else's, taking their frailties and faults into yourself in order to make them more bearable for their sake. This selfless act is not without benefit. Weakened though you may be, the strength of your bond prevents you from being truly slain so long as your counterpart still stands, with the same happening if they are slain first.

You will instead enter a near-death state, from which you may be revived- the link between you and the person you are linked to makes them an ideal candidate to do this, as you can both sense the state of each other's health. It is only when you are both slain simultaneously or in quick succession that you will truly die.

In addition, you have gained the ability to teleport through the use of holy summoning circles which can be shared with the person you are connected to. The distance is short- across a large room at most- but will allow you to be at each other's side quickly as they only require a few seconds to work. It is said that no paladin inside Lothric castle could fall, owing to the divine protection they enjoyed, and this miraculous ability lends credit to that idea.

————(Timeless Scoundrel)————

-(100CP) - "The More Things Change": ...the more you stay the same. No ruddy curse is going to change that, nor plague of demons, beasts, or armored colossi. The troubles of the ages wash off like nothing to you.

The simple passing of time no longer has much of an effect, both in body and in mind. You'll always look and be as strong as you were in your prime. Your brain is the same way; you won't become a simpering old fool just because you've lived a long time.

This doesn't mean you're perfect, mind; your memory might be improved so you don't go senile, but it won't be like you're a living library and being strapping won't prevent something angry from cleaving you in two. Who wants to remember all their mistakes and slip-ups anyways?

Adapting to change is also somewhat easier for you because of this, as you never truly settle entirely into routine- were your situation to change entirely in a single moment, you'd be able to take it in stride, and find something else to do with yourself.

-(200 CP) - "Boutique of Curiosities": See, the problem with treasure is that it often winds up in the hands of people who aren't you. If they're long dead you can simply strip it off their rotting carcass, but the most troublesome loot is often still in the possession of other, living people.

With this, you've become more adept at relieving people of their hard-earned trinkets. Armor is miraculously undamaged when you take it off their body, even if they were crushed or fell from a great height, and the same goes for their weapons and other equipment.

Damaged goods make for unhappy customers, after all. But what's more is you'll often find that people are carrying more unique items, as well. Armor you've never seen before, weapons crafted by long-dead smiths, rings that sparkle with jewels from the deepest depths... Of course, these goodies still don't belong to you. At the moment. Say, is that more treasure down there?

-(400CP) - "A Fine Dark Soul To You": This game we all play is fraught with danger and death. All manners of hardship reach us as we play this game, making our way through its twists and turns, oftentimes without ever really knowing why we do it. At times we may curse its difficulty; at others we praise it and the experiences it offers.

This game is, of course, the game of life. We all play it, though some have it more difficult than others. Take those poor, "Chosen" saps. Undead or Unkindled, they wander all over this cursed land to fulfill one quest or another. What drives them to do this? A sense of duty, perhaps, or maybe simple masochism. In any case, they bear their endless hardships, seeking fulfillment, seeking purpose, lest they waste away and go Hollow.

One way or another your enemies will experience the hardships of this world, because simply put things are going to be more difficult for them from here on out. Subtle difficulties at first, but when you get involved things have a habit of taking a sharp turn for the worst, especially if you go out of your way to mess with them. What might have been a stubbed toe without you around will become a nasty fall, and when you strand someone high above the ground even a season acrobat would find themselves slipping as they make their way back down.

When purchased with "Wily Dastard" you'll find even more opportunities to trick your enemies, as the world itself seems to take on a more treacherous turn when they're around. Sudden drops, wandering monsters, ancient traps, and other hazards become noticeably more common. Of course, these hazards aren't strictly to your benefit; if you're not careful, someone more clever than you might just come along and get you with your own trap, to say nothing of what that giant might do to you once it's done with the other guy.

-(600CP) - "Unbreakable": The curse of the Undead has plagued humanity since time immemorial. As the Age of Fire fades humans inevitably lose their Humanity, becoming Undead. From there most lose their mind, either from the horror and despair coursing through their veins, or from the pain of suffering death over and over, or simply from losing their purpose in life and lacking the strength to go on.

Every age, it seems, is tainted by the greed of men. Rubbish, to one such as you, devoid of all worldly wants! Or maybe it's just the way you are. Whatever drives you, it does so to the very ends of the earth. Your force of personality and willpower is, in a word, unbreakable.

Monarchs and scholars have struggled in vain to end the curse or to prolong their golden age while you sit back and laugh at the foolishness of it all, for you've withstood much worse in your life and always came out ahead of the rest, no matter the hardships and adversities you faced.

Even going Hollow and other threats to your sense of self are no obstacle to you, for you will always find that there is a way to get through them- if not unscathed, then undeterred. For if there's one thing that people can trust about you, it's your ability to pick yourself up and be there at the end of everything.

————(Gear/Other)————

————(Origin Equipment)————

The below items are discounted to those who picked the corresponding origin. The 50CP items in each category are instead “Free” for those who picked the corresponding origin.

————(Drop In)————

-(50CP) - "Transposing Kiln": "An old transposing kiln from Courland, crafted with stitched crystal lizard hide. This kiln can transpose twisted souls to craft special items with their concentrated essence. Deemed forbidden by those unable to make proper use of it."

As described above, it's used for Soul Transposition. Virtually useless and possibly even dangerous in the hands of those unaware of the intricacies of transposing souls.

-(50CP) - "Blacksmith's Hammer": "Metal hammer passed down amongst blacksmiths of the shrine. Serves as a striking weapon, but also excels at shattering poise and breaking the guard of a shield.

Of course, a hammer's true potential is realized in the hands of a blacksmith." Very simple in design, with a simple but sturdy wooden shaft and a head made more for shaping metal than caving in skulls. Functions poorly as a weapon.

-(100CP) - "Firekeeper's Clothes": "Robe, Gloves and Skirt worn by the guardian of the shrine. The Fire Keepers were robbed of light, to better serve as vessels for souls. Only those who cherish the writhing, searing darkness were given the keeper's black attire.

Beautiful black clothing that obscures all but the head from sight. Offers very little in the way of physical protection, but comfortable and warded against fire, curses and the dark.

-(100CP) - "Priestess Ring": "A ring engraved with a portrait of the High Priestess. In Lothric, the High Priestess has long been considered one of the Three Pillars of the king's rule. The High Priestess also served as the prince's wet nurse."

When worn, can empower abilities that rely on some measure of belief or faith such as Miracles or Pyromancy.

-(100CP) - "Skull Ring": "One of Courland's transposed wonders. Derived from the soul of a Soulfeeder. The Soulfeeder was a beast that insatiably absorbed souls to feed its own power. Even after its accursed corpse was burned, it is said that the pungent stench of souls left the air permanently stained."

A brass ring inlaid with a hexagonal, crystalline gem inscribed with an image of a skull, reminiscent of the face of the creature the ring was created from. Wearing the ring causes it to unleash the pungent scent of the Soulfeeder, making it easier for the wearer to be spotted by their enemies and oftentimes increasing their aggression, as well. A seemingly useless trinket in most cases, the ring is useful for diverting attention away from weaker cooperators.

-(200CP) - "Armor & Shield of the Sun": A full set of iron and chainmail armor with matching shield. The choice armor of the old Knight of Sunlight. Though the armor bares no special powers, it's well taken care of and quite sturdy.

Includes a bucket shaped helmet with a red feather, iron bracers, chainmail pants, iron boots, chainmail armor for the torso covered by a white coat with an sun illustration, and a shield with another illustration of the sun. Both drawings also belong to the old knight.

-(200CP) - "Slumbering Dragoncrest Ring": "Ring of a clandestine guild of sorcerers based in Vinheim, home of sorcery. The Dragon School held effective sovereignty over Vinheim, with a great many adept assassins at its disposal."

Upon being worn, silences the users movements including footsteps and landings from great drops. It also dims or even hides any bright, magical auras surrounding the wearer to stop them from revealing themselves while sneaking.

-(200CP) - "Spotted Whip": "Whip mottled with venomous-looking spots. Favored by some female pyromancers of the Great Swamp. As its noxious appearance would suggest, damage from this whip poisons its victims, slowly but surely guiding them to their deaths."

The living, flexible weapon can strike from unpredictable angles making it hard to defend against. The poisons dripping from its venomous spots means it doesn't need to hit hard to be effective.

-(200CP) - "Morne's Great Hammer": "Greathammer bestowed upon Carim Knights who demonstrate outstanding strength and unwavering faith. Decorated by a ward of Carim Temple, and imbued with the twisted rage of Apostle Morne."

A huge mace with a head resembling a temple with the faces of gargoyles on the side, it is truly an intimidating weapon. Can channel the rage of Morne once buried in the ground to emit a bright, forceful shockwave in all directions.

-(500CP) - "Treasure Mimic": A large wooden "chest" divided into three compartments. The left compartment contains twenty pieces of Twinkling Titanite, the right compartment contains twenty Titanite Scales and the middle compartment contains an assorted shards and chunks of normal Titanite.

Titanite is a good, strong metal good for weapons and armor among other things, as well as reinforcing equipment. Twinkling Titanite is handy for the reinforcement of equipment steeped in strength, baring unique abilities, without diminishing those properties, though it's somewhat poor for crafting.

Titanite Scales are left behind by Crystal Lizards that grow to immense sizes after devouring souls, and are the ideal material for reinforcing equipment made through Soul Transposition. All three being handy materials for a blacksmith though.

Titanite originating from the chest will slowly replenish over time once used for something. The assorted normal Titanite will replenish one piece every hour or so, while the special varieties usually take a couple days per piece.

In reality, the chest is a loyal mimic that guards these resources and whatever else you put inside. If need be, it can even reveal itself to fight a would-be thief or carry out simple instructions.

When walking about, two long arms and a huge tongue protrude from the inside, teeth grow along the edges of the lid and a long, lanky, deceptively powerful body stretches out of the bottom.

————(Unkindled Ash)————

-(50CP+) - "Embers": "No Unkindled can ever truly claim the embers that burn within a champion's bosom, which is precisely what makes their yearning for warmth so keen." Vaguely human shaped embers recovered from a bonfire, still ruminating with light and warmth.

Their core will continue to burn for an exorbitantly long amount of time, and they can be fractured to easily create a fire. You receive a small bag with five Embers inside.

By spending an additional 100CP, the bag will refill over time when one is used or fades, at a rate of one per hour. (Sidenote: Useful for activation of "Yearning For Warmth" in the absence of flame.)

-(50CP+) - "Young White Branch": "Branch of a white birch received from somebody. Apparently, this was once a token of friendship. Perhaps treasuring the memory is more important."

May be used to disguise yourself as something in your surroundings, though it will unfortunately crumble in the process. For an additional 100CP you may receive a white birch sapling, with the branches containing the same, capricious, sorcery-like abilities.

Taking care of the sapling will allow it to grow into a tree and produce seeds.

-(100CP) - "Speckled Stoneplate Ring": "Stoneplates are symbols of true knights, and speckled stoneplates are granted to those who face an endless journey." The ornate ring focuses on a rectangular gem featuring various colors warped around each other.

When worn, mildly dulls the harmful effects of magic, lightning, fire and dark energies impacting against the wearer's form.

-(100CP) - "Aquamarine Dagger": "A dagger fitted with aquamarine crystal. Engraved with a prayer in the old tongue to ward off incident. Perhaps it was a parting gift given to one sent off on great travels. "

A short straight dagger that can be infused with magical energy to create a temporary blue crystal blade that extends from the hilt to increase the reach of the dagger, making it comparable in length to a straight sword.

The dagger in both forms is quick and deals inherent magical damage, making it a good weapon for sorcerers looking for a weapon to fall back on or warriors looking to trip up their opponents with a weapon of variable size.

-(100CP) - "Elite Knight Armor": "Armor said to be given to elite knights of fallen Astora. The mere mention of Astora invoked wistful pangs, and perhaps it was such a dream that drew Anri to this faraway home known only by name."

The armor of elite knights, which has found its way to countless kingdoms due to its excellent and protective design. Offers excellent protection for its weight, with the notable exception of lightning due to its steel construction and curses, perhaps due to the cursed nature of the one who wore it last.

-(200CP) - "Firelink Armor": "Armor of the Soul of Cinder, a deific manifestation of the Lords of Cinder, who linked the First Flame. It exists as a symbol of the great Lords and the noble act of linking the fire, though it is no more than an empty husk."

It resembles a knight's armor, but bears hideous burns and contortions. Tattered ornamental cloth still hangs from it. A misshapen crown can be seen on the rear of the helmet, and the chest takes the shape of a deathly ribcage. Offers great protection against blades, magic and flame.

-(200CP) - "Gundyr's Halberd": "Halberd of Gundyr the Champion, received when he was charged with his duty. This old cast-iron halberd is said to never crumble, seeming to suggest that Gundyr was fated to eternal service from the beginning."

While not indestructible, it's incredibly durable and doesn't lose its edge easily. Other than that and its large size for a halberd, it bears no special abilities.

-(200CP) - "Gundyr's Armor": Ancient set of cast iron armor, belonging to Champion Gundyr. Modeled after a former king. Gundyr, or the Belated Champion, was bested by an unknown warrior.

He then became sheath to a coiled sword in the hopes that someday, the first flame would be linked once more." A large, heavy set of armor that grants considerable protection to the knight who wears it.

-(200CP) - "Greater Life Ring": A simple ring set with a small red jewel. Normally left in graves as a memento for the dearly departed, this special Life Ring noticeably improves the vitality, the physical health, of the one who wears it no matter how full of life they might already be.

-(500CP) - "Firelink Shrine": There have been many Firelink Shrines; representative of those Undead who wish to Link the Fire, the Shrine is a place of rest for wanderers and outcasts of all stripes. Although you may call Firelink Shrine home during this Jump, purchasing this will allow you to take a copy of the Shrine with you into future worlds.

A large, temple-like structure, the Firelink Shrine of Lothric features five great thrones meant for the Lords of Cinder as a way to open the way to the First Flame. As a hub for wanderers the inhabitants of the Shrine vary from time to time, but usually you can find a few adventurers, wandering scholars, and travelling merchants here.

There is only one individual that is a constant fixture to Firelink Shrine; a Handmaiden, who helps to maintain the space and sells adventuring necessities. Although her wares are limited at the moment, with only basic supplies that can be found in this world available for sale, if you bring her the ash of slain individuals she will increase her wares, selling items related to that person.

The ashes of another merchant might expand her stock considerably with all the items they could have sold you, while the ashes of a warrior may allow her to sell their armor and weapons, refitted to better suit you. Her prices are fair, and she'll even buy unwanted items from you.

The Firelink Shrine of this world is a bittersweet place. The spluttering First Flame fades with every passing day until only dark will remain, and with it the Age of Fire finally draws to a close to usher in a new, unseen age.

————(Undead Legion)————

-(50CP) - "Wedge Dagger": A thick, sturdy dagger with a vicious forward curve. Used by Abyss Watcher as a wedge for their special techniques, allowing to attack with confounding movements reminiscent of a wolf. It's also useful as a parrying dagger.

