Dark Souls 2
(Jumpchain CYOA)
(Scholars of the First Chain Edition)

This is a land where kingdoms have risen, only to meet a most dreadful demise. Drangleic, the most recent and greatest of kingdoms within living memory, once stood here. Besieged in a war against the giants spurred by the king's invasion of their lands, however, and the kingdom is now no more.

What purpose do you have in these lands? Power? Truth? Riches? No matter, for if you continue to travel these lands with purpose then all are assured. With lack of purpose, you become unchained, and your self will leak upon the earth like rain until just another corpse is left.

The king, the king, the King Vendrick of Drangleic is assured to hold answers, but to seek him is to seek peril and danger. Four giant souls so powerful and ancient must be secured to take the only path left to his castle, or the ability to climb several feet of rubble.

One waits within the Iron Keep, its weight causing it to sink into the bubbling hot blood of the earth. One waits amongst filth and madness deep, deep down below the earth. One waits within a cell, imprisoned by sin and guilt. One waits amongst its brood, numerous in kin and legs.

They are not so easily met, and not so easily slain. Countless undead lurk these lands, including knights still clinging to purpose long forgotten to protect the lands that have already been ruined. Man is not the only threat, not the most terrible, but that is for you to discover.

Many who cling to sanity yet have things they seek here. Some are allies, some not, what significance they carry depends as much on you as them. No matter the relations however, isolation and hardship are all but guaranteed. Heed these warnings, none else shall care enough to give them.

You will be given **1000 Choice Points** *to prepare yourself with the training and supplies found below.*

Will it be enough?

Location

Roll 1d8, you will begin your stay in this world in the corresponding location found below. If you would like instead to choose the location you start in from the below, you may pay 50CP.

-1. Majula – “A beautiful coastal town long since abandoned, it sits on the cliffsides in view of the setting sun. Those who travel to the lands of Drangleic exit into this old place, which sits as a crossroads to many other locations around the land.

Perhaps because of its familiar nature to any traveler who passes by, that it has the potential as a nexus for those who still hold sanity. Beware of bizarrely powerful zombie pigs that may still call this place home however.”

-2. No Man’s Warf – “Nested away within a cove, this once bustling port town has fallen into the same ruin as everywhere else in these lands. Hazardous walkways are patrolled by undead pirates and long armed abominations that can’t stand the light.

Despite the fall of the kingdom, the prison ship that would dock here still answers the chime of a bell found deeper within. Ring it, and the ghost ship arrives with monstrous creature within its bowels. Ride it, and you may reach the Lost Bastille.”

-3. Huntsman’s Copse – “A dark, dead wood located farther in-land, it lies on the path to the Iron Kingdom and must be passed by travelers wishing to make it there. The trouble comes in the form of undead hunters of Drangleic’s old king.

They were hunters of the undead, as opposed to hunters who were undead. Ironically, they’re both now, shambling bones and rotten flesh of old corpses lifting themselves up to sadistically follow their old duties with a zeal unmatched by the living.”

-4. Iron Keep – “The fortress of the old Iron King. After discovering a miraculous relic able to produce molten iron, they began to manufacture it, use it for all that it could be. Unfortunately, their fortress was too heavy for the base it was built on and now slowly sinks into the boiling blood of the earth.

Hot lava and scalding iron are dangerous by themselves, but the hazardous traps and mechanisms make this place all the more dangerous to traverse. Knights still in service to the king in undeath wield weapons of the east to slay all invaders.”

-5. Grave of Saints – “Feelings of closeness and distance can be felt here. Located at the bottom of the great pit in the middle of Majula, this place was a regal kingdom of rats. Then it was transformed into a graveyard by humans for their honorable dead.

By the efforts of humans who only lie and destroy, this place now serves as a filth ridden hole of trash, debris and grudges most ancient. Dare you tread upon the territory of the noble rat king, you filthy cur? Pacts are forgotten, and the teeth of vermin are sharp.”

-6. Brightstone Cove Tseldora – “Marked by glowing crystals within an expansive cavern system, this place was many things. A camp for the royal army, a quarry meant to mine those luminous stones, there’s even a chapel here for those foolhardy to believe in things dead for eons.

The only thing that is of any importance to the wanderers of this time is what lurks at the bottom of it all. A spider, great in size, baring a soul so significant it can be used as a key to somewhere far greater. Kill it and it’s yours, but beware lest ye the hunter be hunted thyself.”

-7. Drangleic Castle – “Drangleic Castle, once the throne of the land. The king of man once ruled here, seeking an end to the curse, seeking power, seeking many things. Now what’s left? Dust, guardians, golems, this place was abandoned long ago.

What waits in this place for wanderers in search of the king, beyond a swift death? To save you a bit of time, I’ll say this. The king is long gone. Where has he gone though? Why is the queen still here? You’ll have to find those answers for yourself.”

-8. Free Pick – “By rolling this you are given freedom of choice. Choose where you’d like to begin your stay in this world. Name your choice, and it will be yours.”

Origin

Select a single origin from those detailed below, paying the listed price. This decides your past in this world, as well as your future within this build.

Optionally, you may treat your origin of choice as “Drop In”, having no true past in this world, only the discounts connected to it. Regardless of your choice in this regard, you receive whatever skills or abilities would logically be associated with your origin, such as knights having some martial skill.

Your physical sex and age matter little in a land such as this, select them at your leisure.

-Bearer of the Curse (Free) – “A wanderer, perhaps the wanderer depending on the context being used. You take on the role of a hollow wandering the lands in search of something, your motivations only clear to yourself. So, what is it?

Did you seek an end to the curse consuming your body and soul? Were you looking for a relic or object said to still be in these lands? Or, did you come to tread these ruins with some even greater ambition? I suppose only you know what.”

-Wandering Knight (Free) – “Another wanderer, though one with a more substantial past. Banished for your undead nature, you now seek the glory of legendary feats. An enemy to slay, a quest to complete, companions to meet and impress.

In the absence of a lord, there is little else but combat and questing left. Is that enough to drive your blade? We can tell little until your mettle and metal are tested. Draw your sword, slay your enemies, stride with honor.”

-Bell Keepers (Free) – “Whatever your past might have been, whatever your future might be, right now you are a member of the Bell Keepers. You are a member of an order established by marionettes constructed by the old Prince of Alken and the Princess of Venn.

Their love forbidden, expressed through the chiming of the bells in Belfry Sol and Belfry Luna. Magical marionettes of wood were placed to stop any who would stop the ringing. Now many years later those marionettes still fight, and you fight beside them.”

-Honorary Rat (Free) – “Although you bear the stench of a human, you have acquired the blessing of the Rat King to join his service. You are charged with protecting the burrows and tunnels beneath Majula, where the kingdom of rats once prospered.

However, should you not wish to tarnish your existence with humanity, you may instead choose this origin as an ‘Honored Rat’, becoming an actual giant rat instead of one of the few good humans allowed to mingle amongst them.”

-Beast Man (Free) – “Some existences aren’t natural, so say humans who know very little about the world. Well, they might be right with you at least. You appear as something related to man, but also beast. More likely than not, this is the result of Aldia’s experimentation.

Maybe it wasn’t Aldia? Perhaps someone more ancient and mad from a forgotten age was the origin of your abominable form. Or, maybe you always looked like this, some favored race of a god from another land, or something else entirely. What you’re doing here is just as mysterious in any case.”

-Dragon Remnants (Free) – “Ancient Eternal Dragons, legends of their immortality and power are perhaps the most persistent aspect of the old creatures. It’s only common sense that mortality hanging over the heads of man would make them seek out such legends.

You are a worshipper of ancient dragons and their power, seeking to emulate them. Maybe a member of the Archdrake Sect, maybe someone who just heard the stories. You’re probably here seeking them out, the stories of dragons. Well, how successful are you so far?”

-Old Knight (200CP) – “Old bones covered by dented metal. You are a knight from one of the old, fallen kingdoms that has managed to preserve their identity into the present time. Perhaps your mind was the only thing properly preserved.

Perhaps duty was what led to the enduring nature of your body and soul, or perhaps just unfinished business. Regardless, your power and prowess only seem to have grown with age, greatly so, and if you can help it, they’ll continue to refine over years to come.”

-King of Nothing (200CP) – “Humanity and what defines it, you are all too familiar. Their strengths, their weaknesses, what the weight of honor and duty is. Familiarity with the potential and state of man, this is what allows you to rule over them. Who are you? Once a king? A king to be?

Your past and your future are irrelevant to the here and now. Kingdoms rise, kingdoms fall, everything has an inevitable end. That also means the age of this land going unconquered will one day come to an end as well. By your ambition, you have fought and secured a powerful soul in your chest.”

-Shard of Darkness (200CP) – “Once upon a time a being of incredible dark powers and madness was defeated by a nameless warrior. Its soul was shattered into numerous pieces, and life from those pieces in a process baring likeness to events in the distant past.

One became close to King Vendrick, one sought out the Sunken King, one sought out the Iron King, and one sought out the Ivory King. Yet another seeks something as of yet unknown. Only you can answer what, as you are they. As a being of darkness, your true form is large, ghastly, and strong.”

-Scholar (200CP) – “Take not the blade with courage in your heart, but the instrument with curiosity in your soul. Just as Aldia and Duke Tseldora before you, seek to become a man who may seek truth and make something of it, no matter the cost.

You are a man or woman or science, and by experimentation and learning of the world around you, you will achieve more than any king’s army.

Study the mind, the body, the soul. Through your studies, your soul has been enriched. Careful about delving too deep though, what you find at the ends of your digging might just be madness.”

-Surviving Giant (200CP) – “Long ago Vendrick at the advice of his queen drove a campaign into the land of a barbaric race across the sea, taking things most precious to them. In the process he made an enemy out of them, and they arrived on the kingdom’s shores to bring ruin upon their enemies.

You are a rarity in these lands, one of the few giants left after the catastrophic war between the two races. Great body of stone, a spirit linked with the world, and a gaping hole in your face through which sound is uttered, with these features you are a fearsome sight to behold.”

Perks

In the below section, you will find abilities, powers, skills, knowledge and other advantages. The prices are listed with the purchases, however those found under the origin of your choosing will be discounted by 50%. 100CP perks are instead free for the corresponding origin.

General Perks

-Master Laddersmith (100CP) – "You seen that Gilligan fella? Shady sorta, yeah, on the run from some friends ah' his, or so he told me. You know, his craftsmanship is the real deal though. Whassat ya say? You know a thing or two, too? Well, show me why don't ya.

You have a prodigious ability with crafting quality ladders. Minimal tools, minimal materials, minimal worries. You could put one together just about anywhere and lug'em around well enough despite their awkward size and shape.

Not interested in making ladders? Well, you're in luck, instead of ladders you could be some other form of unconventionally specialized craftsman. Hammers, doors, rope, brick and mortar, take your pick. Why, I'll let you purchase as many crafts as you like while I'm at it."

-Wheel & Deal (100CP) – "Who you? You want wheel? You want deal! You come to right place, gah hah! Me teach you how to get many soul. Many, many soul! Wheel hard, deal easy. Deal for many soul!

You get a word of that? No? That's fine. Good old Gavlan was just offering to teach you the fine art of the deal. With his help, you become exceptional at haggling prices up or down depending on which side of the table you're on. You're also quite good at dealing through language barriers."

-Bewitching Song (200CP) – "A mind numbing melody, dulcet tones that can drag men straight to an untimely death. I was speaking of the voice of a demon, but would you like to possess such a voice?

You have a beautiful singing voice. Ignoring anything supernatural or mechanical, you can enjoy being able to sing and acquire appreciation from that act alone.

The main advantage of this perk however is the allure of your voice. Wanderers and lost souls who hear your singing with be attracted, and although it's not impossible to resist, it is quite hard. Why would most try though, when they have no reason not to seek out the source?"

-Midnight Ringing (200CP) – "What is death, but a form of rest? What is undeath, but waking up from that rest? To sleep is to die, to wake is to live. Soothing tone and alarming bell, sounds that both metaphorically and now literally usher in death and wakefulness.

You may now sing a song of rest, or of restlessness. One allows you to soothe the willing dead or undead to rest, allowing them to sleep catatonically as if they'd never risen at all. The other enrages resting spirits within the area, causing them to rise and attack others in a tired fury.

In addition to song, you may impart these two songs upon instruments and other musical objects, such as horns and bells. When played, those objects carry the same properties as the songs listed above. Even in the absence of your song, sleep is not far."

Bearer of the Curse Perks

-Clever Corpse (100CP) – “Your hand holds great potential, but not much power to protect itself. Not yet anyways. For the time being, please make use of the power of your mind in place of muscles or magic.

You’ve been gifted with a sharp mind and a discerning eye. You’ll need it if you want to avoid death. With these traits you can more easily find solutions to overcoming obstacles in your environment.

More importantly however, you’re particularly gifted with pitting enemies against anyone and anything besides yourself. Lure them into hitting one another, falling into pits and so on. Careful, some enemies are more observant than others.”

-Everything I Want (200CP) – “Strange merchants populate these lands, carrying vast inventories for sale if only those interested pass them a few souls. Somewhere in your travels, you picked up a similar trick.

You possess the ability to keep numerous items on your person, but only find burden from those you’re actively using. Armor counts as being used while worn, as it’s serving its purpose.

You’re also quite good at managing such an inventory from years on the road. You seem to be able to stow away twice or even three times as much in storage containers as the next person.”

-Taking Advantage (400CP) – “You’ve stepped foot in one of the most dangerous places in this world when you came to Drangleic and its surrounding lands. If you wish to survive long, you’re going to have to wizen up and properly prepare for the threat you’ll inevitably face.

Whatever foe you encounter, whatever enemy you face, you can read them like an open book. For you it’s easy to pick up on the quirks, capabilities, limitations and, most importantly, weaknesses. Not just easy, but natural as breathing.

As you continue to study your enemies, you gain a clearer picture on how you can fight them with the skills, abilities and means you have available. How to crush weak but tedious faceless threats, how to compensate for those greater in skill or power than yourself, it will all come in time.”

-Eternal Memories (600CP) – “The Curse, it afflicts all undead. It hangs over them as something more maliciously terrifying than death itself, as death cannot take them. Worse yet, they lose themselves, piece by piece until their old identity is gone, nothing but a hollow corpse remaining.

You no longer have the flaw of ‘accidentally forgetting’ anything. If you desire to remember something, it will never leave your mind again. This even extends to memories of exactly how you felt when a specific thought crossed your mind, or a special moment happened.

If you wish to relive the invigoration or sorrow of some past experience, it is simply a whim away. Your mastery over remembering is not excluded to your own memories however.

Find something of meaning, the corpse of someone or something with unfinished business, relics of someone who left an impact on many. Once you have, you gain the capacity to travel into such memories, rather, the ages where those memories represent.

Although the past can’t be changed, your walk through memory lane isn’t a fabrication. It really is as if you’re physically incarnating in those eras for a fleeting time, and what you do there can be brought back with you. Even if that’s stealing the soul of a giant, or falling to one’s hand.”

Wandering Knight Perks

-Sign Language (100CP) – “Stemming from nonverbal communication built up with compatriots with discretion was the better part of valor, you know sign language. . .of a sort.

First of all, you’re quite gifted at understanding the intent behind whatever gestures or silent modes of communication others might be directing at you or someone else in sight. More importantly, you’ve become far more capable of reading context clues to decipher nearby threats.

A freshly charred corpse means the threat of fire is nearby. A broken note left by a dead warrior could be a treasure trove of information based on location alone. Sometimes even markings on a doorframe could tell you a trap is waiting, and how to trip it safely.”

-Environment Defiance (200CP) – “Perilous territories are no stranger to a seasoned knight. That said, these lands are really something else. If you wish to continue your quest unimpeded, take this.

Volcanic heat, toxic miasma and accursed darkness may as well be rain, sleet or snow. Environmental extremes will no longer dissuade you as much as they might have once.

Minor toxins in the air find no purchase, temperatures will need to be much higher or lower to slow you down and the dark is just a bit more soothing. Actually swimming in pools of caustic acid or lava would still prove idiotic, but stick to the roads and you’ll be whistling in comfort.”

-When Next We Meet (400CP) – “Life is a long road, and a lonely one for most in these lands. Fear, frailty and weakness creep into their bodies and minds. Even those great and mighty will be ground to dust with time, but you can make the difference.

You acquire an incredible ability to ingratiate yourself with adventurers and wanderers. First impressions are great, friendship or at least cooperation more easily established, perhaps even companionship so the road no longer must be one walked alone.

Most importantly, you now find that when you work with or support someone, your companionship keeps them healthy in mind and spirit. Your presence as an ally keeps memories from fading, souls from rotting and resolve as solid as iron. Not a hint of rust.

They need not stay by your side even if desired to keep these effects, strong is the bond that lasts across vast distances. Even in the long dark nights the undead wander through, you can light the way. Isn’t that the value of some good old jolly cooperation?”

-Just That Great (600CP) – “Ten thousand swings of a sword followed by ten thousand more. Through the mundane, become exceptional. By being practical, become fantastical. Through the methods of man, become superhuman. One day you may become peerless.

You are but a simple knight, but even you can elevate yourself to the status of legends. By fighting and using only the mundane skills and equipment that have carried you through your quests, you will find your once simplistic abilities becoming something more like ages past.

Your sword hand through simple practice and combat will eventually swing harder and faster than any ordinary man could, no magical intervention involved. Your weapons despite being of ordinary make and iron will inevitably cleave through the hides of the toughest monsters.

Your skill with combat will even grow to keep up with the greatest kings and souls left in this world. But, these things will only come with time. Months? Years? Your activity and dedication will settle that. Continue your travels, live simply, and maybe you will be praised as a god amongst men.”

Bell Keepers Perks

-Nimble Hand (100CP) – “The moment you enter Belfry Luna, you’ll find the sight of a mound of marionettes. Fallen, yet to rise? Whichever the case, the quality of such mass production is evident. Perhaps in times of boredom you could use such deft hands as well?

Your focus and precision of movement has improved a great deal. Combined with sudden talent for whittling and you too could make a mountain of quality puppets and marionettes! Not worth it?

Well, you could find more practical uses of your newfound focus and dexterity. Blocking, parrying and then hitting enemies where it hurts should be a lot easier now too. That’s worth it, right?”

-Shared Cause (200CP) – “Some find the duty of the animated marionettes charming, and seek to aid them. Some see the duty as a quick method towards supported bloodshed. What’s known is that most who join the covenant aren’t out to make friends, and yet here you are.

You are a cog in the machine. What machine? Does it matter? You’re a cog in a machine, and you’re quite good at meshing with the other cogs or finding cogs to mesh with.

That all is to say, it’s easier to establish trust and teamwork between yourself and others on your side. It’s also easier to recruit others to your cause, just a little. Mostly though it’s all about being better at joining together to suppress those invading your territory and putting them in their places!”

-Endless Burning Passion (400CP) – “Love is why you’re here. Was it your love? No, but that doesn’t stop you from learning from it. Passion is a powerful force, and long after the prince and princess who proclaimed their love through the tolls of great bells are gone, their will carries on.

Passion you hold in all its forms can only grow, never lessen unless you actively wish it so. You will always love what you love like you did in your fondest memories. You will always fight for your causes with as much vigor as the day they stoked your heart into an inferno.

Likewise, passion focused on you will hold and persist forever. Those who love you, those inspired by you and, if you wish it, those who hate you.”

-Little Chums (600CP) – “Though they started as nothing but wood, iron and leather, your compatriots fight beside you. Powerful and strange magics animated their forms and continue to do so long after the deaths of those who first gave them life. You too now have this power.

You have the ability to animate constructs in great numbers that act upon your will. Each are fully intelligent and designed with the personalities you desire at their creation. Physically quite strong for whatever size they are. Altering them once they have a will of their own isn’t in the cards I’m afraid.

Your small friends, or big friends, or whatever size they may be cannot be persuaded from the goals you gave them by anyone but yourself. Their loyalty is eternal. What’s more, constructs brought to life by this ability have the ability to supplement their numbers with the same power.”

Honorary Rat Perks

-Gutter Sophistication (100CP) – “Rats, what man think of as vermin. Rats, the race that believes man to truly be the less sophisticated and uncouth. Liars, cheats, you are nothing like man.

You have a natural affinity for aristocracy. You instinctually pick up good manners, proper speech and respectable actions relative to the local culture, and mentally refine such behavior.

With such skills you slay not one hollow, but speak with those who still have a mind and you may dominate conversation with all but the most social butterflies or charismatic spirits. Convincing others of the truths you espouse through proper debate comes in handy in the least likely of places.”

-Verminous Fellowship (200CP) – “Whether your body was already one of them or, you joined their ranks as a man, you are kin and ally to vermin. What crawls through trash, hides in the walls and lives unwanted by the world will come to your aid.

Rats, roaches, ravens and more, pests and vermin no longer see you as an enemy unless you make an enemy out of them yourself. More than that, those same creatures do more than ignore you however, they will follow your commands to the best of their ability.

Only those with wills and compunction to disobey like the Rat King and his most powerful servants would turn down your nobility. You are not king of all vermin, merely one of them.”

-Toxic Spittle (400CP) – “What pray tell is feared by man, giant and monster alike? What liquid death and misery flows through the vein to deliver agony and a long sleep? It’s venom, of course.

Your body produces an oozing toxin at your command, created by the polluted burrow you were born and raised within, or otherwise made into your new home.

Fangs, claws or any other natural weapon you may have may drip with the virulent poisons native to your body at a whim, taking to the bodies of those wounded and killing them from the inside out. Why, if you wished it so, you may even have it drip from a blade in hand.”

-Royal Authority (600CP) – “Souls flow through these lands like no other. A prized resource, a source of power, carriers of innumerable secrets and one method of staving off the curse. Those who collect vast quantities grow larger, stronger, and you react like no other.

Souls naturally increase the size of those who collect many, but the effects are more dramatic for you. Hundreds of souls wouldn’t matter for most, but for you they mean visible growth. Foster thousands of souls in your chest and you start growing leaps and bounds.

Some of the enemies you might run into in these lands could have grown over twelve feet tall and have souls worth tens of thousands of weaker ones. By that time you could have already reached the size of the Royal Rat Authority! A bit slower from here on, but still growing visibly all the time.