-(50CP) - "Wolf Ring": "Ring associated with Abysswalker Artorias, one of the Four Knights of Gwyn, the First Lord. Artorias had an unbendable will of steel, and was unmatched with a greatsword." Sharpens the wearer's will somewhat when worn, allowing them to more easily push through pain, temptation or fear.

-(100CP) - "Farron Ring": "A ring given to Undead Legion of Farron. The Abyss Watchers, for their hunting, required a sword technique that went beyond any existing art. Wolf's blood provided just that, and this ring further extends the effect."

Noticeably aids with conserving the power of the soul when performing weapon techniques that can exhaust it.

-(100CP) - "Wolf Knight's Greatshield": "Greatshield of a knight tainted by the dark of the Abyss, and master of the wolf's blood of Farron." A heavy shield of good craftsmanship in most regards, it grants divine protection to the one holding it, strongly warding against various ailments, magical and mundane.

-(100CP) - "Old Wolf Curved Sword": "Curved sword bearing the soul of the old wolf that stays with the Watchdogs of Farron." It appears as a great scimitar with two large spikes on the back, like the fangs of a wolf. It seems to be growing fur.

While this blade is being wielded or on someone's person, consecutive successful attacks on an enemy will begin to heal you and trigger a temporary small empowered state. The style of fighting employed by the Undead Legion, like a wolf on the prowl, feels natural with this sword.

-(200CP) - "Farron Greatsword": "Greatsword of the Abyss watchers, usually paired with a dagger. A dagger is utilized as a wedge in the left hand while the greatsword is held in the right, a unique technique that was synonymous with the Undead Legion.

Confounds foes the manner of wolves hunting prey." The greatsword is large, heavy, sturdy, and proves to be the bane of dark or Abyssal enemies, harming them more than others.

It requires a surprising amount of finesse to properly wield for something so bulky, at least for true mimicry of Abyss Walker techniques.

-(200CP) - "Wolf Knight's Greatsword": "Greatsword of Artorias tainted by the dark of the Abyss, and master of the wolf's blood of Farron. The wolf knight was the first Abyss Watcher, and his sword is more punishing against creations of the abyss."

A large, powerful blade like the Farron Greatsword, though a bit smaller and thicker by comparison. Proper technique with this blade equal parts power and dexterity. Like the Farron Greatsword, it cuts deeper and more harshly into dark or Abyssal enemies.

-(200CP) - "Undead Legion Armor": "These undead warriors vowed to partake of wolf blood. They acted in the dark, seeking out any sign of the Abyss, fighting a constant war with its abominations. This pointed steel helm was a distinct symbol of the Legion, shirked as a sinister omen by the masses."

This was the armor of the Abyss Walkers, made up of equal parts black dyed leather and iron. A leather vest worn over chainmail, a single gauntlet on their left arm, iron kneecaps aiding their techniques are notable pieces, outside the helmet.

Offers great protection for its weight, the unique leather insulating the body from all sorts of things, from hot and cold to foul liquids and even electricity or magic. Notably vulnerable to the edge of a blade however.

-(200CP) - "Wolf Knight Armor": "A vanquished knight left behind only wolf's blood, and legacy of duty. The Undead Legion of Farron was formed to bear his torch, and the armor of these Abyss Watchers suggests their own eventual end."

Made up mostly of warped metal compared to the Undead Legion armor, this set includes the helm of a knight tainted by the dark of the Abyss. The twilight blue tassel is damp, and will ever remain so.

Offers significant protection for its weight, though focuses more on the physical side than insubstantial, unlike the above armor. Despite that, the protection it offers to flame is just as impressive.

-(500CP) - "Wolf Pack": Years of allegiance to wolf blood has seen that loyalty returned and your advancement from a brother or sister to a leader, an alpha. By purchasing this option, you acquire the loyalty of a pack of ten great wolves.

Each wolf is intelligent and about the size of a man when fully grown. They're about as dangerous as you would expect pack of huge, smart, loyal wolves to be. Open to new tricks and tactics, and can teach and communicate with each other.

Not quite companions, but will not die naturally of old age. Whenever one does actually fall, usually in battle, a new wolf will spawn to take its place a day later.

————(Londor Hollow)————

-(50CP) - "Purging Stones": "Ash-colored stone encasing a skull. Inhabitants of Londor, the land of Hollows, use this secret treasure to feign normalcy. Occasionally, a Hollow fools even himself, and turns on his own kind."

Upon being crushed in hand, it completely removes reverts hollowing back to the first stages, allowing an otherwise desiccated husk of an undead to resemble a human once more. Doesn't cure hollowing, simply reverts the progress of it.

-(50CP) - "Untrue Dark Ring": "One of the illusory rings worn by the Hollows of Londor. The Hollows of Londor are wretchedly aged, fraught with deceit and dubiously secretive. It is no wonder that they are deeply detested."

The wearer, as long as they have the right shape, will resemble an otherwise normal human. Even if they're hollow or have some kind of magical aura, it will be hidden as long as this ring is worn.

-(100CP) - "Dark Hand": "Weapon that allows its wielder to evoke an art unique to Londor, the land of the Hollow. It is also said to be an ancient relic of a Primordial Serpent." A red, wriggling mass that fuses with the hand when squeezed.

The weapon can be used to suck the vital essence out of an enemy via a solid grip, healing the wielder in the process. Can also be used to project a small, weak shield of energy in times of desperation. Simply will it out when you wish to "unequip" it.

-(100CP) - "Morion Blade": "A twisted sword resembling the towers of Londor's Sable Church. Eight branching blades and thorns induce bleeding. The church's blessing makes the weapon revel in the agony of its owner."

The barbed sword can easily tug, pull and rend at flesh to make nasty wounds. Additionally, the dark power it carries empowers the one with it on their person when they're in a state of near death, making all forms of attack more dangerous. Has less use when neither of these abilities can come into play.

-(100CP) - "Ring of the Evil Eye": "This ring captured the foul spirit of an evil eye, a creature that ravaged Astora. The horrid spirit nearly destroyed Astora, but was eventually defeated by "the sword of one most noble." Grants the wearer a burst of minor healing for every life the wearer takes.

-(200CP) - "Darkdrift": "A cursed sword with an unseen blade, the choice weapon of Yuria of Londor. Yuria, a mentor of the Sable Church and accomplished swordswoman, is said to have claimed a hundred lives with this weapon."

A katana with an invisible, ghostly blade. It has quite the deadly edge, but its true strength lies in its ability to pass through shields and armor as if there was nothing in the way.

-(200CP) - "Pale Shade Mask & Armor": "Gold mask worn by those who kill in the name of the Sable Church of Londor. A faint, kindly smile is bound to its surface, giving them the moniker Harlots of Death. What lies beneath that expression, however, is nothing more than the face of a darkly shriveled Hollow."

"Attire worn by those who kill in the name of the Sable Church of Londor. The Pale Shades of the Sable Church are all undying Hollows, giving rise to much fear and contempt. Their fight is one of neither honor nor exaltation, yielding nothing but withered moans."

Offers piddling protection to physical blows, but less than solid dangers have a very hard time getting through. No Pale Shade will fear curses or magic as long as they have nimble feet and these robes.

-(200CP) - "Onyx Blade": "Elfriede, the eldest amongst her sisters and leader of the Sable Church, bestowed this sword to her knight. Only, the sword was a farewell gift, and acceptance signified the knight's resignation from Elfriede's service."

Uniquely shaped greatsword baring two blades coiling around each other, the actual shape matters less than its special powers. Each strike is infused with a great deal of dark's power.

Infusing it with a bit of your soul's power can temporarily awaken the blessing Eldriede placed upon it, covering it in a swath of black flames that burn and scorch with every swing for a short time.

-(200CP) - "Vilhelm's Armor": "The black armor of Vilhelm, Knight of Londor, and a nice fit for any lean Hollow. This hollow knight, who served the three sisters who founded the Sable Church, was particularly loyal to the eldest, and was known as a cold-blooded hangman."

Very form fitting and lean despite its weight and thickness, making it difficult to use for any being other than a shriveled hollow. Offers considerable protection without getting in the way much, especially against blades, points and fire.

That being said, the divine force of lightning punches through with relative ease, to the profane existence that rests underneath.

-(500CP) - "Hollow Bible": What appears to be a Divine Tomb of the Way of White, when opened up it reveals a cavity has been cut out of the pages and a little black book has been tucked away inside.

This Hollow Bible within a "hollow bible" reveals information that, with some degree of practice and study, can allow the reader to harness the powers of darkness.

Basic lessons inside teach you how to project heavy, dark projectiles of various types at enemies. More advanced lessons focus on different curses and spreading the influence of the Abyss.

You could drive weakened enemies mad by gripping their heart in darkness, empowering them but also driving them mad, prone to attack whatever is around them, including allies.

You could also empower allies with darkness if you're careful to inhibit the "madness" part. Either form of this Abyssal Touch is easily visible due to the corrupted individual's "glowing red eyes".

On top of unique lessons, having prior knowledge of Miracles, Sorcery or Pyromancy (as well as the necessary casting implements) can allow one to learn dark variants of tales and spells from those disciplines befitting of a hollow.

————(Knight of the Boreal Valley)————

-(50CP) - "Pontiff's Left Eye": "Knights who peer into the black orb are lured into battles of death, transformed into frenzied beasts. No wonder the Pontiff only provides these rings to those dispatched to foreign lands."

This ring rewards aggression, granting its unique ability to the wearer upon landing multiple successful attacks against an enemy during battle.

The Left Eye Ring will begin to heal you in quick, low power pulses with each new successful attack. This effect will last as long as you continue pressing the attack and land those hits.

-(50CP) - "Pontiff's Right Eye": "Knights who peer into the black orb are lured into battles of death, transformed into frenzied beasts. No wonder the Pontiff only provides these rings to those dispatched to foreign lands."

This ring rewards aggression, granting its unique ability to the wearer upon landing multiple successful attacks against an enemy during battle.

The Right Eye Ring grants a small but noticeable increase in the strength of your soul, making your body and basic abilities stronger with it. This effect will last as long as you continue pressing the attack and land those hits.

-(100CP) - "Fire Witch Armor": "The witches who lead the Pontiff's Knights were originally ordained as holy knights. It was not long however, before their hearts were swallowed by the Profaned Flame."

This armor is quite stylish with the large plume of black cloth around the waist. It offers fairly balanced protection against a variety of threats, but leaves the wearer notably vulnerable to lightning and blunt force trauma.

-(100CP) - "Budding Green Blossoms": "Green flower-shaped weed with small white blooms. Flowers of the Green Blossom are ethereal, blossoming only on the surface of chilled, but not frozen, water."

Purchasing this grants you a small bag with several bundles of Budding Green Blossoms. The plants act as a powerful energy supplement when consumed, filling the consumer with energy and an incredible font of stamina for a short time. Does not replace sleep.

The bag refills over time when a bundle is consumed, taking an hour for each bundle. Additionally, the plants can be cultivated if planted in good soil near chilled water.

-(100CP) - "Pontiff Knight Great Scythe": "Great scythe wielded by the Pontiff's knights, frigid spirits that linger in Irithyll. The large blade appears to be eaten away by insects, making it lightweight but brittle."

Can be stimulated with the power of the wielder's soul, imbuing it with cold for a short time. When this is done, the wielder releases a freezing shockwave around them.

-(200CP) - "Outrider Knight Armor": "Armor of an Irithyll outrider knight. Enveloped in a dimly cool air. The knights were given the eyes of the Pontiff, but the eyes transformed them into savage, raving warriors who only knew how to serve as mindless guards."

Though a little weighty, this armor offers excellent physical protection and is fantastic for insulating and protecting the body from the cold. It fails in insulating the body from the abyss very well, however.

-(200CP) - "Immolation Tinder": "Profaned Flame wielded by the Irithyllian witches, frigid spirits roaming the Boreal Valley. This torch, both a weapon and a staff, is enshrouded in an everlasting flame."

A very long rod with a head made of several jagged pieces. The head eternally burns with a profaned flame, which can explode off melee attacks or be projected in waves along the ground.

Additionally, the giant staff can be used as a catalyst for Sorcery, and serves well in the role of a spellcasting aid.

-(200CP) - "Irithyll Rapier": "Thrusting sword bestowed upon the Outrider Knights of Irithyll. Every Outrider Knight one day devolves into a beast, constantly hounded by Pontiff Sulyvahn's black eyes."

This sword is forever sheathed in powerful frost. It's able to lock up an enemy's body with cold and successive strikes to the same area can even inflict dangerous frostbite.

-(200CP) - "Great Ring of Favor": "A ring symbolizing the favor of the Goddess Fina, whose 'fateful beauty' is mentioned in legend."

The fickle blessing of Fina lifts a bit of the burden placed on the wearer while increasing their vitality. To summarize the effects, the wearer becomes a bit harder to kill, doesn't get tired as easily and will feel lighter on their feet.

-(500CP) - "Small Doll": "In the legendary old city of Irithyll situated in the Boreal Valley, Pontiff Sulyvahn gave this doll to valued subjects, so that they might use it to cross the barrier when they return home.

Listen carefully, and you can hear it say, 'Wherever you go, the moon still sets in Irithyll. Wherever you may be, Irithyll is your home.'"

This is a small silverwork doll depicting a young squire, and it's also a powerful key while on your person that bestows special privileges.

As long as you have it on you, you may pass through fortification type barriers unimpeded. Walls, gates, prisons, forcefields, any other large scale barriers meant to halt progress can't stop yours.

Magical shields, wards and other personal barriers cannot be bypassed using this "Gate Key" effect of the Small Doll. Does not disrupt barriers, allowing you to avoid triggering security, traps or alerts set to go off in such a case.

————(Demonic Vestige)————

-(50CP) - "Pyromancer's Clothes": "Attire of pyromancers of the Great Swamp. Comprised of bronze ornamentation and animal pelt. In the Great Swamp, bronze was used ritualistically to ward off evil spirits and keep darkness at bay."

While it provides little physical protection, the wards are quite effective at defending the wearer from immaterial forces like fire, magic, lightning or abyssal darkness.

-(50CP) - "Teacher's Pyromancy Tome": "What's a teacher without a pupil?" A large, empty tome with an ability that aids in passing down the art of Pyromancy.

When a Pyromancy Spell you know is written down in the book, a number of notes that break it down, simplify it and aid in explaining it scrawl themselves out to join it.

The relationship of teacher and pupil is an old one in the Great Swamp, but not all can teach. For people who have the desire to follow the lead of their predecessors, there's this tome.

-(100CP) - "Black Iron Armor": "Armor made of black iron, from the set of armor for which Knightslayer Torig was infamously known."

Its extreme weight compared to other sets of armor means it impairs the movement of most, but in return it offers incredible protection, especially against flame.

-(100CP) - "White Hair Talisman": "Talisman made from a lock of white hair. This lock of hair belonged to a deformed member of the chaos witches, mothers of the art of pyromancy."

This talisman enables the wielder to cast both miracles and pyromancies without need of a Pyromancy Flame. It is a tool of utility first-most however, and a proper Pyromancy Flame or Talisman would be better at their respective jobs.

-(100CP) - "Knight Slayer's Ring": "Ring of the savage Torig, more commonly known as the Knight Slayer. Long ago, Torig engaged the guardians of an ancient city in a bloody confrontation, and returned with their rings as his prize, still frozen on their dismembered fingers."