Souls swell out and balloon your form from the inside, but such size does not befit a rat. You may compact the souls within your form, allowing you to return to your original size, as you like. In the future, all stimuli external and internal that would increase your size are more dramatic.”

Beast Man Perks

-Beast (Free for Beast Man Only/Origin Mandatory) – “A strange form that looks at odds with the ruins of man. Be you a member of the Lion Clan? One of Velka’s strange followers? Or perhaps you were once a man or woman taken in the night by a scholar with fewer morals than scruples.

Whatever the case may be, you vaguely resemble a human with otherwise bestial traits. Half-lion, half-raven, half-scorpion, something else entirely? That’s for you to decide. Pick any mundane animal, any mundane animal you wish, and your form is partially man and partially that.

You are faster, stronger and more resilient than an ordinary human but not by much by the free merits of this perk. You do however possess one or more interesting natural abilities like claws adept at burrowing, or powerful fangs that could gnash through bone. Other origins may buy in for 100CP.

For an additional 200CP you may upgrade the body given to you, becoming something much stronger than an ordinary human. With this purchase you may become larger and more bestial, or have the human aspects of your body attached to a more bestial whole like Scorpioness Najka.”

-Do Not Attack (100CP) – “Looking like you do it’s no wonder that anyone caught off guard would attack. Well, the brainless ones do that anyways, but those will soul and mind left would reasonably do it too. Well, that is if they don’t stop and stare at you for a second.

Strange as it may be, for however grotesque the bestial parts of you may be, the parts of you resembling humans are actually quite nice. No matter how intimidating you might be overall, you might still have a breathtakingly pretty face, or just a really nice ass.

Any travelers who would otherwise peacefully approach another will offer you that same grace, withholding their aggression. Doesn’t help with those who would attack you either way.”

-Persistence Predator (200CP) – “There are some things only animals and those who approach the ways of them understand. Sometimes strategy, preparation and equipment mean nothing in the face of wild, unrelenting, ruthless fury.

You have incredible stamina, and fairly decent pain tolerance. Where others would feel weakness in their limbs from a longer battle, you feel invigoration. Keep swinging until even the mightiest blocks crumble, then swing some more until your enemy is nothing but tenderized meat.

Likewise, incredible stamina and pain tolerance is surprisingly good on defense. Weather assaults with shield in hand even when your defending arm starts to ache and sting. Wait, and when your prey has tired themselves, slaughter them!”

-Emulation of Ancients (400CP) – “Aldia, brother of King Vendrick, was a depraved man. Within his keep, alongside assistants, he committed depraved and inhumane acts in search of an end to the curse. Along the way, a fascination with ancient, eternal dragons of legend grew within him.

You are a prototype experiment before Aldia recreated drakes, as well as something grander than that. As such, your already warped form is warped further. You may select two of the following dragon-like traits, each powerful and notable in their own right.

Breath of fire, hot and malicious. Powerful, leathery wings capable of bestowing flight. A muscular tail, barbed and flexible. Great fangs and talons, both sharp and able to shear through stone. Scaled hide difficult for iron to cut through. Incredible eyesight beyond an eagle. Extremely resilient curled horns.

Whichever two you choose will be integrated into the form you previously created, behaving as if they were natural to your form. No matter which you choose, know that your general vitality has also improved somewhat.”

-Giant Soul (600CP) – “Vendrick took something most valuable to the Giants in his campaigns within their lands. That valuable something was the catalyst of Drangleic’s ruin, as well as a component in Aldia’s experiments.

You appear to have been one of Aldia’s most important experiments, as whether or not your form is a natural one, you were put together with the soul of a giant in your breast. Somewhat larger, greater physical abilities with an emphasis on strength but also something more.

Natural abilities of your bestial form are emphasized, and you’ve gained a curious property. Enemies before you almost seem to “erode.” That doesn’t mean they fall apart, however those setting themselves against you become more frail and easily damaged by your hand.”

Dragon Remnants Perks

-Immortal Persistence (100CP) – “No matter how dead and ancient dragons may be, tale of their supposed immortality draws the fearful believers and admirers of their power evermore. No matter how many times these worshippers are crushed, they continue to manifest in one form or another.

You possess the ability to tap into and learn of ancient beliefs, as well as the ability to make sure your beliefs are never completely forgotten by the world.

If there’s a sect that worships dragons, even if both the dragons and sect are extinguished, you may eventually find and learn of their ways should you seek them. If ideals or a system of beliefs you’ve helped spread sees crushing opposition, it’s a matter of time before those ideas spread again.”

-Dragon Fanatic (200CP) – “Is it your scale shining skills, or something with more depth like a sincerity that ancient beings would praise or find charming? Perhaps it’s just a series of coincidences, but if dragons are what you seek, your journey is unlikely to end in in pyrrhic victory.

Dragons, and beings resembling them, find you far more tolerable than they otherwise would, even those otherwise hostile to all. This opens the way towards gaining their affection, and help.

The building of a shrine, the establishing of a covenant, convincing them to take in others who would worship their power. Child’s play with time, I assure you. You know the ways of making yourself more amusing or enjoyable company to dragons, and with their affection comes trust.”

-Honor of the Duel (400CP) – “There’s a strange sense of honor bound to humans that chase ghosts of dragons. Perhaps it’s rooted in the collective appreciation of dragon strength? Regardless, that honor now permeates from your being, causing expressions of strength to be all the more passionate.

Your honor and strength resonates with those around you. Providing no extreme circumstances such as deep, personal vendettas, you may almost always arrange for enemies to face you one at a time. Face one another in a proper duel, use methods that pride can be taken in, and all will be smooth.

However, should your enemy use underhanded methods, any neutral parties will instantly find their resentment settling on that dishonorable enemy. Neutral combatants will even become aggressive and attempt to right the perceived wrongdoing. Those who interrupt such duels will likewise be resented.”

-Coveted Power (600CP) – “Although many lived, died and continued to tread upon broken roads in undeath simply to catch a glimpse of an eternal dragon, few succeed, much less find the true end to their journey. You however, have gained some success, a measure of that pinnacle.

You have attained draconic power within your body, even if it appears much like it once was. Your physical abilities have been greatly enhanced over the warriors and priests that normally make up these sects, allowing your bare hands to be formidable and normal blows to be shrugged off.

You possess the power to breath fire that has a sense of mass, knocking any normal foe off their feet. Most fearsome of abilities however is your roar, carrying the true essence of a dragon. It stokes something within you, invigorating body and soul, making both might and magic greater for a time.”

Old Knight Perks

-Shield Splitter (100CP) – “A member of the old guard, what once was recognizably human has aged strangely in undeath. It’s not all bad however, what once would have pained and hindered you before the curse now feels at home and light in hand.

You have great skill with large weapons and equipment of all kinds. Whether that’s a sword longer than you are tall, or hammers with heads larger than your own.

Along with your excellent proficiency with such heavy arms, you have the almost inhuman power to swing and carry such things like with all the fear inducing power they deserve to be wielded with.”

-Momentum Killer (100CP) – “Wandering undead seeking to pillage and plunder these now ruined lands must be careful, agile, cunning. Any adversary with a shield is not one easily dealt with. To protect the resting places of fallen allies, you have become that adversary.

You have been bestowed remarkable prowess with shields of all sizes. The small ones used for parrying, the large ones for halting aggression in its tracks, and the medium ones in the middle all counted amongst implements you can wield no problem.

In addition to being able to just use one well, shields you employ won’t deform over time from repeated beating unless struck by something overwhelmingly powerful.”

-Peaceful Days (200CP) – “Life, death, conquest, revenge, the importance of such grandiose things thought about in the day to day seem so much less so when you just sit down and stare at the stars.

You’ve grown, or it feels that way. You’re able to stretch your patience nigh endlessly by just appreciating mundane beauties and wonders around you. Even profound mental pollutions and nigh unstoppable rage can be calmed if given the time to listen to the breeze over grass.

It’s quite easy for you to just waste the day away. Waste might be a strong word though, as your soul searching can also help work through problems of emotion or perspective much easier.”

-No Faith In Dead Gods (200CP) – “Gods? Gods are just stories to you. What you pledged faith in, in times past, was a king and a kingdom. You believed fellows in arms and the power of your sword. Maybe I’m just being presumptuous, and you believed in nothing at all.

You know how to cast miracles, although to call them miracles feels overstated. Nevertheless, they are tangible power of electricity and healing alike, and they’re very useful on the battlefield.

You know quite a few spells, but you don’t really believe in the stories attached. You may cast them with a general level of proficiency without believing in anything at all. Additionally, you may create minor derivatives through your brazen disrespect, spreading confusion over the birth of new miracles.”

-Temporary Reprieve (400CP) – “Days, weeks, months, years, decades, centuries, however long you have to stand guard is no issue. Your duty is more valuable than anything beyond the walls of this room, but to keep waiting in the absence of any actual intruders can be very tiresome.

You have the ability to hibernate through your boredom, just shut your brain down for prolonged periods of time as If you died on your feet. It wouldn’t do to let anyone to sneak past while getting your beauty rest however, and so you may set conditions for your awakening, any you like.

Something foreign poking up in your senses, being directly disturbed, someone attempting to go past a door you’re set to keep closed, whatever.

Additionally, any degenerative conditions like poison, disease and even the undead curse will halt while sleeping via this perk. This allows potential treatment to be found and returned to you by comrades.”

-Detachment from Earthly Form (400CP) – “Perhaps the spirit is willing, but the body is weak? Your hibernation not being your first choice despite loyalties keeping you bound here? Well, I have the solution for that.

You have the ability to astral project yourself as an incorporeal ghost that can nonetheless be seen and interact with others as normal. While sounding fearsome, due to the inability for enemies to retaliate, there are a few caveats, well one.

While your spirit is projected from your body, said body becomes dormant and vulnerable. Additionally, the range is fairly short, no more than twenty yards may you travel from your slumbering form. Hide it well, allowing yourself to physically rest in peace, and you become most tedious.”

-Wrath Undying (600CP) – “A kind paragon among undead, or perhaps a nightmare incarnate? Bloodied body, rusted armor, looking like you’ve stepped from the grave or belong in one, will nothing crush your ability to keep getting back up and fighting?

You are possessed by an immeasurable will to claim the battlefield, marching on where others would be slain. If beheaded, your body will only be invigorated to hack the enemy into bits in turn. Cut in half? Your legs will make sure to stomp the life out of the one who did it.

You’d need to be completely broken to be stopped, and only bodily destruction could actually put you and your assorted parts down for real. That’s easier said than done however given your absurd resilience. Bombs are just heat followed by a bone chilling breeze, a layman’s sword like a paper cut.”

-King’s Blade (600CP) – “A knight serves their king to the bitter end, and some beyond even that. Are you a shield, a sword, an eye, an ear? Whatever purpose you might have, to meet the many hardships guaranteed by such loyalty head on, you will become something more.

Depending on the purpose or mission assigned to you by those who hold your allegiance, you will slowly grow to adapt and fit into the rule you were given. One tasked with pursuing undead will slowly acquire greater mobility, and power to drain away the remnants of their sanity.

One tasked with guarding a road will find their soul bleeding into the area and making it their own, a perilous obstacle. Those tasked with protecting something together with another knight may even find the ability to pull their compatriot back from the brink of death, and vice versa.

You will not grow into a duty you aren’t attempting to carry out, but you do keep whatever development that may have grown while carrying a mission out. A single campaign may offer heightened ability or proficiency, but it’s the ones that last a lifetime that allow you to evolve.”

King of Nothing Perks

-Kind King (100CP) – “The foundation of a good king is having obedient followers that follow your decrees. Loyalty bred from a kind, yet firm hand is one of the best ways of instilling those feelings.

You are able to better empathize with those around you, such that you know what leaves them happy, what leaves them frustrated, and how to balance those feelings with your own desires.

Acts of kindness or mercy, gestures of peace or cooperation, admonishing of someone’s wrongdoings, with this perk these interactions will be more impactful than they otherwise would.”

-Ear for Treachery (100CP) – “As loyalty and obedience set the foundation for a royal reign, so too do betrayal and malicious schemes serve to erode that foundation in a moment. Although regrettable if these things crop up around you, at least you’ll know.

You obtain a building feeling for whenever someone is leading you astray or betraying your trust. The longer you entertain such maliciousness, the more clarity you will gain on the situation. Direct interaction with traitors allows the feeling to build faster, and hints at what’s coming.”

-Work Them To The Bone (200CP) – “Have you ever heard the term ‘undying loyalty’? It’s a metaphor for someone loyal to a cause without fault, but you can breed this sentiment true. Curious, no?

Those you have inspired such loyalty inside of will continue to work their labors even in death. The corpses of knights and peasants will rise from the ground to continue carrying out their duty until the duty assigned to them is completed.

Of course, while still alive they’ll behave much more humanely. In labored undeath however they’re more vigorous, as the demands of life no longer tether or weigh them down. The level of loyalty required is generally on the level of those serving you diligently of their own free will.”

-Wicked Fate (200CP) – “Perhaps the labor of rotting flesh interests you not. Perhaps you wish to use it as a resource instead? Your subjects may still be of use in death, just perhaps not in any way they intended to be in life.

You have the power to assert dominance over the flesh of the dead. The closer you are, the more effective your manipulations. Strip flesh from bone, make corpses walk once more, even mending damaged or degraded flesh so your puppets are more useful.

Once dominance is asserted, you may even join their flesh with yours, building yourself up as a golem of rot made up of numerous bodies acting as an extension of yours. The process is slow, and extraordinary undead may resist your call.”

-Legends Forged in Chance (400CP) – “You may have as much skill and ambition as you like, but if the circumstances don’t align then the most you’ll ever be leading is your withered corpse to its grave. It’s fortunate that circumstances do align then, right?

You have miraculous luck with establishing and building up your kingdom in ways needed, though your desires may not always be guaranteed. Resources where none once existed may be discovered, skilled knights looking for a lord to pledge their services too may be met at opportune moments.

Recognize these swings in luck, capitalize on them, and your dominion over loyal masses and enriched lands may not be a dream after all. As previously stated, this luck prioritizes needs more than wants, so figuring out what your kingdom to be needs will help predict future lucky chances.”

-Distant Kingdom (400CP) – “Looking for the Iron Kingdom? Simply head to Harvest Valley, ascend Earthen Peak, and then take the elevator at the top up, bam, there you are. Doesn’t make sense? Well space works strangely in these lands, and fortunately for you it works in your favor.

You have the bizarre power to bend space on a large scale. Corridors that don’t make sense with their width and length for the structure, towers that don’t appear unless looked upon from certain angles or distances, and paths that make a journey far shorter than they appear become possible.

This power is somewhat difficult in usage. You will not be able to bend space at a whim to distort a battlefield, but when leveraged over time you’re capable of grand and bizarre feats that can work in your kingdom’s favor like those outlined above.”

-Foundation of Want (600CP) – “Emotion is intrinsically linked with the strength of the soul. You who have a soul so intrinsically linked with desire, and perhaps something more, have become a nexus through which yourself and those souls connected to you can be affect by raw emotion.

As the above states, you are now the eye of a storm of mutation. Those emotionally or ideologically linked to you, as well as just those within close proximity, may now transform into hideous or incredible ways based on what is being felt.

Envy and obsession with beauty can result in shedding skin and deriving health from normally deadly preservatives. Coveting that which may never be claimed and languishing in despair can end in an engorged, demonic form. Obsession with defending a point can result in quiet reflection. . .

How anyone transforms around you is rooted in what they feel, but strength breeds strength. The strength of emotions felt tends towards breeding strength more than disability, with size and physical ability being among the most common.”

-Real Fucking Nito (600CP) – “Great kings are often described as larger than life. If the same holds true for you then you must be larger than life. If larger, then greater, and if greater, then it too may follow your commands in a manner of thought.

You have the potential to bring new life into the world by your hand alone, splitting off a fraction of your soul and surrounding it with a more substantial form. At the time of creation, you may bestow this new life with all manner of abilities reflecting the weight of your sacrifice and the nature of your being.”

Your soul aligned with death would allow the creation of beings that could sing songs that soothe the dead, even if you had no such ability. Power collected through vigorous honing of your physical form may allow for the creation of beings tireless and true. The greater your sacrifice, the greater the life.”

Shard of Darkness Perks

-Illusion of Nobility (100CP) – “Your true nature would terrify most that encounter you. An envoy of the corrupted dark that could bring kingdoms to ruin. Do you actually want to talk to anyone? Well, a solid mask or disguise would help with that.

You have the ability to assume a more normal human looking form, even if you appear as a terrifying monster beneath. This form defaults to being quite attractive, tending towards either cute and vulnerable or regal and seductive.

This illusionary form may be assumed and held as long as you like, almost as if it was real. It can be customized somewhat, with changes being ‘set’ until you make future changes.”

-Born in the Dark (100CP) – “Some may have adopted the darkness, but you were born in it, molded by it. The darkness alive in its own way, but rather than foreign it appears familiar and friendly.

You can see perfectly well in the dark, and do not feel cold as harshly as others. Life without the sun or light is no inconvenience, and in fact feels just as natural as life in it once felt.

Additionally, other creatures of the darkness tend to view you as something similar, another creature of the darkness to be accepted. They may still attack over a grievance, just not on sight.”

-Behind Every Shadow, Light (200CP) – “The darkness is encompassing, consuming, but it is not free of corruption. As the darkness is both pure and impure, you too represent a contradiction.

No matter how seemingly evil or how dark your nature might be, others will still be able to recognize the good still resting within your soul, that metaphorical light. This means any enemy with virtue or mercy won’t be able to write you off as another monster.

While most might only be a bit more merciful, sometimes you will see wannabe heroes deciding to try and save you from yourself. Of course, if you are pure through some strange means, evil down to the core, there really will be no good to see.”

-Rooted in Darkness (200CP) – “Originally a form of Sorcery, Hexes bare similar traits in that they draw on power lying dormant inside, manifesting it outside. Unlike Sorcery, which distills the essence of the soul however, Hexes are something darker, heavier.

The ability and knowledge to perform a variety of hex based spells has been bestowed upon you. A chime or staff will be required to leverage this skill, as well as some mental and spiritual ability alike.

Additionally, just as Hexes are a dark evolution of Sorcery and use corrupted tools of science and worship, you too may adapt other forms of magic to darkness. Whatever spells you know of, you may create dark aligned, heavy variants.”

-Pretty Little Liar (400CP) – “As other shards sought out kings and leaders, bending them to the darkness with varying levels of success, so too are you capable of getting into the good graces of others. Power drags your eye, and slowly eroding it strikes your fancy.

You have great skills with charming, seducing and entrancing others. Nowhere are your skills more applicable however than when targeting those in particularly powerful positions, who have locked their hearts away to the conniving masses. Draw them further and further into obsessions of you.

You also have great ability with seemingly creating ‘natural’ meetings or opportunities to see people in powerful positions. You know, if seduction isn’t really the main course.”

-Maidens of Black (400CP) – “The shard Nadalia, like her sisters, sought out a king. When she arrived in the Iron Kingdom however, great frustration overtook her over the discovery of its ruin, and so she danced, splitting herself apart to corrupt what was left through numerous bodies.

You too possess this ability, dividing yourself into fractions, splitting your body, mind and soul up as many times as you like. Despite being fractured and scattered, a kind of core identity remains in the middle, coordinating all splits while retaining your will to keep them on the right track.

The more you split yourself apart, the weaker you get, obviously. You may also control whether body, mind and soul or split, or just mind and soul as such things are inserted into hollow constructs nearby. Splitting pieces into defensible places in this way makes you quite hard to kill.”

-Soul Sucking Banshee (600CP) – “Honeyed words promising a heavy downfall aren’t all you can do when by the side of those with power. You, who have the same maddened, furious origins as the other fragments, also have the same ability as the Squalid Queen.

You have the power to suck away at the souls of other beings near you. Your thirst is nigh imperceptible to any but the most perceptive and spiritually aware, and it can prove highly lethal.

Average humans can be left sick, and eventually dead, over the course of just a few days. A mighty dragon however could last an entire year before its health eventually degrades.

Consumption of bits and pieces of the souls of others will both empower you over time depending on what you’re leeching off of, and provides sustenance. Multiple targets may be affected at a time.”

-Darker Influence (600CP) – “Once part of a greater whole, the shards of darkness are not simple beings to write off, each great and powerful in their own right. Despite their attempts to bring down the kingdoms of man through sabotage, force is an option when the time is right.

You are bestowed immense power over darkness and one other element of your choosing, based upon the themes of your sisters. Fire, ice, poison and smoke have all been afforded as choices, or you may simply double down on your dark might.

Powerful, concentrated beams of tortured souls swallowed by darkness, corrupted city blanketing snow, blankets of ash and darkness that drain the will to live, pillars of warped fire summoned from the ground. You have the ability to manifest your power in concentrated or spread out fashions.”

Scholar Perks

-Appraisal (100CP) – “Old tomes, ancient texts and peer published novels may help with the identification of things relevant to your studies. However, what will you do when something unrecorded or new reveals itself to those studious eyes of yours?

You have the ability to perceive whether something is more than it appears, and if it might have some deeper meaning or significance relative to your interests, however varied they may be.

Some kind of hint always comes along as well, a single word that links the unknown to something you have context for such as ‘Dragons’ or ‘Darkness.’ From there you must do the rest on your own, but noticing when something is worth the effort brings numerous advantages on its own, you know.”

-Mapmaker’s Mind (100CP) – “Looking for something in these lands, are you? Well, before you attempt to cultivate skill, will or power, figuring out where you’re going is a good first step.

You have an intricate eye for detail and the necessary knowledge and skills to create accurate maps depicting the locations you’ve had the time to survey. Additionally, your ability to draw and add your personal little creative touches could lead such maps to being collected for their artistic merit.

Such is your affinity for maps that you may actually learn more from the area after double checking your work than the actual effort of looking around to create them. Strange, isn’t it?”

-Sorcery of Pharros (200CP) – “Miracles and Pyromancy may have their own uses, but they’re held back by aimless belief and lack of refinement. Sorcery, an art born from study and logic, is thus the most pragmatic art, and for more than simple combat.