Causes the shock of your attacks to dig and reverberate a bit more deeply, causing enemies to tire a bit quicker when attempting to guard against you.

-(200CP) - "Witch's Locks": "A whip fashioned from the black hair of a daughter of the Witch of Izalith, creator of the Flame of Chaos.

The long, shining locks woven together to create this whip are imbued with the essence of fire." The whip has the power of flame naturally imbued in every strike.

If stimulated with the power of your soul, you can bathe the whip in flames for a short time to increase its connection with flame and intensify its lashes.

-(200CP) - "Fume Ultra Greatsword": "This twisted sword, the heaviest of all ultra greatswords, resembles black slate. This weapon, said to belong to a traitor from long ago, was so heavy that it found no owner, and became a forgotten relic of history."

The great, heavy, blunt weapon is so thick and strong that it can be used as an improvisational shield, and doesn't lack too much in that department. Its power only shines in the hands of someone or something with great strength.

-(200CP) - "Demon's Greataxe": "This greataxe, a favorite among demons, contains the strength of fire. The demons, born of Chaos, harbor fire, and yet they are twisted and malformed, such that they were never meant to be."

One may stimulate the fire still burning within the large, stone axe with the power of their soul. Upon doing so, the axe becomes volatile, letting loose a fiery explosion on the next attack you make.

-(200CP) - "Witch's Ring": "The Witch of Izalith and her daughters, scorched by the flame of chaos, taught humans the art of pyromancy and offered them this ring.

Every pyromancer is familiar with the parable that tells of the witches espousing the need to fear the flame, and teaching the art of pyromancy to men in hopes that they might learn to control it."

Has the very simple but powerful effect of noticeably empowering the strength of the wielder's Pyromancy.

-(500CP) - "Seedbed of Chaos": Though the demons may be on the edge of extinction, this "seedbed" has the power to bring them back from the brink.

The Seedbed of Chaos is a warehouse add-on that takes the form of a large, dome-shaped room. The walls and ceiling of the room are covered with white tiles, with giant roots sticking out here and there.

There are more roots sprouting from the walls near the ground, which is mostly void of the tiles. The ground is mostly made up of blackened soil, with more roots here and there in lesser numbers.

There's a massive pool of perpetually molten lava in the center of the room. At the back is the source of the roots, a massive, tangled wooden "tree thing" with a large pit at its base.

The purpose of the room is obvious, sowing life. When a lifeform (whether person, beast or plant) is buried in the room, an incubation process begins that slowly warps whatever was planted into a kind of demon.

If it was buried in the soil to incubate, its default body will warp mostly, like a bat-winged demon. If it was left in the lava to incubate, it will transform into a stone or lava-based demon.

When needing to bury especially large lifeforms, you may climb into the pit in the back of the room, causing your consciousness to transfer into the "tree".

While possessing the wooden monstrosity, you may manipulate its branches like two massive, strong arms great for digging holes or pulling up large demons from earth or lava.

The incubation process may take anywhere from several weeks to a few months depending on how "thorough" you want the transformation to be, with a full incubation even warping the soul.

Beings of the same race, species, type, etc, will generally turn into the same type of demon, and can propagate this new type of demon species themselves if created in large enough numbers.

————(Deacon of the Deep)————

-(50CP) - "Aldritch's Ruby": "Aldrich, infamous for his appetite for flesh apparently had the desire to share with others his joy of imbibing the final shudders of life while luxuriating in his victim's screams."

This malformed ring causes you to heal somewhat whenever you personally deliver a vicious, usually fatal blow to an enemy.

-(50CP) - "Aldritch's Sapphire": "Aldrich, infamous for his appetite for flesh apparently had the desire to share with others his joy of imbibing the final shudders of life while luxuriating in his victim's screams."

The counterpart of the above ring, this malformed ring revitalizes the soul a bit whenever you personally deliver a vicious, usually fatal blow to an enemy.

-(100CP) - "Evangelist Garb": "Robe of an evangelist sent from the cathedral. These teachers, all women, came to enlighten inhabitants of the Undead Settlement and sent carriers on the path of sacrifice."

A bulky set chainmail, leather and cloth armor/clothing. It offers good, rounded out protection at only moderate weight, but due to its many layers can impede movement a bit.

-(100CP) - "Saint Bident": "A silver bident decorated by a holy symbol, formerly wielded by Saint Klimt. He discarded this weapon, that draws upon one's faith, on the day that he put his own faith behind him."

An ornate weapon, though not the strongest around. It becomes a bit stronger with the wielder's belief in it.

-(100CP) - "Saint Tree Bellvine": "Sacred chime for casting miracles of the Gods. A bellvine cut from a small saint-tree that has been meticulously tended to."

While not the strongest chime, the Saint-Tree Bellvine focuses the mind, allowing one to pull on the power of Miracles faster than other chimes.

-(200CP) - "Archdeacon Garb": "Presented solely to delegates of the gods, a sign of the Way of White's highest rank.

Of the three Archdeacons of the Deep, one (McDonnell) cast off his white crown and left the cathedral to stand by Aldrich.

Of the three Archdeacons of the Deep, one (Royce) stood over Aldrich's casket, with hope that he would return one day.

Of the Archdeacons of the Deep, one (Klimt) attended to Rosaria, Mother of Rebirth, whom he deemed a goddess."

These robes, once tainted and discarded, are no longer seen as holy, yet keep their old power. Surprisingly light compared to other forms of protection in these lands, they don't offer much physical protection, but do wonders for the wearer at protecting from the immaterial, especially curses and darkness.

-(200CP) – "Duel Charm": "Tool used in duels of judgement. Nulls effects of special area effects for a short time. Allfather Lloyd's knights lived in fear of his duels of judgement, in which verdicts were carried out by his Sword of Law."

You receive a bag with five inside which refills over time, one talisman per day. Cutting straight to the mechanics of the item, when you throw one of these charms it explodes into a cloud of dust on impact.

Anyone caught in the cloud will have any actively applied buffs stripped from them as part of a temporary effect.

Active buffs can come in the form of empowering spells or miracles, temporary transformations and things in that vein.

The effect lasts a few seconds, and those caught will find themselves unable to reapply or activate their buffs until it ends.

-(200CP) - "Archdeacon's Great Staff": "Large staff bestowed upon Archdeacons of the Cathedral of the Deep. The Archdeacon McDonnell's trespass, the sin of channeling faith for sorcery, transformed what was once merely a symbol of ecclesiastic authority into a catalyst of sorceries."

As it says above, this is a staff used for casting Sorcery, but is curiously empowered by faith, and is quite receptive of the force at that. (Sidenote: An ideal Sorcery staff for those who picked up "Twisted Faith".)

-(200CP) - "Sun Princess Ring": "Ring associated with Gwynevere, princess of sunlight and eldest daughter of Gwyn, the First Lord. Gwynevere left her home with a great many other deities, and became a wife and mother, raising several heavenly children."

A ring "scavenged" from the "abandoned" city of Anor Londo where Aldritch now resides. Those who wear this ring feel subtle warmth, and acquire moderate yet noticeable regeneration that repairs their body over time.

-(500CP) - "Deep Cathedral": You will find, at the bottom of a deep, dark hole, an abandoned cathedral. This cathedral belongs to you, though it's definitely seen better days.

The large structure is almost entirely made of stone, and has a rather dilapidated form of a standard church's interior lit by perpetual candle light.

The structure centers on a massive central room surrounded various smaller halls, passageways, stairways and siderooms tucked off to the sides on various levels, some being quite tricky to find or reach unless you know where to look.

The bottom floor of the cathedral and ground outside are covered in a couple feet of standing, stagnant water.

This water is the conduit of the Deep Cathedral's power, which mimics the properties of the Deep. In a broad area around the hole the Deep Cathedral is located, the heaviest dregs of the soul will begin to drip away.

These dregs will be pulled towards the hole the cathedral is located, allowed to sink into the water and slowly transform it into dark, vile sludge.

Touching the transformed waters of the Cathedral will spread a dark corruption similar to the Deep which breeds depravity through one's soul, and increase their affinity to darkness.

Those with prolonged exposure over long duration may see themselves transformed into something less than human, or perhaps "more".

You will find a similar pit and cathedral with these properties in each Jump, usually near your starting location or hidden just outside of a populated area.

————(Dragon Acolyte)————

-(50CP) - "Dragon Stones": "Stones imbued with the power of the everlasting dragons, used in a secret rite by dragon worshippers." Appears to be a plain sack of plain, albeit ornate, rocks. Some are marked with the body of a dragon, others with the dragon's head.

You can grant a pair of these stones to your followers, those who travel the path of dragon worship. Through prayer, meditation with the stones and your teachings on dragon worship, they will eventually be able to pull on the power of the stones and transform into a partial dragon.

They'll receive the equivalent of the the "Dragon's Body" perk upon finally reaching this point, and the power to breath fire.

Upon such time they will absorb the stones. There are sixteen stones total, and any "spent" ones will be replaced next jump. The transformation is irreversible through any normal means.

-(50CP) - "Calamity Ring": "A ring made from the orange eye of a calamitous dragon. This ring has no useful powers, and is merely a symbol of dragon worship, a thing quietly passed down amongst its most fervent adherents, some of whom become convinced the task has been bestowed upon them as a sacred duty."

Despite what is implied above, the ring does have one special ability. It causes the one who wears it to suffer from greater pains and injuries whenever they're harmed.

Mostly useless for those not of a pain loving persuasion, but no one said the buyer has to be the wearer. . .

-(100CP) - "Drakeblood Armor": "Armor of the Drakeblood Knights, worshippers of the blood of dragons. The red cloth is said to symbolize their yearning for blood. Dragon worship has captured the hearts and minds of warriors across the lands for many ages.

Perhaps such warriors are attracted to doctrines of few words." Form fitting armor, well rounded protection with notable resistance to blades and getting cut in any fashion. On the downside, it's pretty heavy, and dense, which may interfere with precision of movement.

-(100CP) - "Ancient Dragon Greatshield": "A wooden shield bearing the image of an ancient dragon. The painting is the result of an exquisite but painstaking technique.

Lingering, undying traces of the ancient dragons can still be seen in their descendants, the man-serpents, though they have fallen far from grace."

While large, the greatshield only applies passable protection due to being made of wood. While on your person however, grants slow yet steady regeneration.

-(100CP) - "Ring of Steel Protection": "Ring of the Knight King of ancient legend. The Knight King was said to be lined with steel on the inside, such that even the talons of mighty dragons did him little harm." Strengthens the body, causing the wearer to receive less damage from purely physical attacks.

-(200CP) - "Dragonscale Armor": "Armor of a nameless king who was ally to the ancient dragons. Dragon scales are razor-sharp and cannot be burned. The golden crown, buried amidst long strands of bristling ash, is said to closely resemble that of the First Lord."

Average weight, rounded protection for the most part with notable strength against fire, and notable weakness against lightning. This armor is aesthetically unique in these lands, harkening to the old royalty of the gods.

-(200CP) - "Dragon Tooth": "Created from an everlasting dragon tooth that will never break. Left by Havel himself, along with his boulder-like great shield." This tooth, fashioned into a huge, sturdy club. It possesses a mysterious property as well, somewhat warding the wielder from magic and fire.

-(200CP) - "Drakeblood Greatsword": "Greatsword wielded by an order of knights who venerate dragon blood. This sword, its blade engraved with script symbolizing dragon blood." Resembles an ornate, but standard longsword. The engraving on the blade infuses it with the might of magic and lightning, infusing every strike made with the blade with the power of those forces.

-(200CP) - "Great Thunder Stoneplate Ring": "Stoneplates are symbols of true knights, and yellow stoneplates are granted to those who would become dragons." Those who wear this ring are warded against lightning, taking a great deal less damage from the glaring weakness of dragons.

-(500CP) - "Dragon Welp": Everlasting Dragons, rulers of a bygone era from before the Age of Fire. They were once driven to near extinction by the gods with only a few survivors that went into hiding, but have since resurrected in a weaker state.

By purchasing this, you obtain the loyalty and friendship of a dragon, a welp at any rate. The dragon you gain the loyalty of is young, no bigger than a rhinoceros.

It possesses hide like stone, a long, serpentine neck covered with twisting horns, flight and the ability to breathe long streams of flame.

It's an intelligent creature, though not quite as much as its ancient predecessors, and when it reaches maturity it will dwarf most other beings you find in these lands.

Although young, even at this stage it remains a formidable ally. It can be killed, having a particularly notable vulnerability to lightning, but will respawn if killed like after a week.

————(Painted Forlorn)————

-(50CP) - "Mossfruit": "All mossfruit is the same regardless of its color, and has the effects of moss of all colors."

A small bag filled with clumps of mossfruit, which is grown from mosses of all types- and therefore boosts ones resistance to bleeding, poisoning, frost, and even curses when eaten. Your bag is stuffed with around five handfuls of the fruit, with each handful boosting your resistances for a minute when eaten.

By spending an additional 100 CP the bag will slowly refill over time until it is full.

-(50CP) - "Chillbite Ring": "One of the bite rings native to Carim. This ring would never grace Friede's hand, for the painting and its frost became her home."

Like the other rings produced by the Earl of Carim the Chillbite Ring increases one's resistance to elemental frost when worn, making the biting chill of winter a bit easier to bear. A necessity, for those not used to the painted world's frigid temperatures.

-(100CP) - "Follower Torch": "An offensive weapon used by the Farron Followers. Provides light and doubles as a weapon. Some forms of the Abyss manifest as pus within the body, treated from ancient times with fire."

A surprisingly good weapon, though it may serve better as torch for those with greater than average strength or skill. Sturdy enough to be swung like a club, the torch never seems to go out unless it is set aside or dipped in water, and is easily relighted even then.

It comes with a small, refilling pot of oil that can be held in one's mouth and spat across the torch to breathe flame in a front-sweeping motion, which can also be used to relight the torch.

-(100CP) - "Follower Javelin": "Light spear wielded by the Farron Followers. Balanced to allow for throwing. The Followers attack in groups, shielding themselves, and thrusting their spears at their foes. On a final command, they hurl their spears at their fallen foe, to give the retired warrior an honorable send-off. "

A basic weapon with decent scaling in magic when infused, the Follower Javelin wields some strange magic that enables its wielder to create a temporary, illusory copy of itself, enabling the wielder to emulate the funeral practice of the Followers.

-(100CP) - "Ordained Set": "Garb of Friede, Sister of the Painted World. A light blue dress sewn with thin fabric. After renouncing everything, Friede discovered a people that she wished to protect, and assumed the precise form that they yearned for."

Like many mage robes this set has low-overall defenses, especially against physical attacks, but relatively high protection against elemental damage due to the magic that has suffused its fibers. Its only real weakness other than that is bleeding, though fire is also slightly more effective than other elements- perhaps due to Friede's own nature as Ash working against her.