You are bestowed with several talents, some for Sorcery, some for crafts, and some in the middle. First, Sorcery, you have a reasonable level of skill and knowledge for an adept practitioner. Second, you are a skilled artisan, especially in the fields of architecture and sculpting.

Blending these talents, you are capable of feats displayed by the legendary Pharros, able to weave solid illusions to conceal secret doorways and gates, craft magical keys that activate dormant spells, and other tricks of that nature.”

-Specialist’s Hammer (200CP) – “Bridging the mystical and with the mundane, mystical with the tools of man, are there many acts more satisfying than that? With a solid hammer and good ember, you are capable of just such feats.

You may harness the qualities of magical, supernatural or just outright strange materials to improve existing constructs not composed of such things. An iron sword could be imbued with the arcane nature of the soul to better bypass armor, or a shield with the power to halt darkness infused attacks.

You are also bestowed skill with smithing, though mostly towards the area that the above powers require. That is to say, hammering and burning the powers of material described above into things.”

-Unlocking the Soul (400CP) – “Perhaps you have more ambition than just bestowing the mundane with mystical power. You aim for higher, you aim to transmute the power of souls into tools to be manipulated by your hand. Was I correct? Then look no further.

You have been bestowed skills and abilities that allow you to transform souls and spiritual power into a variety of ways. The most basic is using weaker souls, and crystallizing them into Lifegems, objects that can mend and repair flesh when broken in hand.

The basic is just an example however, but a good one. Crystallizing souls, making their essence physical and widening the potential to interact with them. With such abilities, powerful souls can be transformed into weapons and trinkets, or golems powered by batteries made of souls.”

-Clockwork Kingdom (400CP) – “Yeah working with souls and other special materials is great and all but you don’t have that. You’ve got men, iron and a little bit of the old razzle dazzle. You know what? That’s enough to fucking build up an entire kingdom and you can show that off.

Near mythological abilities as an engineer. With a basic knowledge of sorcery and excessive skill with clockwork machinations you could create automatons that can follow simple commands, traps that reset and resupply themselves and self-maintaining machines.

Although the things you make are marvelous in function, the most spectacular aspect of this perk is their sheer endurance. Despite the moving parts and small components, even when exposed to the elements and left unmaintained, unless deliberately broken they seemingly just keep working forever.”

-Dearest Pets (600CP) – “Duke Tseldora was possessed by obsession. He was a learned man with a passion for spiders. Wealth, power and knowledge meant little to him compared to his pets. With the discovery of a powerful soul and ancient texts, he was able to give his love what he felt it deserved.

You may lay claim to a single beast or creature as your ‘pet.’ This creature gains the power to grow, mutate and become ever stronger as it feasts on larger and stronger prey. Should it have already been your pet or loyal, it will eternally return that love, following your commands and never harming you.

In addition to the above ability, you are also bestowed a wide variety of knowledge once belonging to the scholar Aldia, discovered during his research. You able to make freakish abominations spliced from existing beings in your lab, and brews that allow creatures to grow much larger than natural.”

-Curse Breaker (600CP) – “Aldia, brother to the king, once sought the secrets to eternal life. With mad obsession he pushed himself into his own research, to learn and study the past and the nature of man, of undead. What he learned, the first sin as he called it, enraged every fiber of his being.

You now know the truth of man’s fleeting form and the undead curse placed upon man by the Lord of Light. More than that, you know how to break it, small pieces of it at least. Although it must be done on an individual basis, you may break the undead curse, and allow ‘undead’ to keep their sanity.

Man may return to its nigh immortal ancient self, hideous as it may be to the god tainted sensibilities of humanity as it exists now. When performed on yourself, you will gain great power over wood and flame, strange as that may be.

In the future, you will be able to continue breaking curses no matter how strange, esoteric and powerful, at least in some measure. Allowed to observe a curse, you will learn its inner workings, the reason it was applied, and the ability scrape away at its existence, how quickly based on its strength.”

Surviving Giant Perks

-Gathering Moss (100CP) – “Cast as barbarians by the invading kingdom of Drangleic, it is true that giants care little for clothing or complex architecture as man. However, what they aren’t are simple folk, just a race with appreciation for other aspects of the world and reality.

You too have this appreciation in your soul, possessing a natural connection to nature. Plants grow more freely in your presence, animals become a bit less hostile, and you will find that should you live sedately enough then plants can even begin to grow in harmony with your body.”

-Crushing Bugs (100CP) – “The power of a giant comes from their size, which can be both a boon and a curse when fighting the nimble little creatures from across the sea. Well those same small things underestimate how much experience you have against their kind, and a rude awakening is coming.

Even if an opponent only comes up to your shin in height and is fast and agile as a human compared to your gigantic stature, you find it as easy to fight them as someone the same size as you.

Dodge, bob and weave as they like, your heavy attacks are already set to smash the spot they run too. If they get too much smaller and faster then it might become harder, but experience and time help acclimate to those as well, somewhat at least.”

-Occult Incorporation (200CP) – “Mistaken as simple brutes, beings who can only take up heavy stone and swing it around. Just like humanity however, they too have their own magic, though their connection with nature has made it a bit. . .strange.

You have skill with Pyromancy, the most primal of all magic. Pyromancy allows the wielder to call upon the powers of fire to enhance themselves or burn away others. You particularly have skill with swamp Pyromancy, allowing you to conjure toxic gasses and heavy stones.

Your Pyromancy is like that of other giants however, something more. Your Pyromancy flame, should you wish it to be, is directly fused into your hand, allowing you to channel spells in strange and more innately biological ways. Poison gas becomes poison spit, and fireballs become fire fists.”

-Absolute Unit (200CP) – “Giants are great and mighty, at least compared to humanity, which appears diminutive. As with other warriors however, you are a giant with extreme and powerful mass.

You gain additional mass, density and power within your frame, giving you bulk befitting your strength and weight that ranges on the absurd for your size. Stone cudgels and boulders as large as yourself may be swung with the ease a man swings a stick.

This purchase is more effective for giants than other races, as their stone bodies benefit far more from the density and body mass. A single stomp from their greater weight would register as more lethal than a trained knight’s swing of a sword.”

-Domino General (400CP) – “The war lives and dies at your behest. Military strategy is less important when each soldier is a mighty warrior in their own right, and the king even more so. As long as the mighty king stands, so too will his army march to victory alongside him.

When you are the leader of a military force, you’ll find that your personal victories or losses translate over to those you command or work with in a lesser way.

You winning your battles will ensure your soldiers win theirs, provided their odds aren’t hopeless that is, or battles much more dangerous and important than your own. Beware, as your soldiers take faith in you leading them to victory, losses may be more disheartening than expected.”

-Grudge (400CP) – “Giants are comparable to elephants. Both are large, gray, and powerful. Both also have very long, detailed memories and a capacity to hold vicious grudges that can last nearly forever. Drangleic, which took something precious from the giants, learned this first hand.

When you, like the other giants, are moved by your anger, you will feel it deep within your bones. Embrace it, the anger will move your limbs faster, force your unrelenting body to produce just that extra bit of power you didn’t have before.

This all is to say that when enraged, you will become stronger and faster. You may also hold that anger, keep it, and maintain it for however long you want. If you wish to keep that grudge going forever, you may, but beware, lest you lead yourself to destruction.”

-Mountains out of Mounds (600CP) – “As unrelenting as a mountain, that’s what the king was like. Chopped, stabbed, and left to die in a hole and he stilled lives. What about you? Are you like a mountain, solid and unbreakable?

Even for a giant, a race of beings with bodies of stone, you are absurdly tough. It would take a concerted effort to smash your form apart, and as long as you’re mostly whole then no amount of loss of limb or destroyed organ will put you down.

In fact, in times of desperation you have the capacity to dismember yourself, ripping off an arm or leg to use as a weapon, a very dangerous weapon thanks to your resilience and oddly high level of skill. When the fight is finished, you may also reattach it just as easily, like two pieces of a puzzle.”

-Set in Stone (600CP) – “Long, long ago when the Giant Lord came to deliver vengeance to the kingdom that had wronged his people, he brought ruin and mayhem along with him. What stopped him was a strange, unknown warrior that disappeared as quickly as they appeared.

A traveler from across space, or time, perhaps both? Whatever the case may be, the meddling of someone uninvolved with the conflict turned the tides, and though the kingdom was ruined, so too did the giants fall with it. This, you cannot allow.

This power aggressively fights off any attempts to undue your victories, whether through mundane strategy or more esoteric means like time travel. It will not stop the attempts outright, instead it makes such attempts more dangerous and disadvantageous than they should be.

An enemy army attempting to retake a fortress will simply find that the weather doesn’t favor them, or the walls sturdier than they built them. Unnatural means like trying to change events before they happened will see the entire world attempting to rebel against the interloper however.”

Items

Here you may purchase equipment as well as other things that don't strictly apply as perks. Items under your origin of choice are discounted by 50%. 100CP items under your origin of choice are instead free.

General Items

-Starting Sets (Free/100CP) – "Welcome to the world. Unless you're a giant, or some other inhumanly powerful force, then you'll need proper equipment to plunge ahead. While not the best options, you do have options featured below. Pick one of the below sets for free. Additional sets cost 100CP.

The Warrior's set includes reinforced leather armor, a broken short sword, an iron parma and a collection of small restoratives. The Knight's set features a mixture of leather and chain covered by red adornments, a broadsword and a collection of small restoratives.

The Swordsman's set includes a mix of cloth and leather armor, a scimitar, a short sword and a collection of small restoratives. The Bandit's set offers a hodge podge of heavy protection that covers little, a hand axe, a short bow, as well as a supply of arrows and small restoratives.

The Cleric's set offers the reinforced robes of the Archdrake sect, a mace, a sacred chime for casting Miracles, a scroll for the Heal spell, and small restoratives. The Sorcerer's set black robes, tattered pants, a dagger, a Sorcery staff, a scroll for the Soul Arrow spell, and small restoratives.

Finally, the Explorer's set bestows merchant's clothing, a knife and a collection of assorted items. Crossbow bolts, a greater supply of restoratives, magical grenades and weapon coatings, shiny trinkets, a Pharros Lockstone and even a ring that bestows a bit of protection against magic.

Armor and weapons will be replaced if lost or destroyed, however the consumables provided are not meant to last. (Note: If you have any questions over the details, these sets correspond to the starting classes within the game.)"

-Wooden Carvings (50CP+) – "Strange curiosities, carvings of wood meant to appear as faces. When dropped on the ground, they speak! Odd things. For each purchase you receive two carvings that can utter any one word or two-word phrase of your choice, such as 'Hello!' or 'Thank you!'"

-Sack of Stones (50CP) – "What you have here is a pouch with drawstring that may easily be affixed to a belt. The sack is also always filled with small, smooth stones, as well as glimmering, prism stones. The former are pleasant to the touch, while the latter can be used to mark your way in the dark.

-Ore Merchant (200CP) – "You have just gained the partnership of a travelling merchant, one who has an inventory that you're sure to find interesting. This travelling merchant sells a bizarrely large quantity of exotic stones with you getting a special discount.