-(200CP) - "Millwood Battle Axe": "Battle axe wielded by Millwood Knights. Its blade is blessed by the symbol of the Ethereal Oak. A hefty axe normally wielded by the mightiest of warriors. "

Much lighter than its description would have you believe, this axe is a fantastic weapon for warriors due to its light-weight and easy heft enabling it to be swung quickly. When properly infused and buffed the deadliness of the weapon increases greatly, particularly if its wielder utilizes the running slash used by Millwood Knights.

-(200CP) - "Ethereal Oak Shield": "Charbronze shield used by Millwood Knights. This shield appears to be blessed by a great, if faded, image of the Ethereal Oak. "

A shield with overall average defenses, being slightly better at guarding against lightning and magic while having a vulnerability to fire. The blessing mentioned is a literal one; those who wield the shield will find their wounds slowly closing over time, much like weapons or shields infused with blessed gems.

The healing it provides is unlikely to be of use in battle; rather, it can be used to heal them during prolonged rests if a bonfire isn't available.

-(200CP) - "Millwood Knight Armor": "Armor worn by knights of Millwood. The charbronze breastplate and the thick black cape are adorned with the symbol of the Ethereal Oak. When the fabled Millwood forest was discovered it was a vacant ruin. The only thing left was the Ethereal Oak, stood rotting. No corpses were discovered, yet their belongings lay neatly on the ground."

Protective, if heavy armor with high resistances to everything save for fire and curses, where it has more moderate defenses. The helmet is adorned with antlers, believed to grow from the blessed beast of the Ethereal Oak; the set as a whole is good for wanderers of frigid landscapes who expect to find battle on their journey thanks to the heavy steel and thick furs providing both protection and comfort.

-(200CP) - "Friede's Great Scythe": "A great scythe wielded by Sister Elfriede, with a curved blade thinly coated by Painted World frost that easily breaks the guard of shields. In the painting, the scythe is a symbol of a long-lost home, possibly explaining Elfriede's preference for it."

A copy of the unique, magical scythe wielded by the Unkindled known as Friede, or some say Elfriede. When wielded without anything in your off-hand the scythe is capable of conjuring a smaller duplicate of itself, allowing for one to imitate Sister Friede's fighting style.

Cold as ice, both scythes are capable of causing frostbite and can partially pierce through shields. When further infused with magical power they are capable of creating waves of frost, and even small explosions of biting cold.

Just like the forlorn goddess who resided in the Painted World long ago, Friede believed that the peace of the painted world was something worth preserving. It is thus fitting that the Sister wields this weapon in effigy.

-(500CP) - "Vessel of Fire": Large vessel of fire, reminiscent of the Lordvessel spoken of in the ancient myths. Intricately carved out of stone, it contains embers, flames, and even molten lava, which when spilled from its depths feels as harmless as rain to the owner's skin.

Its bowl-like shape makes for a somewhat unwieldy weapon, though the owner can always hoist it above their head despite the immense weight that others would feel from attempting it.

This is because it's true purpose is to reflect the state of the world- and, if the corruption of that world becomes too great, to burn it away so that a new world can be born from the fires; like a forest erupting with new life after a wildfire.

It is possible to pour the contents of the bowl out prematurely to do this in a more localized fashion; burning away rot and other unnatural foulness like a lantern burns oil. The fires will burn wildly, but not uncontrollably, and will die away so long as they aren't fed further from the bowl.

Of course, there is another option. If the festering corruption of the world is great enough that the fire will burn all, then one can feed blood to the bowl to help prevent the state of the world from worsening further. The painted world is one that was painted with blood, and perhaps all worlds are the same way, for feeding blood to the fires will quench their thirst.

But not any blood will do; only the owner of the vessel's. This may buy time for others to improve the state of the world... or maybe such sacrifice is in vain, and one should know when a world's time has come.

————(Ringed City Outcast)————

-(50CP) - "Church Guardian Shiv": "This special throwing blade has a flat tip, and is wielded by the guardians of the Church of Filianore. Guardians of the Church, of whom few remain, watch over Princess Filianore's eternal slumber along with the Spears of the Church."

An unassuming blade, similar to the ones wielded by the guardians who watched over the painted world long ago. By utilizing one's magical energy, illusory blades can be projected from the blade which seek out their target. However, the knives themselves are weak, making this weapon more of a tool for tripping up opponents or finishing off those that flee your wrath.

-(50CP) - "Young Grass Dew": "A small, transparent stone that once graced the green young grass crest. This semi-precious gem honors a Spear of Church after a battle well-fought, and is said to slightly enhance their blessing of protection."

A small, yellow-white stone small enough to be held in the palm of one's hand. Simply holding the stone on one's person provides minor benefits to the wielder, including slight increases in their magical energy, durability, and stamina regeneration. It also doubles the amount of knives thrown when utilizing the Church Guardian Shiv- though, again, the overall damage remains low.

-(100CP) - "Sacred Chime of Filianore": "A sacred chime blessed by Princess Filianore, matriarch of the church. Filianore's favor knows no boundaries, and this sacred chime expands the range of vicinity-affecting miracles that heal, cure, or provide other enhancements."

A great catalyst for support miracles thanks to its range-extending effect making even a simple healing spell capable of affecting multiple people at once, the chime can also be rung in order to provide a brief call of favor to Filianore, providing slight restoration of health over time. It's otherwise a pretty standard catalyst, albeit a rare one as it was created before Princess Filianore entered her eternal slumber.

-(100CP) - "Crucifix of the Mad King": "A cross spear hung with a malformed corpse. Once, a mad king was born to the pygmy royalty and Shira, knight of Filianore, put him to rest. But Shira's cross spear, unable to kill the undying king, only pinned itself to him. Shira delivered them together to the darkroom, where she stayed and held them close."

A dark halberd that can also be used as a club, this crucifix deals innate dark damage and that can be increased further with dark weapon reinforcements, making for a surprisingly powerful dark weapon. By slamming the malformed corpse hanging from the halberd into the ground it can be briefly awoken, and then filleted to trigger one of three effects.

The first causes the corpse to roar, creating a blast of power that covers your front and side. The second is a blessing which temporarily raises resistance to damage and sturdiness. The final effect is a vexation, and potentially harmful to the wielder as it spawns a floating sphere of dark power that explodes after a few seconds.

-(100CP) - "White Birch Bow": "A short bow crafted with white birch. Endowed with light-manipulating magic. The bow is a relic from an ancient land of sorceries that was swallowed by the Abyss, most known for its folktale of the heroic Abysswalker."

A shortbow that requires moderate dexterity to wield due to the somewhat inflexible birch that is crafted from, it is made from the very same wood as the white saplings found throughout Lothric and in the Dreg Heap. Like the branches from those trees the shortbow has the power of invisibility, and it can make the arrows fired from it invisible in order to baffle foes with unseen projectiles.

-(200CP) - "Divine Spear Fragment": "A fragment of the matching ritual spears once held by the knights of Princess Filianore. These Divine Spears were placed in the trusted hands of exalted Spears. When Spears of the Church face unduly treacherous foes, this allows them to draw upon former majesty, and summon a row of upward-thrusting ritual spears."

A unique magical tool and artifact of the Spears of the Church, normally only given to the most exalted of their number. When used it either summons a row of lightning-infused spears from the ground, or causes them to erupt around the user to spear through those who would disturb the Princess's slumber.

Although normally it can only be used to fulfill one's duties as a Spear of the Church, this one can be used at-will. The fragment does not consume one's magical energy or focus, but does have a short cool-down period between uses.

-(200CP) - "Frayed Blade": "A dragon weapon symbolizing Darkeater Midir. The once-exquisite blade is now stained black, and frayed at the hilt. Without its sheath, it will soon crumble into nothing."

A nearly-destroyed katana that has been eaten away by the Abyss. Corroded to the point that the blade is at risk of breaking and requiring tremendous dexterity to wield as a result, this sword is capable of unleashing dark shockwaves along the earth when infused with magic.

Those who plan to use this weapon will find it swift and merciless, light-weight, and capable of dealing great dark damage- though, they should probably pack some Repair Powder to keep it from falling to scrap.

-(200CP) - "Ringed Knight Armor": "Malformed black armor of the Ringed Knights. The armor of early men was forged in the Abyss, and betrays a smidgen of life. For this reason, the gods cast a seal of fire upon such armor, and those who possessed them."

A suit of armor that is suspiciously similar to the armor worn by the ancient Darkwraiths, the Ringed Knight Set is an effective set of medium-weight armor, with decent all-around defenses. The seal of fire on the chest, reminiscent to the Darksign, appears as a massive black hole on the chest- though it doesn't render the armor any less protective.

The hood is made of cloth, tainted by the Abyss, and is typically worn by the Ringed Knights in layers that hide their eyes. This was nothing less than an attempt to reveal what the seal of fire has occluded, and a subtle defiance of the gods' wishes.

-200 CP- "Ledo's Great Hammer": "Great Hammer wielded by the Silver Knight Ledo. Ledo's hammer is by far the heaviest weapon among those wielded by the knights of Anor Londo. Ledo, an eccentric who travelled across the outskirts, became a close friend to the giants and even Havel, the Rock."

An immensely heavy weapon made out of solid steel, Ledo's Great Hammer is the heaviest weapon that can still be wielded by Undead of average size. The magic of the hammer allows it to call stones to it when spun, without increasing the weight of the hammer even further, that when slammed into the ground shatters the stones and creates a shockwave in the earth. A peculiar ability for a peculiar knight; perhaps it was his friendship with Havel that gave the weapon its affinity for the earth.

-(500CP) - "Dreg Heap": As the Age of Fire closes and the lands of ancient lords converge, the Dreg Heap at world's end grows ever onwards. With the oldest lands and cities at the bottom, and the newest at the top, the Dreg Heap is a collection of all that came before it- from the times of Lothric, to Drangleic, all the way back to the time of Lordran and the Ringed City.

Picture a pyramid; thinnest at the top, widening steadily until it reaches the base. Now bury that pyramid beneath the earth so that only the tip remains. This is the new Dreg Heap that you have discovered; a subterranean pocket where past, present, and even the future overlap and coalesce, with only the "tip" of the heap peaking out into the normal world.

Despite being located beneath the earth the Dreg Heap has a sky; another trick or illusion of time and space as these lands from different times and places converge into one area. This heap is not a physical location in the sense that it can be burrowed into; it may appear as one due to the surface entrance, but the transitory nature of the Dreg Heap makes for a chaotic and unreliable space for anything other than exploration.

Exploring this Dreg Heap is dangerous, but potentially highly rewarding. Pristine relics, artifacts from the near future, and other rarities can be found, along with a mountain of dangers from the inhabitants of the Dreg Heap, many of whom have been driven to madness or desperation due to the chaotic nature of their home.

Creatures and threats long thought dead or disappeared can also appear in the Dreg Heap, so be warned. Note that the Dreg Heap changes to suit each world, and that in this world it will appear similar to the actual Dreg Heap at world's end.

————(Lothric Knight)————

-(50CP) - "Lightning Urns": "Dragon-hunting tool used by Lothric knights. Explodes upon contact, inflicting lightning damage. The knights of Lothric have since tamed dragons, but were once hunters of dragons themselves. This explains their special hunting gear, and why they worshiped the sun."

A small, gourd-shaped urn filled with gold pine resin and materials that conduct lightning well. When the clay urn shatters it unleashes its payload, dealing lightning damage to everything it comes in contact with. You have ten right now, and by spending 100CP the urns will replenish at a rate of one every hour.

-(50CP) - "Knight's Ring": "Ring engraved with a portrait of a knight. In Lothric, the Knight has long been considered one of the Three Pillars of the king's rule, and were thus allowed to rear dragons."

One of the enchanted rings often handed out to knights of Lothric, this ring provides a substantial increase to the wearer's strength. Similar rings that boost the intelligence and faith are also given to Scholars and the High Priestess, as well as the members of the Black Hand, the unofficial fourth Pillar, whose ring boosts dexterity.

-(100CP) - "Lothric Knight Sword & Shield": A straight sword design for thrusting attacks and a kite shield decorated with Lothric's royal crest, both of exceptionally fine make.

The sword was used from the back of a drake to crush anything that threatened Lothric's shores. The shield on the other hand is warded quite well against lightning, befitting a dragonslayer's arms.

-(100CP) - "Lothric Knight Armor": "Armor of a celebrated Lothric knight. The Knight has served as one of the Three Pillars since ancient times, and shares place alongside the wyverns as a symbol of Lothric.

Only those possessing a knight's resolve are fit to wear this garment." Strong steel armor, if a little worn. Bares tattered red decoration of Lothric's royal crest.

-(100CP) - "Knight's Crossbow": "Crossbow used by the proud knights of Lothric. It bears an elaborate gold design. The crossbow has been blessed with the power of lightning, in anticipation of the use of Lightning Bolts."

This crossbow, blessed by the High Priestess in a similar manner to the shields carried by her guards, has low overall damage due to the gold used in its design.

However, when used in conjunction with Lightning Bolts, which are artifacts from the dragonless era where the pact between gods and humans was upheld, the crossbow greatly amplifies the lightning damage that the bolts are able to inflict. This crossbow comes with a quiver of bolts, which will replenish slowly overtime, refilling in a day when emptied.

-(200CP) - "Divine Blessing": "Holy water blessed by the Queen of Lothric. The Queen of Lothric, married to the former King Oceiros, was initially revered as a goddess of fertility and bounty. After giving birth to Ocelotte, her youngest, she quietly disappeared."

The holy water in this glass vial will fully recover the one who drinks it from all physical injuries and any mundane ailments plaguing them from disease to poison to burns or frostbite, but only if one drinks it all. The vial will refill one week after the holy water has been imbibed.

-(200CP) - "Dragonscale Ring": "Ring of Oceiros, former king of Lothric. In his later years, Oceiros became fascinated with dragons. After going mad, he was more commonly known as the Consumed King. Many assassins were dispatched to his domain, but none returned. The Consumed King ascribed his resilience to the divine protection of the dragon scales."

An intricately designed stone ring, set with a pale blue dragon scale rather than a gem, the protection granted by the ring reduces the effectiveness of sneak attacks, protecting the wearer's back from those who lurk in the shadows. Makes such cowardly tactics nearly half as effective as they would normally be, making it an invaluable asset for those that fear an assassin's blade.

-(200CP) - "Robes of Prayer": "Prince Lothric's hood, robe and skirt. The prince, destined to be a Lord of Cinder, was cherished by the royal family, despite being born into illness, a frail and shriveled child. His swaddling clothes were made of aged, coarse cloth used in ancient prayer, and are all that he has ever worn."

A set of simple, black robes trimmed with golden material, the prince's clothes are lightweight, though clearly not fit for real combat. The miracles spoken of in prayer have soaked into the fabric, increasing the wearer's ability to endure the elements, and the robes provide unmatched defense against curses of all types- though this is not absolute, as even now the Twin Princes' suffer from their shared burden.

-(200CP) - "Golden Wing Crest Shield": "A blue knight's shield engraved with a golden wing crest. This shield is exceptional amongst the enchanted blue shields; not only does it boast high magic absorption, but also enables its wielder to parry spells."

A rare artifact from a land where spell-parrying shields were more common, carried by the Lion Knight Albert in his defense of Lothric Castle. Like many crested shields it protects against an element quite well; in this case, sorceries.

Making a parrying motion with the shield causes a short-lived magical barrier to appear for a moment, which has the power to reflect projectile spells away from the wielder if timed right.

-(500CP) - "Swords of the Twin Princes": "Sword forged from the reunion of the inseparable swords born from the souls of Lothric and Lorian, the twin princes. Their union is rooted in a curse, and perpetuated by grief."

A union of the two swords associated with the twin princes Lothric and Lorian, and capable of wielding the powers of both. Its shape is derived from Lothric's platinum holy sword, which the frail prince never wielded, while the size and charred appearance comes from Lorian's greatsword, used to slay the Demon Prince.

Normally this sword would never be able to exist, being transposed from both swords, but somehow it has ended up in your possession. The sword is capable of separating temporarily allowing one sword or the other other to be wielded without its counterpart, though the nature of the souls used to craft it means this parting is hard to maintain.

Lorian's greatsword, eternally scorched with flame and stained black, constantly smolders with the embers of Chaos. When stimulated with the wielder's soul the embers are ignited, becoming flame once more, and the sword gains the ability to launch flames across the ground.

Lothric's holy sword was blessed by Emma, the High Priestess, with potent magic. The sword can be imbued with sacred light, after which a thrusting attack can be used to release it in the form of an arrow.

————(Timeless Scoundrel)————

-(50CP) - "Horsehoof Ring": "Unbreakable Patches adored this ring and the feeling that it gave him when he kicked his marks into the depths of treacherous traps, but suffered no shortage of ridicule from his associates for relying so heavily on the tired old trick.

But who is the sorrier? The horse who knows only to kick, or the fool who approaches the old beast without thought?" A ring depicting a horse's hoof, it magically empowers your kicks which helps with breaking an enemy's guard.

-(50CP) - "Black Firebombs": "More powerful bisque urn filled with special black powder. Fire damage, which differs from physical damage, is highly effective against creatures of flesh, beasts, and other foes that might naturally have cause to fear the flame. "

A small collection of black firebombs; five normal ones, meant for throwing, and five with ropes attached that allow it to be whipped behind one's back, enabling a different fighting style and catching opponents unawares.

For an additional 100 CP, the firebombs will replenish overtime, one of each type every hour.

-(100CP) - "Winged Spear": "A long-hilted spear with winged lugs. Long reach, and can be used with a shield up. Spear attacks are centered on thrusting, but can inflict high damage when timed with the end of an enemy's swing."

A simple, yet efficient weapon, the winged spear isn't anything special on its own other than being a practical, light-weight weapon for nearly anyone. The spear shines when infused, however, and scales well with strength, dexterity, faith, and intelligence depending on how it is upgraded, making for an excellent main weapon for honest folk and rotten clerics alike.

-(100CP) - "Black Leather Set": "Black dyed leather armor. Enables its wearer to hide in the shadows with silent finesse. The wearer of this fine attire was admired by friends and enemies alike, for his skills were unmatched, and his heart was true as gold. As its new owner, you have quite the shoes to fill."

A lightweight and somewhat patchwork set of armor made of leather, cloth, and a few metal plates for additional protection of certain areas, this set of armor also includes a thief's mask which can conceal the face and muffle the voice if one has something to hide. Its defenses are middling, though quite good for the overall weight, but it doesn't truly shine in any area of protection.

-(100CP) - "Alluring Skulls": "A skull resplendent in the scent of souls. Prepared by evangelists of the Cathedral of the Deep. "

A glowing, crystalline skull that glows blue from the weak souls trapped inside of it. When thrown the skull shatters, unleashing these frail souls into the air and attracting those with a hunger for them, or those who are merely attracted to shiny objects. Although they're not effective against all foes soul hungry Undead and beasts are usually weak to its alluring scent, distracting them quite well.

-(200CP) - "Lapp's Armor": "Steel armor of the amnesiac Lapp. This plate-armor body, that covers the torso cleanly without even slight gaps, provides heavy defense. Quite fit to conceal a hollowed body, and indeed one's very identity."

Heavy armor that provides appropriately heavy defense, the armor conceals the wearer's body entirely when worn save for the thin holes in the helmet for seeing. The only exception to this defense is the curse resistance, which is more middling in comparison to everything else; fitting, considering how curses vexed the wearer so.

-(200CP) - "Curse Ward Greatshield": "Greatshield given to those who resisted the curse long ago. Far too heavy for an ordinary person, perhaps it signifies the foolishness of resisting the curse. And yet, those who bear the weight of this shield will not find its protections against curses wanting."

A heavy shield requiring superhuman strength to wield one-handed, and a relic from a hunter who pursued the Undead long ago. When carried it increases ones resistance to curses of all types, including the stone breath of Basilisks and even the curse of the Undead, to an extent.

-(200CP) - "Rusted Gold Coins": "A rusty old coin that surely has no currency. A rich man lost his fortune, but it returned to him twofold. He was quick to squander his retrieved fortune, smugly confident that it was bound to double once again."

A set of seven rusted gold coins, each depicting the image of an angel; whether this angel is meant to represent one of the ones worshiped by the Ringed Knights or perhaps some other angelic creature found in the land this coin was minted in is unknown. Gold cannot normally rust, which perhaps explains why the coin lacks value, but as a talisman they are quite effective.

When one crushes a coin their luck increases in leaps and bounds for a time, increasing the likelihood that they will stumble into wealth and treasure of some sort- particularly the kind carried by other people. A blessing to be sure, but avarice is often the downfall of men. A new coin is received daily until they number seven in total.

-(200CP) - "Splitleaf Greatsword": "A long-handled greatsword that made its way from a distant land. Crafted entirely with steel, making it exceedingly heavy. Splitleaf refers to the shape of the great blade, and its resemblance to the veins of a leaf."

A heavy weapon- best wielded like a halberd in spite of its name- the Splitleaf Greatsword can be spun vigorously above the head, and then infused with magical energy for continued spin attacks that whip up wind and gain greater momentum and dizzying strength with subsequent attacks. This flurry of wind can even deflect arrows, though heavier or faster projectiles may slip through.

-(500CP) - "A Map of the Land": An old map, the masterwork of an eccentric mapmaker who conducted research into all sorts of strange and magical maps in an old kingdom by the sea. Inscribed on faded yellow parchment in fresh, exquisite silver and black ink is a map of the kingdom of Lothric, including the surrounding lands. It makes note of various landmarks of interest, including ones that can't be found on any other map in the converging kingdoms.

Already an invaluable help for wayfarers and adventurers, the map is also a powerful magical artifact that maps out its owner's surroundings. When the bearer enters a location rife with danger and secrets the map shifts, showing only the immediate area instead of the country or kingdom as a whole.

As they explore the map's magic will show nearby secrets, shortcuts, and mechanisms and will also reveal the location of traps and other hazards. It can even show the location of enemies, allies, and the owner of the map itself, allowing one to plot their next moves with great ease.

The map is able to sense the wishes of its owner, and can show previously explored areas- though only adjacent ones will have the same level of magical detail, as well as highlighting other features that might be of interest to them that aren't strictly limited to the ones listed above.

A useful trinket to be sure, but sticking your nose in a map all the time is a good way to get blindsided. Judicious use is key.

————(Miscellaneous Items)————

Unlike the above items, no origin receives special discounts for the items found below.

-(Free/50CP+) - "Salvaged Equipment": Depending on which Build Perks you decided to purchase, you will be granted a free, basic item that compliments it.

You can receive multiple if multiple Build Perks were purchased. You may also purchase any of the below items for 50CP if you're not already eligible for them.

Those who purchase "Rare Vitality" will receive a sturdy Knight's Shield. Those who purchase "Simple Solution" receive a well-crafted battle-axe. Those who purchase "Rapid Response" receive a pair of scimitars. Those who purchase "Miracles" will receive a Sacred Chime, used for casting Miracles.

Those who purchase "Sorcery" will receive a wooden staff, used for casting Sorcery spells. Those who purchase "Pyromancy" are granted a Pyromancy Flame. Those who purchase "Twisted Reality" are granted a Bandit's Knife. Those who purchase "Poised For Victory" receive a nice, heavy tower shield.

-(Free/50CP+) - "Estus Flasks/Ashen Estus Flasks": "The Undead treasure these dull green flasks. The journey of an Undead has always traced the bonfires, and no journey of import has been made without an Estus Flask./

/Undead treasure these dull ashen flasks. Quite befitting of an Unkindled, an Ashen Estus Flask turns a bonfire's heat cold."

You receive five flasks total, how you divvy this number up between normal Estus Flasks and Ashen Estus Flasks is up to you. Estus Flasks work like healing potions, healing the wounds of the one who drinks from them.

Ashen Estus Flasks meanwhile revitalize the soul, allowing one to cast more magic or use more special weapon abilities. Both types of flasks will refill when resting near a bonfire (or a normal campfire in other worlds).

Normally they'd only work for undead, but flasks purchased in this manner work for any form of being. You may purchase additional flasks at 50CP each.

-(50CP) - "Soapstones": Purchasing this grants you two items, a White Sign Soapstone and a Red Sign Soapstone. The White Sign Soapstone allows you to draw a glowing sign on the ground, visible to certain strong beings in overlapping, parallel worlds.

Beings who can detect the sign may temporarily summon you to aid them as a phantom with some kind of task or battle. A Red Sign Soapstone is similar, but broadcasts very different intent. A being that summons you from a Red Sign will oft be looking for a fight or duel.

You do not have much to fear from being summoned as a phantom, for you are operating through a proxy body and death of the phantom body doesn't translate to death of the real one. Useful for an adventurous outing, but little else.

-(50CP) - "Infinite Prismstones": "Warm pebble emitting a beautiful phasing aura of seven colors, with a very rare eighth." Prismstones, glowing crystals that can be used to leave a trail for you to follow backwards while exploring some uncharted area.

They also possess a secondary unique ability. The fragile stones can be tossed off a ledge, and if the fall would be fatal, they will fracture and let out a loud screech to alert you. The Prismstones can be pulled from your pockets, sleeves or anywhere else appropriate on your person.

-(50CP) - "Carvings & Knife": An odd set of items, we'll start with the carvings. Purchasing this grants you five wooden carvings resembling twisted heads, each letting out a few deep, bellowing words when dropped on the ground.

The carvings you have call out "Very Good", "Thank You", "Hello", "Help Me" and "I'm Sorry" respectively. You also receive a small whittling knife, allowing you to make more carvings like these.

Simply think on the one to three words you want it to say while carving a wooden head with an expression fitting for them. The knife doesn't do much else, but it'll stay strong and decently sharp.

-(100CP) - "Fleshbite Ring": "One of the bite rings native to Carim. The crafting of these rings is forbidden, perhaps owing to a fear of malleable stone. Clerics, however, dabble freely in the art." A ghastly looking ring, it hardens the wearer against all manner of curses and ailments.

-(100CP) - "Bellowing Dragoncrest Ring": "A special ring given to those who are deemed fit to undertake the journey of discovery in Vinheim, home of sorcery.

Apropos to the Dragon School, the seal depicts an everlasting dragon. A bellowing dragon symbolizes the true nature of the consummate sorcerer." Greatly empowers Sorcery spells cast by the wearer.

-(100CP) - "Sage's Ring": "A ring given to Farron's Undead Legion by one of the preacher twins, known more commonly as the Crystal Sages."

The sorcerers of Farron's Abyss Watchers were known to be lonesome warriors who would only rely upon more pragmatic spells." While worn, this ring can significantly reduce the casting time of spells cast by the wearer.

-(100CP) - "Ring of the Sun's First Born": "Ring of the Sun's first born, who inherited the light of Gwyn, the first lord. The Sun's first born was once a god of war, until he was stripped of his stature as punishment for his foolishness.

No wonder his very name has slipped from the annals of history." This ring greatly empowers the Miracles cast by the wearer.

-(100CP) - "Lingering Dragoncrest Ring": "A special ring given to those who are deemed fit to undertake the journey of discovery in Vinheim, home of sorcery. Apropos to the Dragon School, the seal depicts an everlasting dragon. A lingering dragon symbolizes the true nature of the consummate sorcerer."

This ring greatly lengthens the duration of spells that actually have one for the caster who wears it. Contrary to the ring's ties to Sorcery, it works with any kind of spell, including those of Pyromancy and Miracles.

-(100CP) - "Hawk Ring": "Ring associated with Hawkeye Gough, one of the Four Knights of Gwyn, the First Lord. In his later years, the giant Gough was blinded, but this did not prevent him from striking down a calamitous dragon with his Greatbow."

Imparts a mysterious ability on the wearer. Objects shot, tossed, thrown, lobbed or otherwise sent flying through the air by the wearer take longer before gravity starts trying to ground them. This effectively allows you to shoot/throw things at longer distances.

-(100CP) - "Carthus Milkring": "Ring worn by the warriors of the sand kingdom, Carthus. The sword technique of Carthus allows for fluid movement with a curved sword. Masters of the technique are said to dazzle their opponents by moving as weightlessly as a grain of sand.

They live for their High Lord Wolnir, conqueror of most kingdoms known to their people." Simply putting it on makes the wearer feel more nimble. Additionally, when dodging or rolling out of the way of an attack, the wearer's movement becomes hazy, clouded, making it harder to predict your path,

-(100CP) - "Obscuring Ring": "Ring bestowed upon the Fingers of Rosaria, invaders who seek tongues for their goddess. It is said that Rosaria, the mother of rebirth, was robbed of her tongue by her firstborn, and has been waiting for their return ever since."

Completely conceals the wearer of the ring to anyone more than ten meters away, making them appear invisible. They will appear clear as day for anyone inside that bubble though.

-(100CP) - "Brigand Twindaggers": "These paired daggers are the preferred weapons of the brigands of a distant land." Of exceptional make, the daggers refine your movements while wielded. They've also got potential for becoming extremely dangerous lacerating weapons if properly prepared.

-(100CP) - "Scholar's Candlestick": "A candlestick covered in ivory scales once used by the Scholars of the Great Archives. This served as their guiding light, as well as a tool of self-restraint. Even today, wielders of this weapon benefit from the resulting sorcery-strengthening properties."

While the dagger itself doesn't make an amazing weapon, it has several special abilities. When stimulated with the power of your soul, it can provide enough light to illuminate a room. It also empowers the wielder's Sorcery as long as it's held.

-(100CP) - "Gotthard Twinswords": "The hunters known as the King's Black Hands wielded paired weapons. These belonged to Gotthard, who fled the castle. Gotthard rose quickly through the knighthood, no surprise to those who have witnessed his swordsmanship."

A powerful pair of swords whose true potential reveals itself only when they're dual-wielded.

-(100CP) - "Valorheart": "Weapon once wielded by the Champion of the Undead Match. A special paired set consisting of a broad sword and a lion shield. The champion fought on, without rest, until he lost his mind. In the end, only his page and a lone wolf stayed at his side."

In addition to being a vicious weapon combo, the shield bares a special ability. When stimulated with your soul, you can empower the next shield thrust with the roar of a lion, throwing vulnerable enemies struck by the bashing attack flying backwards.

-(100CP) - "Hollowslayer Greatsword": Greatsword used for a lifetime by a masked knight. Harbors the fears that lurk within the mind of Hollows, and is particularly effective against them. Bestowed to a proper Mirrah knight long ago."