You always seem to be able to find them when you look hard enough, though never in the direct line of danger. While their inventory is always bizarrely large, you can still buy them out if you have the currency to back it up, whatever that may be locally. If you do, they'll disappear for a while to restock.

In future worlds they will continue to sell the various stones and ores of this world such as Titanite or Boltstone, but will also temporarily stock themselves with whatever earthen curiosities can be found in the world around them. Limited time offers! They're practically giving this stuff away!"

Bearer of the Curse Items

-Silvercat Ring (100CP) – “A silver ring crafted to appear like a leaping feline, with blue stones slotted where the eyes would be for extra pizzazz. Not just for decoration however, this kitty ring is an invaluable tool for exploration.

When worn, this magical ring dulls the shock from long falls, allowing one to fall a more significant distance without injury.”

-Second Life Coffin (200CP) – “What a bizarre curiosity. It resembles a coffin, though far greater in size than those meant for man. Despite its immense size, you always seem to be able to manipulate the heavy lid, and push it around with a bit of effort.

The coffin will be nearby when you look, as despite ease of pushing it’s still large and awkward. Most notably however is what happens to any living thing that sleeps inside of it once sealed.

After a period of time has passed, the one sleeping inside will have swapped physical gender. Men become women, women become men. The process is reversible and can be performed infinitely.”

-Bonfire (300CP) – “The greatest friend of a weary traveler, warmth at the edge of death. This is a bonfire, like the ones scattered here and there in this world. It brings relief to ragged bodies and aching bones just by resting near, and the fire’s edge always seems to be a safe place to sleep.

Curiously, this flame seems to be a traveling companion of sorts. Whenever you are in need of rest and respite, and no hostile individuals are around, you always seem to be able to find it. There, it will continue to perform as normal, mending your flesh and easing your soul with its warmth.”

-Pharros Skeleton Stone (400CP) – “Pharros created numerous puzzles and doors scattered about the kingdoms. The eccentric architect hid all manner of traps, tricks, secret passageways and supplies of mundane and mystical equipment seemingly at random.

The only way to access or activate these doors was the use of a Pharros Lockstone. Square, bulky, but magical. One use each as the door would be unrelenting with keeping its key. Perhaps they’re meant to tempt travelers into eventually walking into a trap, or maybe it was madness.

You have in your possession what appears to be a normal lockstone. Whenever used however, a duplicate appears in your possession the moment you look for it. This magical stone does more than complete the magical doors of Pharros however.

When pressed into any mechanism or lock missing a single component or key, the lockstone will take the form of the missing piece that denies you access. You will always be able to tell where the lockstone was used in this way, as the pure white surface betrays it.”

Wandering Knight Items

-Greatsword (100CP) – “Too big, too heavy, was mundane man meant to wield such a monstrosity? Never fear, for the honed body of a knight should allow you to make use of this odd weapon!

Lightened somewhat in your hands, you have been given a slab of steel and told it’s a sword. Well, it’s definitely got a blade and a pointy end, so I guess you’ll have to trust whoever told you that.”

-Dragonrider Greatshield (200CP) – “A shield often used by the old dragon riders found once in these lands. Shaped like a tear drop, texture like a turtle’s shell, it offers tremendous protection.

Although quite heavy, this weight is a boon as it can be leveraged as a weapon if need be, and it’s not easily stolen or knocked aside. Even when worn on the back however, it serves a helpful role.”

-White Sign Soapstone (300CP) – “A strange, glowing crystal used by some to inscribe luminous messages upon the ground or other surfaces. You will likely use it for the same.

With this soapstone, you may write messages that may be seen between parallel realities. Those in other worlds may interact with your signs, summoning you, the writer, to their reality for a brief time.

Should you successfully aid your summoner in whatever problems they face, you are bestowed a unique object called a Token of Fidelity. These may be used on future excursions to heal summoners.

Death in another world does not harm the one summoned through the use of this soapstone. This allows it to be used for the purposes of observation as well as altruism.”

-Victor’s Stone (400CP) – “A bizarre monolith framed by gnarled wood. The language engraved upon its surface has no record wherever you might look, lost to time. What possible purpose does it serve?

For those who desire greater obstacles to overcome, with conversely greater rewards in the process, this stone may be fed souls and objects of great worth or power. This process of feeding the stone, can also be seen as feeding the world.

The stone disperses what was given to it, causing the world around it to become stronger, scaling up conversely to your offerings. In the process, materials become sturdier, enemies become stronger, souls become more potent and more.

The results of such foolishness are unpredictable, and yet if one craves unpredictability and challenge, then drop to your knees and pray to this enigmatic boon.”

Bell Keepers Items

-Covetous Gold Serpent Ring (100CP) – “A gold ring depicting a snake, the very picture of sinful greed. It’s said only a coward fears every opportunity presented to them however.

Looking for straight forward magic? Look no further. Putting this ring on brings you good luck, a great deal of it in fact. Resources, workable equipment and situations where you’re in the right place at the right time all seem to be found more easily. You’ll need more than luck in these lands however. . .”

-Gargoyle Bident (200CP) – “What an odd weapon. It’s a spear, a dual pronged spear, and one that was meticulously crafted at that. However, upon further inspection it appears to be made of stone? It’s almost as if it was plucked from the hands of protective gargoyles sometimes seen on rooftops.

The source of its weight would be clear, but why is it so tough despite that? Regardless of its enigmatic nature, it truly is a good spear. Wield it with force and you can’t go wrong.”

-Mannequin Cache (300CP) – “A box, a chest, a box containing chest pieces. This is an odd box that contains a never ending font of highly specific supplies relating to the creation of mannequins. That is to say, mannequins like the ones that protect the bells.

You can find various tools dedicated to wood working and tailoring, and an endless supply of small axes, bucklers and diminutive padded armor. You also have a nigh endless supply of common wood.

With the proper skills, an endless army of your mannequin compatriots can be made. Or, you could just leave this in the care of others and supply an army with the materials inside.”

-Red Wedding Bell (400CP) – “A great bell hosted within a great bell tower that is now your property and yours alone. You may choose to place this tower at a location of your choice once per Jump, or attach it to another of your properties as an extension of them.

It’s important to clarify that this may be part of another structure, as the bell has strange properties when rang. Angry spirits or invaders from other worlds will appear all around the property to protect the area from those who hold hostile intent towards you, it or those inside.

When the invaders and those carrying malicious intent are dealt with, so too will the phantoms return to their rest, or their own worlds.”

Honorary Rat Items

-Common Fruit (100CP) – “A spotted fruit covered in green, glowing nodes. The fruit has no actual taste, but a disgusting texture, ordinarily meaning few would dare to consume it.

However, the fruit contains strong, medicinal properties. If someone braves the texture, they will find most poisons and toxins cleansed from their body, and others having a difficult time affecting them, for a time. You are bestowed a pouch filled with the disgusting little things, a never-ending amount.”

-Rat Rings (200CP) – “Gee, two rings Vanguard? Yes, two rings, two magical rings that could be worn even by rats. One is the Crest of the Rat, a sign of your allegiance to the Rat King. This ring causes poisons employed by the wearer become even more virile. Nasty, eh?

The other is known as the Slumbering Dragoncrest Ring, and it erases the sound of your footfalls, jumping and other forms of movement. Nothing is quite so quiet as a mouse, and this ring simply adds to that imagery.”

-Royal Roads (300CP) – “In days long past, a pact was made between man and rat. Men would have the surface, rats would have the land below it. Although broken in some ways by man so deserving of loathing, the rats still claim the land below and know it like the back of their hand.

You possess tunnels and burrows connected to whatever properties you own, territories you claim, or safe places mutually agreed upon to be yours for resting in.

These remarkable shortcuts make travel between such places remarkably short despite the distances involved. In the case of new locations you claim, such tunnels always seem to have just been there, hidden by bricks or crates or some such obfuscation.”

-Innumerable Rats (400CP) – “Rats, rats, a plague of rats. A plague is such a nasty term for your comrades, but the sentiment of them never ending and overrunning enemies is clear.

Your brothers and sisters are at your side, always. Rats the size of dogs, two dozen that exist below ground wherever you tread in the land claimed as their own.

At the your word, you may call upon them, causing them to surge forth to your aid and attack your enemies. Although weak and easily slain individually, overwhelming with numbers is what rats do. The lives of fallen compatriots will be replaced come one day’s time.”

Beast Man Items

-Fragrant Branches of Yore (100CP) – “A rejuvenating bundle of small twigs, sticks and branches with sap that produces a sweet smell. While this sweet smell can cause coughing and nausea if inhaled too much, poison or debilitation is not the purpose, quite the opposite in fact.

When one of these branches is grinded against the surface of one afflicted with petrification, the sap and wood dispersed across a small area, the stoned individual will regain animation. As if by magic, the petrified individual will return to life. Disorientation normally follows, but it’s potent no?”

-Old Sun Ring (200CP) – “A bizarre stone ring, plated with gold and slotted with a sizeable ruby. Surprisingly weighty for an accessory, and just full of magic.

When the one wearing it is repeatedly harmed, the magic within the ring is stoked, and a great, fiery explosion released from the wearer. The wearer will be unharmed, but nearby enemies will be set aflame and sent back. Although the ring receives minor damage, it automatically repairs itself over time.”

-Ring of Whispers (300CP) – “An enchanted ring that translates all to the wearer. While wearing it you may understand others, and they may understand you.

Even the growls of beasts and monsters can be understood by their intent, though it usually only amounts to ‘hunger’, ‘kill’ or ‘run’. Your ability to perceive the intentions of a being while wearing this ring is greatly amplified. Just because you can communicate doesn’t mean anyone will listen.”

-Den of the Beast (400CP) – “A strange location variable in structure, appearance and location. Whatever your natural assets as a beast may be, this place will accommodate for them, and will be surrounded by friendly forces that inhibit any trying to invade it.

If you have great claws and the ability to climb, it may include numerous trees. If your form is especially adept at digging, the ground may be composed of sand. If you have wings and need room to stretch, it might even be placed atop of a large hill or mountain peak.

Whatever the case may be, you can somewhat order the beasts, monsters or otherwise surrounding your den like a boss with its subordinates. I guess you could even call your domain the Boss’s Chamber.”

Dragon Remnants Items

-Third Dragon Ring (100CP) – “A blue ring bearing the symbol of a dragon. The thing offers the protection of dragons, bestowing some measure of heightened vitality on the wearer.

This invigoration allows the wearer to push their body and soul further in all regards than they once could. More resistant to repeated injury, more physical activity before rest is needed, greater burdens may be carried and so on.”

-Dragon Tooth (200CP) – “The tooth of an ancient stone dragon fashioned into the form of a great club, mostly by the addition of a handle. It is as long as most men are tall.

Sturdier than actual stone, this won’t be breaking on you anytime soon, even as you smash whatever you encounter in these lands. Additionally, the ancient powers of the dragons flow through the wielder, making them more resistant to magic and flame alike.”

-Dragon Stones (300CP) – “Conjoined stones with the power of dragons coursing through them. Tapping into their power allows you to equip Black Dragon Armor, crafted from the scales of an ancient dragon that once terrorized the old gods.

It only takes a moment to put the armor on, and another to remove it. It offers great protection to both physical damage and all manner of elemental and magical energies. The armor will fit no matter what shape or size you are, fitting to your form, as it’s applied through esoteric means.”

-Petrified Dragon Egg (400CP) – “A large, petrified egg that bears no signs of life. Eggs are vessels that harbor life itself however, so one that cannot is a paradox that seeks to resolve itself.

Placing this egg the size of a man within a suitable nest will see it eventually hatch, revealing a being worthy of growing past that stone shell once so immutable and timeless. That being, a dragon.

The form the dragon takes depends on the nest you gave it, and the environment you allowed it to hatch within. What can be said no matter what form it takes however, is that it will be immensely resilient, powerful, and vulnerable to little else but powerful electricity.”

Old Knight Items

-Royal Soldier's Ring (100CP) – "A black iron signet ring depicting the helmet of a knight. It greatly lessens the burden of one's equipment for as long as its worn, allowing one to more easily remain mobile and vigilant even while carrying around heavy armor and armaments."

-Bewitched Alonne Sword (200CP) – "A great undulating blade like those originating in the east. Its long handle leaves it resembling the likeness of Sir Alonne's own sword.

The weapon as with many of eastern origin is exceptionally well made and sharp. More so however, when allowed to drink deeply with blood, the sword gains a menacing aura reflective of its radically increased lethality which it holds for a brief time thereafter."

-Steed Whistle (300CP) – "Great knights of past, fallen kingdoms did not just employ the services of mundane horses, but all manner of beasts. Great ravens, terrifying drakes, undead mounts and far more. With the kingdoms that fell, the employ of these beasts has also become uncommon.

This whistle, however, allows you to call upon similar beasts once more. Simply blow it, and a great beast may be summoned to aid in your current situation. A giant raven can pluck you from the ground and drop you off elsewhere, or an undead steed helping pass through a dangerous valley as examples.

When you've made it to your destination, the beast may depart, disappearing when no longer observed to be called upon some other time."

-King's Mirror (400CP) – "With but a simple purchase you may acquire the likeness of one of old King Vendrick's greatest knights. One who stands as a shining vanguard, still protecting the same passage he was set to protect so long ago. Acquire the armor and shield of the Looking Glass Knight.

The armor is heavy, beautiful, exceptionally well made, but otherwise simply armor. The shield however is thick, its face having a surface like a polished mirror framed artistically. This shield is not only resilient as its size would suggest, but possessing of several magical powers.

The surface will never become foggy or dirty. When blocking correctly, spells whether sorcerous or miraculous may be reflected back where they came from. Most terrifying is that it captures the visage of those the wielder slays.

Phantoms resembling those slain may be summoned inside the reflective surface of the shield, and then pushed out to fight on your side for a short time, eventually fading away as quickly as they were brought into existence."

King of Nothing Items

-Sanctum Repeating Crossbow (100CP) – “A curiosity from the kingdom lost to the toxic tide of the ancient dragon known as Sinh. This appears as a bulky crossbow with a magazine affixed to the top. It has the capacity to fire three bolts at a time, and reload itself.

That all said, the string must still be manually drawn, preventing it from being called a real automatic weapon. From its exposure to the depths, or possibly from blessings applied by the old kingdom, it also has the ability to spray an inaccurate barrage of dark orbs from where bolts would fly.”

-Ivory King Ultra Greatsword (200CP) – “A huge claymore with a blackened and chipped appearance from being burned in malevolent flame. The righteous heroism of the former owner’s sword still clings to its form even now though.

When wielded with both hands, a circuit is completed between the sword and the wielder’s soul. This completed circuit causes a great sheath of bladed light to emit from the sword, doubling its effective range. Should it ever be enchanted, this light will take on the properties of this new magic.”

-Scorching Iron Scepter (300CP) – “A miraculous object like the one once found by the old Iron King when his newly acquired kingdom faced near ruin.

Although the handle of this scepter is cool to the touch, the other end is perpetually orange hot and scalding, never calming down. Of unknown origins, this relic has the ability to dispense a nigh endless stream of molten iron from nothing.

With it, an entire kingdom and its army’s equipment could one day be built entirely from the iron provided, providing someone is around to work it that is. If needed, the stream of molten iron can also be an effective deterrent to would be assailants.”

-Crest of a Fearful Lord (400CP) – “A curious object, it appears as a simple, metal badge in the shape of a crest of your chosen design, or bearing the design of your chosen crest on its face.

When attached to a door, your crest is transferred to the door, and no force in the lands would be able to break their way past by normal brute force and mundane measures.

The only ways in after you’ve applied your crest are by some specified key or means that exist within the world, the key or means being of your choosing. You receive another crest once per month, each having the full ability to reject invaders.”

Shard of Darkness Items

-Eye of the Priestess (100CP) – “A magical charm, the eye of the first priestess who watched over the city of Eleum Loyce. Whatever method that was used to preserve it causes it to shimmer like an emerald.

So long as you have it on your person, the unseen are now seen, and the invisible becomes visible. Those that lurked on the edge of your vision can no longer hide, and must confront that which they once did so in the presence of.”

-Smelter Wedges (200CP) – “This is a small case, and when opened, reveals five crude iron spikes that have been flattened at the tips like stakes or wedges.

Despite their less than impressive appearance, each wedge has great capacity for destruction against the likes of spiritual objects and magical constructs.

By burying one in the center of such things, it may be sacrificed to bring about the object’s destruction, making it crumble as if touched heavily by the passage of time. Only the greatest of obstacles and wards would stop such things. The case will slowly replenish over time.”

-Scythe of Want (300CP) – “A malevolent thing rendered from the darker, more visceral, heavier bits of humanity. It is a construct of avarice and desire most great, and now lays in your hands.

Aside from simply being a potent weapon with a sharpened blade and infusion of darkness’s might, all others who hold it will slowly find themselves corrupted by greed and desire for something more.

This corruption has no effect on you, allowing you to wield it to its full abilities, and making it more a curse than a gift for any stupid enough to take what rightfully belongs to you.”

-In One’s Likeness (400CP) – “In one’s likeness being forged and placed as ornamentation, a sense of belonging is also established. Could it be a home that you desire, or simply territory?

A statue, a painting, or some other great work of art depicting you as you’d like to be depicted is bestowed upon you. Your choice entirely what that work is, but be sure it’s quite impressive.

When placed however, it acts as a conduit, allowing your dark powers to creep into the surrounding environment whether it be a sturdy fort or a dense forest.

As that darkness spreads, it twists it into one where you belong, imparting upon it traits reflective of your own, along those reflective of the darkness that makes up your being.”

Scholar Items

-Dragon Acolyte's Mask (100CP) – "A bizarre white hood and mirror-like golden mask. The two pieces are attached to one another, allowing one to simply slide it over their head.

The mask and hood bestow a strange capacity for self-manipulation while worn, allowing trance-like states where incredible focus, temporary loss of morality may be achieved while worn.

Although it allows one to control their minds spectacularly, it does nothing to compensate for where a man or woman is lacking. Those who remove it will often feel as if their mind was not entirely their own."

-Moonlight Greatsword (200CP) – "A wonder of magic recovered from the past, spoken about in ancient legends as being born from a great white being. The blade shines like the brilliant rays of the moon.

The great, luminous blade behaves like sorcery made material, ignoring mundane armor entirely as if it was a magical spell. For those not warded against magic, it can cut at their flesh freely.

Additionally, those who have the capacity to draw on its mystical abilities may extend their reach with waves and beams of magic to emphasize each of their attacks."

-Bird Cages (300CP) – "You have been bestowed several cages that appear to be made of bronze. Each cage will scale as if by magic to fit that of the beast they are meant to contain, shortly before said beast is ushered or thrown inside.

A thoughtless beast held within will become passive and left content to spend eternity within, requiring no food or drink to lay peacefully between its bars. Those who have the capacity for inspecting their own situation, like a member of humanity, are not nearly as affected however."

-Walls Containing Madness (400CP) – "This appears as a small castle with architecture of your choosing. The entirety of this structure's rooms and corridors appears dedicated to the pursuit of knowledge.

Scientific work stations with various tools and instruments appear in most rooms, chains from which to hang cages and other things hang from the ceiling, and the basement contains all manner of chests and cells where the scavenged and unwilling are stored.

Samples from captured and dissected creatures, among other beings, will be stocked within the basement, and replicated into the future for as many experiments as required. You must of course secure such valuable organs and parts yourself the first time, however."

Surviving Giant Items

-Power Stone (100CP) – “Well, it’s a rock, a great big rock, but it’s also a bit more. This appears to be a boulder, or rather, once a boulder, carved into the form of a massive club.

It could stand as a monolith compared to humanity, but it fits nicely within the hands of a giant. In those hands, the near indestructible stone is a comfortable and terrifying weapon. It is as if an extension of your own stone-like form.”

-Giant Tree (200CP) – “The corpse of a long-lost friend, which has now given way to overgrowth and taken the form of a Giant Tree. Returning to nature, returning to whence they came, they still cherish you as their friend.

Despite having no true awareness anymore, it is a sympathetic thing. Its seeds carry such sympathy, and the destruction of one releases that essence into the world for a short time.

By crushing the seed of this Giant Tree, beasts and monsters with little will of their own will become violently defensive over you, and aggressive to those that would attack you.”

-Giant Forest (300CP) – “A small wood inside of which the giant becomes a natural aspect of. Plants, animals, insects, even the weather will never disturb you while inside, and the giant’s size will not disturb the inhabitants in turn.

This is a place of tranquility which will allow you to peacefully rest through past traumas, and dull the ache of grievous injuries. A rolling stone gathers no moss, but such is the peace within that your stone-like form may pick up a bit of greenery if you wait long enough.”

-Giant Ship (400CP) – “Long ago, enraged by the crimes against their people, the giants waged war upon the humans. How did they arrive in these lands, crossing the sea despite their giant, heavy bodies and awkward forms? By ship, I presume.

This is a massive ship formed entirely out of trees and stone. It seems to function about as you would expect despite its immense weight and size, and was made with giants in mind due to being made by giants.

So, with that in mind, every doorway and object found on the ship is scaled to fit the diverse sizes of giant that might have once boarded a vessel like this one. With that kind of scale in mind, it could be compared to a castle on the water.”

Companions

The below section centers on companions of all different kinds. You will be able to import old companions to give them a past in this world and points to obtain various benefits. You may use those same import options to create new companions of your own.

You could purchase invitations to give to existing companions, and you can purchase original companions for those looking for someone new that suits their interests.

Standard Companion Options

-Single Import (100CP) – "This option may be purchased as many times as you like, each purchase allowing you to bring in a single existing companion of your choice.

This companion will receive 600CP and a free origin of their choice, which includes the origins normally assigned a cost. As previously mentioned, you may also make a new companion with this option, designing their personality, background and abilities around the choices you make."

-Bulk Import (300CP) – "This option is similar to the one above, but with each purchase may be used to import up to eight existing companions. As previously explained, they receive 600CP, a free origin, and all relevant benefits. New companions may be created as well through this option."

-Canon Companion (100CP) – "Upon purchase, this land where space and time work strangely will contort to your benefit. A first meeting with various beneficial circumstances will be created between you and an existing individual within this world, meaning a good first impression is all but guaranteed.