As above, the weapon is a glaring weakness for all hollow-kind, dealing significantly more damage against them compared to similar weapons. It remains an excellent standalone weapon outside of this ability too.

-(100CP) - "Black Knight Sword": "Greatsword wielded by the Black Knights who wander the lands. Designed to face chaos demons. The Black Knights constantly faced foes larger than themselves, and this sword's unique attack greatly reduces enemy poise."

You may stimulate the sword with the power of your soul while raising it into the air, granting you a few seconds where it's far harder to halt your advance or attack. The sword also hurts demons more than similar weapons.

-(100CP) - "Astora Greatsword": "This greatsword, bestowed only upon elite knights, is a relic of the ruined land of Astora. Designed for a focus on thrust attacks, this sword is hard and sharp, but not unusually heavy."

The lightest weapon in its class, Ultra Greatswords, but otherwise doesn't appear to be all that special. In truth, it has great hidden potential, and it's in your hands how to bring it out. (The weapon shines most when infused, excelling no matter which path it's pushed down.)

-(100CP) - "Pontiff Knight Curved Sword": "Curved sword wielded by the Pontiff's knights, frigid spirits that linger in Irithyll. The large blade appears to be eaten away by insects, making it lightweight but also brittle."

When stimulated with the energy of your soul, it will temporarily be infused with the power of cold. The first slash after this power has been infused into the weapon releases a large blade of ice.

-(100CP) - "Crescent Moon Sword": "Ringfinger Leonhard's weapon of choice, a type of shotel imbued with the power of the moon. Leonhard set out on a journey of rebirth, but decided instead to serve the goddess as a knight, and inherited this weapon."

An odd weapon infused with magic, its unique shape makes blocking it with a shield difficult. If the stimulated using the energy of your soul, you can project crescent blades of magic with it.

-(100CP) - "Exile Greatsword": "Bloodstained greatsword wielded by one of the Watchdogs of Farron, who preside over the slumber of fallen warriors.

The blade is a reminder of the exile's past misdeeds. Inhuman strength is required to wield this heaviest of curved greatswords." True, it requires incredible strength to wield, yet its power more than makes up for it.

-(100CP) - "Carthus Curved Greatsword": "Large curved sword wielded by swordsmen of Carthus." The lightest of all weapons in its class, and possibly the longest to boot.

This greatsword was crafted with the creation of deep, lacerating wounds in mind and it excels at it. Holds excellent potential for development.

-(100CP) - "Onikiri and Ubadachi": "The hunters known as the King's Black Hands wielded paired weapons. These belonged to Kamui, who looked after the prince.

Kamui brought Onikiri with him to the Undead Settlement, where he forged Ubadachi, and was finally prepared to join the ranks of the royal hunters."

These paired weapons of Eastern design are excellent at creating lacerating wounds and are light and thin enough for agile movements to be performed even in the midst of pitched battle.

-(100CP) - "Bloodlust": "Katana of the old Mound-maker. The Mound-maker piled sacrifices upon the altar, but became the final offering himself, leaving this katana as a gift for his dear family." Appearing to be made of bone, this weapon holds a dark power.

Should the wielder of this weapon injure themselves and bathe it in their blood will temporarily grant it uncanny sharpness, making it far more dangerous than usual.

-(100CP) - "Crow Quills": "Thrusting sword wielded by Corvian Knights, and a special paired weapon. In their infatuation with Sister Friede, the Corvian Knights swore to protect the painting from fire, and to this end, took to the execution of their own brethren."

In addition to the thrusting sword, this weapon includes four special throwing daggers meant to be wielded like claws in your off hand.

Stimulating it with the energy of your soul allows you to throw temporarily insubstantial illusions of the knives in your hand. (Allowing you to use them for their purpose without discarding them.)

-(100CP) - "Eleonora": "A strange weapon found among malformed inhabitants of the Profaned Capital. The Profaned Flame was triggered by the curse of these women, relatives of a certain oracle, but despite their culpability, they went on living, without any cares."

You may stimulate this weapon with the energy of your soul while waving it above your head to release the sound of an ominous bell.

This infuses the weapon with a warping blade that causes jagged, lacerating wounds and recovers a bit of your damage with every attack. The "buff" lasts half a minute, plenty of time to make use of it.

-(100CP) - "Earth Seeker": "This large twin-bladed axe forged with bronze is a ceremonial weapon normally used in sacred rites. Millwood is a land of primitive earth worship where chieftain knights served as high priests."

This great, heavy axe can be thrust into the ground while being fueled by your soul to trigger tremors and earthen explosions around you that can throw enemies up and around, pummeling with large stones at the same time.

-(100CP) - "Black Knight Greataxe": "Greataxe of the black knights who wander the lands, used to face Chaos Demons."

The huge, heavy axe can cause more serious wounds against demons compared to similar weapons. Even by itself against non-demonic enemies it's a force to be reckoned with, in the hands of those who can swing it anyways.

-(100CP) - "Gargoyle Flame Hammer": "Stone torch hammer wielded by gargoyles of the Profaned Capital. The Profaned Flame, which never goes out, imbues this weapon with a fire attack."

By stimulating the hulking weapon with your soul, you can project a dangerous stream of flames. The fire burning within this weapon is empowered by the same forces that strengthen Pyromancy. (The power of your mind, and the strength of your faith.)

-(100CP) - "Smough's Great Hammer": "Twisted great Hammer associated with Smough, the last knight to remain at his post, guarding the ruined cathedral."

This godly mallet belonging to the executioner of the gods is heavy, but extremely strong. Every strike delivered with it can help recover minor wounds on the wielder. Nothing too notable, but it can really stack up over time.

-(100CP) - "Quakestone Hammer": "A Stonehammer wielded by the Millwood Knights, with a head of naturally-formed stone. The Knights of Millwood would fight hand-in-hand with the earth itself, and this weapon, among the oldest in Millwood, is symbolic of that relationship."

Bury the weapon in the ground with a mighty slam while fueling it with your soul, and the upheaval will be infused with an explosive shockwave that throws surrounding enemies up into the air.

The head of the weapon will also fly up faster from the explosive burst, becoming more dangerous for anything in the way.

-(100CP) - "Crow Talons": "Talons used by Corvian Knights. Inflicts five perpendicular slashes, causing heavy bleeding. In their infatuation with Sister Friede, the Corvian Knights swore to protect the painting from fire and to this end, too to the execution of their own brethren."

A pair of claw weapons, each consisting of five long, dreadfully sharp blades. They're dangerous to the wielder in the hands of the clumsy, but far more dangerous for others while held in skilled hands, able to cause numerous deadly wounds that could spell the end of someone who slips for even an instant.

-(100CP) - "Gargoyle Flame Spear": "Stone torch spear wielded by gargoyles of the Profaned Capital. The Profaned Flame, which never goes out, imbues this weapon with a fire attack." Resembling a great lance with a burning, lantern-like core it paints an intimidating image.

Fueling the spear's flame with your soul will make it explosive, volatile, causing the very next strike you to deliver with the spear to be joined with a dangerous, fiery boom. As with the Gargoyle Flame Hammer, the flames of this weapon are empowered by the same forces that strengthen Pyromancy.

-(100CP) - "Winged Knight Halberd": "Halberd wielded by the Winged Knights, who swore themselves to the Angels. The thick, heavy, bloodstained blade can only be swung by one with inhuman strength."

A weapon of excellent craftsmanship, but strange design. The polearm seems to have the ideal shape lopping off arms, legs or heads. . .

-(100CP) - "Dragonrider Bow": "Longbow of the Dragonriders, who served the Old King of Want. The Dragonriders were the Old King's royal guard, and great strength was demanded of them. Merely drawing this bow calls for inhuman strength.

The worthy few who can master this bow, however, use it to devastating effect." Although it takes someone of great strength to draw and fire this bow, it's well worth it. With strong enough arrows, the bow can send them straight through an enemy's shield.

-(100CP) - "Millwood Greatbow": "Greatbow crafted with black oak and wielded by Millwood Knights. Only specialized great arrows can be fired from the bow. It is said that the Millwood Knights used these to face their sworn enemy, the Abyss Dragon."

Fueling the massive bow with the power of your soul and a simple prayer will infuse the next arrow shot with great power. When the arrow buries itself in the ground, the ground will rumble and shake before exploding in a shower of dirt and rock, blowing nearby enemies away.

-(100CP) - "Storyteller's Staff": "Staff of a heretic storyteller who shares tales of the Painted World to forlorn souls. The storytellers, too, are wretched beings with no place to go. Their bodies, souls, and even their staves are all tainted through and through."

Although it is a fine staff for casting Sorcery, it also has a secondary "very" notable ability. By feeding the parasites your spiritual energy, they'll expel a purple cloud of poison from the top of the staff.

This poison is unique as the absolute most lethal in these lands, highly dangerous for all manner of enemies from undead to drakes.

-(100CP) - "Court Sorcerer's Staff": Catalyst used by the court sorcerers of the Profaned Capital. The court sorcerers laid claim to the legacy of the renowned Big Hat Logan, going so far as to emulate him with copies of the staff he used"

Although looking simple and bearing no real secondary abilities, this humble piece of timber is one of the most powerful Sorcery catalysts you can find in these lands.

-(100CP) - "Crystal Chime": "A sacred chime, once the possession of Gertrude, the Heavenly Daughter, and defiled by the scholars of the Grand Archives.

The power of crystals granted the scholars a degree of success. In this case, their work enabled this chime to be suitable for casting both miracles and sorceries."

As it says above, this is one of the rare tools in this world capable of acting as a catalyst for both Sorcery and Miracles, drawing on both Faith and Intelligence, and it's quite strong at its job.

The primary drawback of the bell is how weak "Dark Sorcery Spells" or "Dark Miracles" are with it, leaving those who practice these heretical disciplines looking elsewhere.

-(100CP) - "Canvas Talisman": "Medium for casting miracles of the Gods. Canvas talismans are austere items carried by heralds." Although simple, it's a very powerful tool for casting Miracles, and helps focus the mind to cast them without faltering, even while under attack.

-(100CP) - "Rose of Ariandel": "A flail used by the bulbous Father of the Painted World to shred his own skin, producing blood to appease the flame. Both a weapon and a miracle catalyst. Ariandel, being the restorer of the Painted World, knew that it was painted with blood, and only blood could protect the secret."

With a design based off of the Cat o' Nine Tails, it's clear this is a tool for punishment rather than something created as a weapon. If used as one it will be hard to parry thanks to the lashing cords, though overall damage will remain low since riposting is impossible to pull off as well.

It's also unremarkable as a catalyst, though it does possess one ability of note- is used to flail oneself the Rose will trigger a spiritual awakening, temporarily boosting the strength of miracles at the cost of blood to the user- just as the good Father used the rose himself.

-(100CP) - "Slave Knight Armor": "Armor issued to slave knights. The fine craftsmanship made this a symbol of honor. Long ago, only the Undead served as slave knights, warriors used as fodder in the bleakest of battles. They grew decrepit, their skin charred black and their bones twisted. Eventually they went outright mad, but were never relieved from duty."

With a cloth hood colored red to vibrantly signify their stature, the armor of a slave knight features great damage absorption considering its weight, though its defenses against elements and environmental dangers such as frost or poison are only average; Undead are often seen as monsters, making their comfort of little concern.

-(100CP) - "Executioner Greatsword": "Greatsword of a debauched executioner used for beheadings."

A greatsword whose weight and shape makes it more of a bludgeon than a cutting weapon, though when wielded with great strength it is capable of cutting in a similar fashion to a guillotine. This sword retains a keen memory of its executioner's duty, and absorbs a slight amount of magical energy from each defeated foe.

-(100CP) - "Repeating Crossbow": "This crossbow, customized for repeat-firing to face mobs alone, was wielded by Slave Knight Gael. Used in the battles of an endless journey, this crossbow is covered with twists and dinks, rusted with blood, and made extremely brittle from overuse."

An otherwise unremarkable crossbow save for its ability to fire repeatedly, this crossbow is a highly technical weapon requiring both strength and dexterity to wield effectively, similar to the Avelyn. Its low durability requires frequent maintenance, but proper aim will lower the amount of shots required to end one's prey.

-(100CP) - "Lothric War Banner": "The flagpole that once carried the Lothric crest, and guided the knights long ago. The tip of the pole is fitted with a shapely pointed decoration, letting it serve as a spear."

An overall unremarkable pike, save for the weapon skill which allows the banner pole to be infused with magical energy and conjure an ethereal war banner that invigorates the attacking power of those who gather underneath it when the banner is waved in the air.

A suspiciously similar enchantment to the one found on tridents associated with Seathe the Paledrake, perhaps indicating that the King of Lothric wished his knights to emulate even them.

-(100CP) - "Dragonhead Shield": "This shield, as hard as a great boulder, is formed by the head of the descendant of an Archdragon. The Ringed Knights, by command of the gods, stood amongst the ranks who set out to slay the dragons, but their contributions were never lauded. "

An unusual shield in terms of construction, being made up of the head of a severed drake, coming in either greatshield or small shield form. Both versions of the shield are highly protective against fire, and when infused with magic power the shield is capable of invoking the dragon's former strength.

The smaller shield enables the dragon to breathe fire in an arc in front of the wielder, while the greatshield unleashes an omnidirectional roar that sends surrounding foes flying.

-(100CP) - "Black Witch Garb": "The purple garb of the witch Zulie, who intended to seduce Alva the Wayfarer, but eventually became his closest supporter, spending her entire life with him. It is said that Zulie the witch, who was never loved, nor loved anyone, experienced all manner of misfortune, and yet in the end, found her purpose in life."

A lightweight set of witch's clothes, with low physical defenses and exceptional defenses against the elements and statuses, with only a slight vulnerability against bleeding. Comes with both the hat, symbolical of heretical magical crafts, and the veil, which Zulie used for travel and to hide her affiliation with witchcraft.

-(100CP) - "Desert Pyromancer Garb": "Garb of the desert pyromancers, who once walked the halls of the Earthen Peak. It is said that the thin, burgundy cloth breathes with magic. Desert pyromancers, most of them female, were known for their great fans of flame, and enchanting looks. But what is enchanting can also be deadly, especially when clothed in such alluring garb. "

Typical of outfits worn by spellcasters, this set has low physical defense while providing great protection against elemental damage and status effects. In particular the curse resistance and- oddly enough- bleeding resistance is high for this revealing outfit, while frost and poisons defense is much lower. Although, Desert Pyromancers were well above average in terms of appearance compared to most dusty old scholars.

-(100CP) - "Shira's Armor": "Armor of Shira, knight in service to Filianore. A rare women's piece from ancient times. With a spun gold shawl draped over the silver breastplate and a green woven skirt, this armor offers a subdued yet refined elegance, apropos to both a handmaiden of the Princess and one whose veins coarse with royal blood."

Providing great all-around defense for its weight class, the armor of Shira, daughter of the Duke, mixes refinement and defense with its silver breastplate. The crown, finely crafted from silver, is fashioned with a pearl from a Man Eater Shell, indicating a close association with Seathe who may be the Duke spoken of by Shira.

-(200CP) - "Moonlight Greatsword": "Legendary dragon weapon associated with Seath the paledrake. Oceiros, the Consumed King, was infatuated with the search for moonlight, but in the end, it never revealed itself to him."

A sword infused with powerful magic that translates itself in every strike. Particularly strong slashes unleash crescent blades of magic. Stimulating the weapon with your soul can allow it to release powerful, crushing pulses of magic that can smash the enemy's guard or throw them off balance.

Beware of drawing on the power of the weapon without supplying it energy, as this can cause the weapon to degrade. Keep it repaired and in good condition, and you'll have a powerful sword by your side.

-(200CP) - "Corpse Control Bar": A bizarre, gnarled tool made up of three, dusty sticks nailed together. It resembles an uppercase H with the horizontal stick extending past the vertical ones. Although not as powerful as a Pyromancy Flame, the bar can be used as a medium for Dark Pyromancy.

Its true power lies in a very different ability though. The bar allows you to raise decayed corpses from the grave as loyal minions. Their newly animated movement and the steadily progressing rot usually leaves these minions as skeletons before too long.

Corpses raised in this manner have a bit of their old skills in combat, but are a shadow of their old selves. Although you can usually only target humanoid corpses with the control bar, there is one special type of minion you can create.

By dumping numerous corpses in a pile before targeting the lot of them with the Control Bar, you can raise a "Corpse Ball" or "Skeleton Ball".

Skeleton Balls resemble a boulder made out of the compacted bodies of the ones used, and have the power to autonomously roll around and crush anyone who gets in their way. They can even grab anyone who gets close, yanking them underneath the crushing ball.

-(200CP) - "Profane Coffers": This provides three seemingly normal strongboxes overflowing with treasure. Gold, silver, jewels, the stash has great monetary value, yet it is stained in blood and sin. The treasure in these coffers have two distinct abilities.

When the treasure is donated, offered freely or otherwise given away in a charitable manner, the one who gave it away will experience good luck that fades over time.

The greater the show of charity, the longer this luck will last. Those overcome with greed or avarice have another thing coming however.

The treasure carries a curse that will feed on the sinful behavior of hoarding or stealing the treasure for personal gain.

Simply keeping it will not trigger the curse, but keeping it to one's self when it would knowingly be far more helpful in someone else's hands would.

Stealing even a coin of it from someone who needs it would. If the person with a piece of the treasure in their possession does not repent for their harmful actions, the curse will trigger.

Fire from the sky, visible only to the one overcome with greed, will burn them black, leaving their surroundings untouched.

The greedier one's actions are, the stronger the flame and the quicker it will come. As a rule of thumb, the more treasure in the equation, the stronger the resulting effect, though there are exceptions.

If one of your coffers ends up completely depleted, you will find it full again at the beginning of the next jump.

-(200CP) - "Iron Dragonslayer Armor": "Stark melted armor of the ancient Dragonslayer Armor. The Armour, defeated by the Champion of Ash in Lothric, was left ages to rust, until it slipped into an abyssal swamp, where it was possessed once again by the memory of the hunt."

A heavy set of armor worn long ago by a dragonslayer who served the Nameless King and resized to fit a human body. This suit possesses great defenses against most sources of damage, especially lightning due to the former owner's affinity for it, with only a slight vulnerability to curses.

Bears a faint resemblance to the armor worn by Ornstein, sharing a similar red plume, further strengthening the armor's ties to the old dragonslayers of Gwyn.

-(200CP) - "Demon's Scar": "This chaotic thing, the last flame kindled by a demon prince, is shaped like the claw marks of a demon. It is both a fiery bladed weapon, and pyromancy flame."

A special weapon that deals pure fire damage and can be used as a pyromancy flame, both unique qualities; it is incredibly lightweight, though not weightless, indicating that there may be a physical component to the weapon rather than a wholly inner one like most pyromancy flames.

In addition to its use as a weapon and a catalyst, the weapon skill allows for the creation of a short-lived lava pool from the blade; a small hint at the life-giving Chaos that birthed demons long ago.

-(200CP) - "Anri's Straight Sword": "Sword precious to Anri, another Unkindled. The duller type of blade found in the ruined land of Astora. Only, it was once the sword of an earnest noble figure, and its attacks are boosted by that elusive, essential property unique to humans: luck."

A copy of the unique sword wielded by Anri of Astora, this seemingly unremarkable straight sword is actually host to several enchantments that, when combined together, make for a wholly unique weapon found nowhere else. The first is that, the power of the blade scales with the user's luck without the need for a Hollow infusion.

At the same time the blade has a power blessing on it, mending minor injuries over time and inflicting additional damage against the undead, and even preventing certain types of undead from rising up after death.

-(200CP) - "Crystal Sphere": This crystal ball, similar to the ones wielded by the Crystal Sages, is a unique catalyst for sorcery that, much like a pyromancy flame, is capable of being hidden "within" the caster, and summoned to their hand at a moment's notice. As a result of their veneration of Big Hat Logan and Seathe the Scaleless this catalyst increases the power of crystal sorceries substantially, though with other spells it's rather average.

Much like a pyromancy flame it is possible to split this catalyst, allowing it to be shared with one's pupils. The process is more involved however, requiring the pupil to have sufficient knowledge in sorcery for proper attunement, as well as requiring a substantial chunk of crystal with sorcerous properties.

The strange and erratic practices of the Crystal Sages are caused by their crystal spheres, which are said to devour the wills of the user. Thankfully, this version nor any other crystal spheres generated from it will have that difficulty, though the cautionary tale is a good reminder to would-be Big Hats.

-(200CP+) - "Fashionsouls": There are simply too many armor pieces in these lands to count, many wanderers seem to love them for their aesthetics as much as, if not more than, the protection they offer. For people like those, this option is presented.

By purchasing this, you may select and obtain any four armor pieces in the game, one for each of the armor slots, Helmets, Gauntlets, Torso Armor and Legwear. These armor pieces do not have to be part of the same set, and they don't even necessarily need to match.

For an additional 100CP, you may select another four armor pieces, one for each of the armor slots. You may continue to make additional purchases of four pieces of armor for 100CP each as many times as you wish. You may not purchase armor pieces from sets mentioned in other parts of the Item Section.

————(Companions)————

————(Imports)————

-(100CP) - "Single Import": You may import a single companion of your choosing, granting them a free origin in this world and 800CP to spend on whatever perks they want.

They receive the same discounts and freebies you get, but cannot spend their points on items. Can be purchased multiple times.

-(300CP) - "Friendly Phantoms": Purchasing this allows you to import three companions with all the benefits of the above import.

Additionally any companion imported using "Friendly Phantoms" gets a special aura of light that coats their body like a second skin, and can be toggled on and off. The aura evokes certain feelings in onlookers depending on its color, which is selected on purchase.

Each companion may choose from a "white aura of relief", "red aura of frailty", "light blue aura of safety", "dark blue aura of fear", "gold aura of jolly cooperation", "purple aura of confusion" and "red tinted blue aura of doubt".

————(Canon Companions)————

-(200CP) - "Ashes to Ashes": There are many wanderers in this land, coming from the many kingdoms that now rest side by side. Perhaps you would like to extend an invitation to one, for them to follow you on your journey? By purchasing this, you may do so; inviting one canon Undead to become a companion per purchase.

Want to bring the Firekeeper with you, or perhaps your friend Greirat? That becomes possible with this, though the more monstrous or insane inhabitants of this land may require helping before they can be successfully recruited.

Companions more powerful than mere Undead, such as the Nameless King or the Dancer of the Boreal Valley, cost 300 CP instead. As an additional bonus, you may get a discount on any one companion that is somehow connected to your origin- for instance, Unkindled Ash would get a discount on any of their fellow Unkindled or the Firekeeper, while a Deacon of the Deep might try to recruit the Pontiff Sulyvahn or even Aldrich himself.

Drop Ins get a discount on those of a scholarly persuasion, craftsmen, and merchants- essentially, most of the people found in Firelink Shrine like Ludleth or Andre- thanks to their lack of history.

————(OC Companions)————

-(50CP) - "Crystal Lizard": A Crystal Lizard that has, for some reason, decided to start following you around instead of disappearing like most of its kind. Still retaining some of its shyness when it comes to other people, the Crystal Lizard is nonetheless a loyal pet to you.

Not much good in a fight, though you might be able to shave some Twinkling Titanite off of its back for weapon upgrades. However, feed it a great many souls, and perhaps...

-(100CP) - "Way of White Nun": Nun belonging to the former Way of White, excommunicated for refusing to convert with the rest of the Deacons of the Deep. Strong-willed, strict, and yet surprisingly motherly and nurturing in this fallen land, the Nun has very high faith in the gods, which she can channel into her healing and support Miracles.

She prefers to stay in the back and support with her spells when it comes to adventuring, but if push comes to shove this nun is surprisingly skilled with the mace she carries around. If she got her hands on some offensive Miracles it's possible that she could become quite the terror on the battlefield.

Unsurprisingly, the Way of White Nun has a great dislike for Aldritch and the Pontiff thanks to their corruption of her religion, though her opinions on the members of her former flock may be less set in stone.

-(100CP) - "Old Sage": An eccentric and old-aged Undead scholar with a long, flowing beard, the Old Sage seeks to learn all he can about Sorceries with all the gusto of a new apprentice- though, strangely enough he already knows a few of the stronger ones, yet somehow lacks even basic spells like Soul Arrow.

His walking staff is also actually a catalyst for casting Sorceries, but his most peculiar feature is the circlet he wears. Made of polished silver, the crown is studded with a variety of different elemental gems and Titanite pieces.

Claiming that he wears the circlet in order to 'bring his mind closer to the inventor of Sorcery' and that it helps him focus his Sorceries, the existence of similar jewelry on his wrists and knotted in his beard indicates that the Old Sage might just enjoy wearing such gaudy accessories.

In any case, the Old Sage is a formidable spell-caster, wielding a grab-bag of different Sorceries that suggests that he is both well-traveled and possessing of a faulty memory or a short attention span- or perhaps both due to age. Seeing you as an apprentice, he's eager to begin a new adventure of discovery alongside you.

-(100CP) - "Drang Knight": A warrior from Drang, an old kingdom featured in legends of those who would go beyond death. Like many knights and wanderers from the region, she prefers to use two weapons, forgoing the use of a shield in favor of dodging. In her case, a paired set of broadswords.

An aggressive and nimble fighter who ducks and dodges out of the way of blows with the grace of a dancer, the Drang Knight is somewhat of a mercenary in terms of disposition- always expecting a reward of some sort for her services. Once she warms up to someone, though, the honorable and reliable interior is revealed.

She can be quite rowdy and boisterous after a battle, too, though of course she always makes sure to keep her head in the game- especially so since she prefers to go helmet-less. If you ask, she'd be more than happy to regale you with tales of past conquests and tales from her homeland around the bonfire.

-(100CP) - "Bonewheel Skeleton": Hailing from the ancient kingdom of Carthus, this skeleton is... quite the peculiar sight. Wearing a helmet with a somewhat redundant skull motif and wearing a sand-colored yellow scarf around its neck, this skeleton- entwined in some sort of a wheel- has somehow retained its personality, and has decided to tag along on your journey.

Thanks to wearing a few rings from their homeland, the Bonewheel Skeleton's wheel is much more effective- making it sturdier when in motion and even obscuring its form so long as it keeps rolling, in addition to making it a bit more dexterous in its movements. In addition, the skeleton seems to have mastered a peculiar martial art from its homeland that emphasizes kicking.

The skeleton has a somewhat snarky sense of humor, along with a fondness for crab related puns. Why crabs? Good luck getting a straight answer on that one.

-(100CP) - "Sulyvahn's Beast Pup": The rings created by the Pontiff Sulyvahn mutate those who stare into them into feral, cunning beasts, after drawing their wearers into frenzied battles to the death. It does beg the question, however: what would happen if someone who was already a beast stared into the ring?

This pup answers that question; resembling one of the lightning-breathing guard dogs of the Pontiff in a much more manageable size, this dog has somehow retained its personality despite the hideous transformation that befell it- most likely because it was already an animal to begin with.

Only a little larger than the largest undead hounds yet packing ten times the ferocity and teeth, it can leap large distances and breathe lightning. What more could a person want in a pet?

-(200CP) - "Displaced Abyss Watcher": Time is inconsistent in these churning lands, and sometimes wanderers find themselves displaced.

This undead was once a member of the Abyss Watchers who was dropped off in this time before the group cast themselves into the First Flame and became Lords of Cinder.

Although he is not a lord, lacking a connection to flame, the Wolf's Blood still flows through him. He's highly resistant to the persuasion of the Abyss, wears the signature garb of the Abyss Watchers and wields the standard knife and greatsword common among its members.

His loyalty to those he deems his comrades is unquestionable, and his skills in combat are much the same.

-(200CP) - "Giant Slave": A member of a race of great beings far larger and far stronger than humans. They were once allies of the gods, but many of the giants in these lands have been enslaved by the Pontiff Sulyvahn, as well as the Aldritch Faithful.

The larger they are, the stupider they tend to be, though fortunately this giant is one of the smaller, smarter ones and can actually hold a conversation. Whether you choose to exploit the giant's broken will and command it as a servant, or treat it as a friend, it will stay loyal either way.

Although excellent for manual labor and capable in combat using only their strength, Giants also have incredible eyesight and a legacy of being great archers. Time, training, encouragement and large enough equipment can see this one reach similar heights of skill.

-(200CP) - "Hollow Horde": Hollowed humans are a sorry sort, looking like desiccated corpses that can walk. They're completely mad, either repeating actions common from when they were alive or attacking whatever is nearby with random implements nearby, usually sticks.

For some reason, around forty or so of these mindless, shambling individuals have decided to follow you around.

Garbed in tattered rags, armed with random pieces of lumber, heads flopping as they run with a gait like their pants are a bit tight, the horde obeys any command simple enough for them to understand.

While they're definitely lacking in personality, and intelligence, and strength, they're fantastic as mobile distractions and meat shields, fearless ones at that. You can send them to fight anything and they'll happily give it their all. They're remarkably resilient as well, taking a great deal to put down.

When not doing anything, they usually start slowly beating their head against a nearby wall, find a place to sit down (usually a corner) or pace around the area aimlessly.

While usually passive unless ordered to attack, they will defend themselves and come to each other's. They count as a group companion, with perks divided evenly amongst them.

-(200CP) - "Corvian Duelist": A Corvian knight who has ventured forth from the Painted World in search of adventure. A healthy supply of souls from the monsters and Undead he has encountered on his journeys has allowed him to retain a more crow-like, less horrifying appearance than others of his kind. The Corvian Duelist is a skilled conversationalist and even a bit of a charmer, though he prefers less human-looking partners.

Wearing a black cloak over his silver armor, along with a matching wide-brimmed hat, he could almost be mistaken for a Crystal Sage at a distance. The illusion is broken when he spots an opponent, carefully pulling the cape away to reveal his feathered wings. Using the cape to catch his enemy's weapons and to conceal his movements, the Corvian Duelist makes for an expert fencer using his long rapier.

His wings aren't powerful enough to sustain flight; rather, he's capable of using them to enhance his jumping abilities and to glide long distances, like most Corvians. Although he sees himself as something of a hero, as a knight and a nobleman he still enjoys the finer things in life and has a love of shiny baubles.

-(200CP) - "Wingless Knight": Angel-venerating knight of Gertrude, skilled with both the massive halberd that they wield, and the unique Miracle of their order that calls down rays of holy light at random in the area. A bit wider than most other knights, he (She? It? It's hard to tell under all that armor, and their voice is a bit tinny and light) is nonetheless a jolly and faithful soul, though more than willing to go to war for their beliefs and ideals.

Their deepest desire is to ascend and become an angel, as foretold in the tales shared with his order by the heavenly maiden herself; in fact, they've affixed fake wings to the back of their armor.

Although they're not quite sure how to become an angel- perhaps for the better, if the ones found in the Dreg Heap are any indication- the idea of it elates the Wingless Knight to his very core; particularly the part about taking to the skies on lofty wings.

You've befriended them somehow. Perhaps he believes that you can give him the wings he seeks?

-(200CP) - "Pygmy Noble": A minor Pygmy Lord who hailed- hailed- from the Ringed City, before being convicted and banished for some crime against the gods. With his crown still perched firmly on his hooded head, he decided to make the best of a bad situation and see the sights before the coming Age of Dark renders that impossible.

Equipped with an dagger decorated with opal gems that is capable of projecting a red, magical blade to extend its reach and a catalyst carved from a white branch, the Pygmy Noble appears to be an accomplished sorcerer.

However, if his dark-ropes trimmed with blood-red material didn't give it away his Sorceries usually have a darker tint to them- a dark so black one could call them abyssal, even. Though he wouldn't say that himself, of course.

Duplicitous and conniving as only a nobleman can be, this Pygmy has decided to throw their lot in with you. Have no fear of treachery; their skills at plotting and hexcraft are firmly on your side.

-(200CP) - "Dragon Aspirant": One of the knights who have started on the Path of the Dragon; this battle-hardened dragon worshipper wears the armor of would-be dragonslayers, taking them as trophies. Leggings and armor of the Drakebloods, gauntlets and- when she wears it- helmet of one of Havel's soldiers.

She also wields the immense greatshield used by Havel's men though her weapon is something of her own design- making use of the weight of her gauntlets, she has further hardened them with shed dragon scales to make powerful, makeshift caestus. With the philosophy of defense being the best offense, she wades into battle and clobbers her enemies into submission by shield or by fist.

Fierce- some would say primitive- and possessing a passion akin to the fire in a dragon's breast, the Path of the Dragon is normally a solitary one. She has decided that this need not be so in her case, and in yours if you follow her.

Her progress so far is limited, with only a partial Dragon Head Stone that allows her to breathe fire without any other benefits to her name- but her determination to see her path through is seemingly limitless.

-(200CP) - "The Shortfinger": The latest of Rosaria's Fingers, and a warrior from an eastern land wielding a katana infused with the power of the occult. Lightly armored, save for the gauntlet on his left hand. In reality, the gauntlet is actually a special catalyst that allows The Shortfinger to use the special Sorceries of his homeland.

Spectral throwing knives and bursts of blinding light are the most common spells cast by this eastern warrior, though he can utilize spells similar to the Farron Flashsword to summon an axe or spear as well.

The Shortfinger works best with his katana, however, preferring to break the guard of his enemies before delivering the final strike. His lack of armor leaves him vulnerable, but also makes him an agile fighter who runs circles around most knights.

A skilled and surprisingly honorable warrior, the Shortfinger honed his skills through shadowy assassinations and through fighting the oni common to his homeland. His occult sword betrays a certain distaste of the divine.

-(300CP) - "Black Knight": An ancient suit of armor, worn by a knight of Gwyn who accompanied the Lord of Sunlight on his campaign against the demons of Izalith.

Now the spirit of the knight is bound to the armor, perhaps by the magic of the twisted Chaos that gave demons life in the first place. Unfathomably old, this Black Knight has either retained their sanity throughout the ages- or somehow regained it over time.

Utterly silent save for the inhuman grunts and groans of its kind, the Black Knight is utterly fearless and possesses a great hatred for demons; ripping and tearing through them in a berserk rage with its axe. Unlike its former brothers in arms hints of personality and even humor remain, despite its silence.

-(300CP) - "Burnt Demon": Demon of Izalith, and one of the few that are capable of reason and speech. It is the same species, or type of demon, as the one fought by Prince Lorian. Possessing wings capable of bearing its weight off of the ground, the demon is also a master of Pyromancy- wielding powerful Chaos Pyromancies in battle.

Its tale is a sad and familiar one to the Unkindled. Long ago, as the Chaos Flame first began to fade it attempted to relight and strengthen the flame. Lacking the proper strength, the Chaos Flame lashed out, singeing even a demon who can wade through fire and lava with ease a charred black.

For this, it became an outcast and a recluse among the other demons, only coming to the surface now that it is among the last of its kind.

Perhaps age has made it humble, or maybe it just developed a fondness for humans over the course of its long life. In any case, the Burnt Demon is now an ally of yours. One who is happy to pass on the knowledge and history of its people; perhaps in the hope that something will remain of them.

-(300CP) - "Mythical Rogue": An archer wearing exquisite leather armor and an elegantly crafted bow on his back, at first appearing as a simple wanderer. The truth is that he is much more than he appears. In every land are tales of duplicitous rogues who would think nothing more of pushing you down a pit to steal the valuables off your corpse.

Although this archer is a thief himself, he's more honorable than that. Very honorable, in fact; all of the rumors and legends that have accumulated about him over the years suggests that he steals from the richest and most corrupt, and gives most of his loot to those who have been victimized by his mark.

This has made him something of a folk hero, though ironically the nature of his crimes means that he doesn't get much credit for his actions.

In addition to his skills at thievery, the Mythical Rogue is an expert shot with his bow, and has a large collection of arrows that make let him exploit the weaknesses of his targets with ease. He is also much, much older than his appearance would suggest; although people from every time appear in this land, his experience and occasional hints seem to suggest that he was alive since the first Age of Fire, if not before then.

-(300CP) - "Frigid Witch": Boreal Valley knightess, and former head of the holy warriors who later became the Profaned Flame worshiping Fire Witches. Like many of the Pontiff's potential enemies, she was "gifted" with rings that would drive her to beasthood, and sent away on a mission to a far off land.

As her body began to become more warped and deformed, she somehow lost her rings. With their loss her sanity began to return. Thankfully, her armor- modeled after a traitor from long ago- grew with her, preserving at least some of her dignity even if she can no longer walk on two legs due to her great height.

Wielding a icy lance in combat, the Frigid Witch is also capable of harnessing a few cold Sorceries that she learned from the Pontiff before her departure from Irithyll- though she is loathe to do so unless absolutely necessary.

Cold, aloof, and somewhat rude due to her current state, the Witch's cold personality may defrost with time. Even now she seems to see you as an ally, perhaps as a result of your willingness to tolerate her deformed body.

-(300CP) - "Obscure God": A tall, muscular woman with short golden hair and a massive greatsword on her back. The sheer black coverings she wears does little to hide her curves, which can only be described as "amazing"- though her knightly attitude does leave her dress a little strange.

She has a good reason for wearing it, as they conceal the six snake tails that she possesses instead of legs. The history of this godling is a little convoluted, but she claims to be a child of Lord Gwyn himself.

One who, upon discovering her serpentine legs and affinity for the sun, simply cast her out a nearby window shortly after her birth in exasperation. Miraculously she survived, and was adopted by a certain goddess who raised her in secret.

Now a member of the Warriors of Sunlight, she wields her greatsword to defend the weak along with a variety of powerful Miracles. If she truly is a deity then no records exist of her, as if her name was struck from the annals of history.

In battle her form flickers and wavers like a mirage, and she is even capable of short range teleportation- though she lacks the talent for true illusions like her alleged brother, Gwyndolin.

(Drawbacks)

You may gain a maximum of 800CP through drawbacks. Any further drawbacks taken will cease to grant any benefits.

-(+0) - "Phantoms of the Past": In addition to the normal summoning signs you may encounter, you'll occasionally find a summoning sign that will allow you to temporarily reunite with an old friend or ally.

They'll be around for a few hours or until the two of you vanquish a particularly notable or powerful foe. Their sign will move afterwards, preventing you from simply keeping them summoned.

Not all is so pleasant however, for you may clash with old enemies as well. They will invade the world as red phantoms from time to time attempting to kill you, and can only be banished through defeat or being killed.

-(+100CP) - "Pilgrim, Exile": You have been punished, cursed to carry the weight of a large stone chained to your back as a form of repentance. No matter how strong you may be, this stone will feel heavy and likely force you to hunch over just to walk straight.

The stone cannot be destroyed or removed, and neither can the chains keeping it there.

-(+100) - "Directionally Challenged": One could hardly blame you for getting lost from time to time on your journey, with the shifting landscape and numerous twists and turns. One could however blame you for taking this drawback, which completely ruins your sense of direction.

For the next ten years, unless someone is holding your hand and manually guiding you, you could get lost in a straight hallway. Getting where you need to go during your time here is going to be difficult to say the least.

-(+100) - "Aldritch Aesthetic": Taking this drawback causes you to appear much like many of Aldritch's followers. That is to say, you look like you stuffed yourself to death at an all you can eat buffet.

In simpler terms, your body looks like it's at an advanced stage of decay and you're obscenely fat to go along with it.

Other than impairing your ability to walk, your body (comparable to a bloated pig's corpse) doesn't hinder you much physically. You'll just have to deal with being obese and hideous for the next ten years.

-(+200) - "Poise Deficient": As if having some kind of inner ear infection, you have a serious problem with keeping your balance. Sure you can stand and walk normally most of the time, but even the weakest of enemies could send you stumbling backwards with a lovetap.

All enemies being able to knock you around and make you vulnerable is dangerous, but if you stop getting hit and start getting good, everything should work out, right?

-(+200) - "Lacking Sense": Many qualities are helpful for surviving in this land, but arguably the most important one is knowing how to think things through, foresight. This drawback throws that quality, to make logical predictions, right out the window.

Deciding to take cliff-side paths without looking around every corner, starting a fight with the aggressively straightforward approach and trusting your old friend Patches all probably sound just fine until you manage to refine your instincts to razor sharpness. The only question is if you'll live long enough to do so.

-(+200) - "Nibbling at your Flesh": You've been submerged in the abyss, and the experience has had lasting effects. First of all, you have had your sight stolen from you, leaving you in a world of darkness. Blindness can be debilitating at best for those formerly reliant on it, but there's more.

In addition to your newfound disability, you will find whenever you begin to rest, a subtle pain will slowly spread over your body. The sensation is like numerous small insects biting and tearing at your flesh, and will fade when you begin to move once more.

-(+300) - "Cyclical Decay": A vigilant observer of the world can notice a cycle to the events within. Taking this drawback forces you into a very twisted, unnatural form of one. At the end of each year, you will find you have returned to the start of the year, only things are different.

Things appear more ruined and decayed than when you last viewed them. Enemies seem more brutal and powerful, as well as aged and mad. Events will appear like warped versions of the originals, and everything will continue to grow this way each cycle until the end of the jump.

-(+300) - "Phantom Mess": Ordinarily you would see invading phantoms rarely, having some sort of warning when one began to enter your world. Now, phantoms are almost as common as normal thread, running about on the hunt for you or fighting each other to the death, constantly.

Death does not truly stop a phantom however, for it is only a proxy body for the true invaders. These true invaders, safe in their own worlds, will be able to use the experience of fighting and falling to you in battle to learn, adapt and, if you're not careful, overcome.

-(+300) - "Darkness": You will see no Unkindled or Lord of Cinder. You will not bear witness to the linking of the flame. By taking this drawback, you have been deposited in a very different place. A time, a world, where the flame has faded and all that remains is darkness.

For the next ten years, you will live in an "Age of Dark", joined by the abyssal creatures festering, rotting, waiting in the corrupting darkness. The darkness will slowly take root in your soul if you do not stay vigilant, having the potential to drive you mad, or worse.

————(End Choices)————

No matter what series of events may have played out, you survived this world for a decade and have earned the right to make a choice.

-Stay: You see a future for yourself in this world. Whether it's as a ruler or a wanderer, whether you wish to perpetuate the cycle here or use this place as your final resting place, you wish to stay. Time will unfreeze in past worlds and your journey will end upon picking this choice.

-Go Home: You have endured all that this world has to offer. Now, whether it has made you crestfallen or homesick, you wish to end your journey. You do not wish to stay here, you do not wish to brave new worlds, you have decided to finally go home by picking this option.

-Go On: You have endured, you have reaped your rewards, now you wish to continue your adventures somewhere new. This world was one of many yet explored, and by picking this option you shall travel somewhere new.

(Notes)

-1: When you've Hollowed quite a bit and have a Hollow Weapon in hand, you get a minor luck buff. Dark Sigil also gives a minor affinity for darkness based abilities.

The ones you can acquire through the Hollow Bible are an example. It wasn't an integral part of the perk though, and got left out of the description.

-2: Details on "Painted Worlds" here that couldn't go in the long, drawn out description. Time passes roughly two to four times more quickly inside the painting compared to outside. This fluctuates from painting to painting.

No need to fracture your soul before painting. Its essence, your spiritual energy, can be found in trace amounts in your blood. You just have to get some of your blood basically. I have no idea what happens if you have special blood or irregularities in your soul. It may do nothing, it may influence things to some degree, but it drifts into the realm of fanwank for the most part.

If the ashes of the old painting are used in the creation of the new painting, beings burned in the destruction of the old Painted World will be reincarnated in some way in the new one, becoming part of the cycle. Sapient life cannot be smuggled between worlds through the painting.

-3: The body alteration on "Outrider Knight" is a onetime thing allowing you to somewhat customize your body to resemble the eerie or bestial Outrider Knights present in the game. The equipment adapting part is a persisting passive that works no matter what form you take.

-4: When I'm saying stuff about "Stimulate it with your soul", "fuel it with the power of your soul" and things like that, I usually mean it requires spiritual energy in some way.

-5: In case you have any questions in the future or needed to know who the creator of the Jump is, I go by "NuBee".

-6: As of Update 1.1 this has become a collaborative Jump. YJ_Anon has contributed a substantial amount of content including multiple origins with all the perks and items that go with them, a number of OC companions, and various other additions, adjustments and changes. He may also be looked too for answers regarding the Jump's options.

-7: (Version 1.1 Changelog Below)

--(New Content)--

- >four new origins
- >three new general perks
- >four new build perks
- >16 new origin perks
- >40 new origin items (Jesus wept!)
- >13 new misc items
- >new canon companion option
- >16 new OC companions

--(Changes)--

- >Unkindled Ash has Lothric Knight Sword and Shield, LK Armor, and Divine Blessing moved to Lothric Knight Item section; gaining Aquamarine Dagger, Elite Knight Armor, and Firelink Shrine in their place
- >Drop In has Horsehoof Ring moved to Timeless Scoundrel; get Skull Ring in its place
- >Existing canon companion options axed in favor of the more general one
- >Formatting update for aesthetics and readability