Should they accept a personal invitation, they will become a companion with all the benefits that implies. It should go without saying, but less cognizant or peaceful individuals will of course be more difficult to convince."

OC Companions

OC Companions purchased below are to be treated as rough templates, and additional details are yours to decide, as such beings do not exist in the world before this point. **Regardless of which you purchase, they will all receive 600CP, but not an origin.**

-Saccharine Cat (50CP) – "A cat? A cat. It appears as a simple, mundane cat of the breed of your choosing. Rest assured it's not a normal cat. Although its physical abilities are normal, and it possesses no magic, it has a mind as capable as a human's and the ability to speak.

It's a deeply sentimental cat that has quite the good memory, and it seems quite fond of you like a normal pet would be. Unlike other OC companions, it only has a budget of 400CP it may spend."

-Bearer of the Curse (200CP) – "A strange human afflicted by the undead curse. They seem utterly average by the standards of the world, whether the one you come across takes the form of a simple knight, a journeyman sorcerer, or perhaps just a man or woman with a large stick in hand.

Despite their mundanity and relative lack of power, they're somewhat intimidating by their stoic presence. They hardly ever speak. Like a hoarder with endless patience they're always rooting around in ruins for supplies. And, most noticeably, they have a unique approach to these perilous lands.

No matter how many times they die, they just get back up and go back to whatever they set their mind to doing previously. Their will, unbreakable, their ambition, endless. Despite their current lack of power, they're clever, and persistent, endlessly persistent. For what it's worth, also quite fond of you."

-Displaced Heide Knights (200CP) – "Three knights from the ancient kingdom of Heide, lost in time with only the armor on their backs and the weapons in their hands to remember their former home.

With no other purpose than protecting long abandoned ruins, they've somehow come to a consensus to pledge their allegiance to you. Perhaps as knights to a new king, or perhaps just comrades to one with more direction in life.

One wields a sword, and is both levelheaded and brave. One wields a spear, and is as intelligent as they are proud. The final wields a great lance and is said to be overcompensating somehow by the previous two, but is nonetheless quite committed to it and glory in combat.

The Heide Knights are martially skilled, and have equipment made from a special alloy that can keep it pristine even after centuries of wear and tear. They also serve as a group companion, and can be imported individually or as a group, perks being divided evenly in either case."

-The Seven Dwarves (200CP) – "A group of seven Gyrm, each stout, slow and powerful. They've somehow got it into their heads that you're one of their best friends and appear to be following you from that mistake. Was it a mistake?

Each holds some form of eccentricity and an appropriate nickname that left them somewhat of an outcast in their species till they became friends. That's not to say they're complete anomalies amongst the Gyrm though, they do have similarities here and there.

Jovial dispositions for the most part, great proficiency with heavy weapons, magnificent beards that burst from the seams of their helmet, a burly bunch to be sure. You should be warned however that their heavy bodies, heavy armor and heavy weapons leave them slow and vulnerable to. . .sinking.

Although prone to roughhousing, they're average combatants compared to anything matching their raw strength. The Seven Dwarves are a group companion, and can be imported as a group, or split up at your discretion for importation. Perks are divided as appropriate."

-Beautiful Beast (200CP) – “Some might call her beautiful, others hideous, it really depends on the angle I suppose. This is because her body is composed of equal parts human and beast, the human parts uncannily beautiful, the bestial parts terrifying. Either way though, she has the brutality of a beast.

Stealthy as she is cautious, her partial bestial form borrows from various devious creatures such as crows, snakes, cats and spiders. This unnatural amalgamation gives her various abilities and weapons no natural being would have all together, which she uses to hunt prey like a hateful predator.

For some reason beares distaste for clothing of any form despite the seeming ease in which it could be worn over her more human like sections. She does however carry a fascination for magical objects, and holds a great blade oozing venom evocative of her nature.”

-Tragic Recreation (200CP) – “Uninterested in the prospects so far? How about your own, fake dragon? Lab grown, fully grown, this big scaly thing flies, stomps, bites and breaths fire like the best of them.

More technically, it’s probably classified as a drake, however it does fulfill most of your not quite dragon needs. It’s not much smarter than a mundane animal, but it does recognize you and will follow your orders to the best of its abilities with that in mind.

Additionally, it has no apparent requirements for upkeep. As if inheriting some measure of the vitality characteristic of ancient dragons, this great creature is able to go without food, water or sleep. It is a tireless, unstoppable killing machine, violent death aside.

It does have a hard time attacking things running around its feet, and it’s much too larger to fit into most places. It can conveniently fly you around as needed though, so there’s upsides and downsides alike. Feeling up for dragon care?”

-Iron Soul (200CP) – “Alonne, warrior of the east, was welcomed into the Iron King’s kingdom. His martial skill was bestowed upon the knights, and the army outfitted with weapons and armor in his likeness. This knight here idolized that man more than any other.

They modelled themselves after the warrior, listening in on their every conversation where they could, honing their martial skill with obsessed diligence and a watchful eye on their teacher. When Alonne left to continue his pilgrimage, this knight went on one of their own.

On their journey they mastered a strange iron sorcery reflective of their soul, allowing them to strike from multiple angles with each swing. Now in your service, looking to emulate the one they idolize by pledging their loyalty to a lord of their choice. Their blade is sharp, and their will impregnable.”

-Frigid Tiger Cubs (200CP) – “What you see here is a pair of two young monsters resembling tigers. One is white, the other black, but despite their size these huge cats are still young and have the potential to grow much larger with time. Each also has minor power over ice which will also develop with maturity.

Loyal, tame, reasonably intelligent for beasts, the two make excellent pets and guardians. They have the capacity to recognize friend from foe, knowing what they’re supposed to attack when not in your presence.

Despite their relatively low intelligence compared to an actual guard, they are quite apt at waiting in a specified location to protect it. They count as a paired companion, and may be imported together or separately at your discretion.”

-False God (200CP) – “Similar in nature to beings like Nashandra or Elana, this is a chunk of primordial darkness given life, consciousness. However, this one’s darkness surrounded a soul most old before its life fully formed, causing its appearance to look most strange.

The False God’s true form appears divine or angelic, exactly how is left in your hands, as its composition may ignore traditional forms mostly. The visage of the Darklurker if you’re familiar is one such possibility. Whatever the case, it hosts a variety of potent abilities relating to dark and sorcery.

None are so strange as one connected to a personally held madness. The False God hosts a small number of additional identities, and may produce additional copies of its body to hose them, each fractioning its power. Each is defined by great corrupted desire, or perhaps simply reflecting humanity.”

-Spellslinger Cabal (200CP) – “Four mad scholars, each proficient in a different form of local magic. All of them firmly believe their methods superior, but they’re on cordial enough terms to not murder the other three over expression of such values. Or perhaps that’s just the madness.

The Pyromancer has a special fascination with alchemy, though not much skill in it besides making volatile tinctures. The Miracle practitioner seems to ascribe all Miracles to a god that no one has ever heard of and might be conjured within their own mind.

The Sorcerer collects all manner of jewelry and spends several hours a day polishing it all to maintain their glittering form. The Hex practitioner is secretly sane, but holds peculiar curiosity in the dark depths of humanity, causing them to lead the other three by the nose for continued observation.

Regardless, you have been welcomed into their fold, and while they offer a plethora of magical information and knowledge, sometimes thoughts of if they’re worth it creep into mind. These four make up a group companion, and may be imported together or separately at your discretion.

-Oowagh the Giant (200CP) – “So named because that’s the only sound his gaping face hole seems to make, Oowagh is one of the few remaining giants left in the world. Friendly to a fault, Oowagh shows kindness towards simpler creatures, and utter ruthlessness in combat. He is your friend.

Stone-like skin, great height far above humanity, incredible strength, and a powerful soul, Oowagh has all the classic traits of a giant. He’s also entirely naked however, and wields little else but the magical trunk of a fallen tree which seems much more resilient than something so crude would appear.

Their considerable size is a great advantage, but it also makes it very difficult to squeeze into the narrow corridors and underground caverns so common in the region. Oowagh despite being relatively simple and straightforward, has a great capacity to learn. What might you teach this great being?”

Scenarios

In the below section exists several scenarios. Scenarios are optional challenges that may be taken with rewards waiting at the end if successfully completed. You may take or avoid whatever challenges from the following section at your discretion.

The Giant War

Long ago there was a king, who conquered four great beings and established a kingdom of man off of their souls. Strength surpassing any other, wisdom greater than any other king in the land, respected far and wide for his character and accomplishments, no man or woman in kingdom wished ill upon him.

It was something else, something darker that began to whisper thoughts of ruin into his ear. Dearest Shandra, queen of Drangleic, warned the king of a threat in far off lands, the giants. To crush their aggression before they ventured to his lands, he lead an invasion, and was met with success.

Vendrick and his knights returned, bringing with them something most valuable to the giants, the souls of their kin. With them, golems and other breakthroughs were pioneered, and a grand castle built through their labor.

Giants are not a forgetful people however, and righteous fury stirred within their breasts. With time, they returned Drangleic's aggression, declaring war with a merciless siege. Called barbaric for their lack of sophistication, they nevertheless had great advantages in stature and power.

The giants would have won this war, or so it was thought, until a mysterious wanderer defeated the Giant Lord, only to wander away as soon as they appeared. Without their leader, the giants lost morale, and coordination, but they did not lose their power.

Drangleic would be ruined, and the giants as a people dying out with it. Few survived into the modern era, stranded within the ruins of the kingdom that earned their ire. The king fled his castle, never to return, the aftermath of the war leading hollows to scavenge through the ruins.

Lost soul, falling through time, do you know where you are now? Drangleic of course, where else would you be? When I suppose is the proper question. The lack of ruin is a sure sign of that though, is it not?

You are in the Kingdom of Drangleic at the height of its power, or at least in one of the nearby lands. This would be the dusk of this kingdom's age, dark having crept in and the giants not far away.

The kingdom of man and the rage of giants will crash into one another bringing ruin to both sides, and you have been delivered here to assure the result of the coming war isn't quite so. . .mutual.

You are given a choice, here and now. You may side with Drangleic, or you may side with the Giants. Whatever your choice, your goal is the same. Carry your chosen side to victory against the other. Not a pyric victory either, a true victory through which those who hold your allegiance can walk away with.

Should you align yourself with Drangleic, you must save Drangleic from destruction at the hands of the giants. Should you side with the giants, you must crush Drangleic, keeping the Giant Lord alive so you may all return, united, with justice delivered. Tis not quite as simple as it appears though.

As this is a scenario, the threats here aren't as predictable as what you would expect from landing in this era from other means. Should you side with Drangleic, you will find the giants have the aid of individuals amongst their ranks representative of everything man fears.

A small few giants on the opposing side are now colossal in size, wielding swords the size of towers and crumbling city walls with their bare hands. If the war is to be won for the kingdom of man, these will be the greatest priority you have.

Should you side with the giants however, you will find that what 'won' Drangleic the war in the original telling of events is rearing its ugly head once more. Wandering hollows displaced through time, unkillable, bearing great power, show themselves at every battle of significance.

Wherever the giants might see an advantageous victory, these displaced souls appear, at the most strategically disadvantageous places for them to appear. Although giants are superior in physique and stature, these wanderers are also well versed in how they fight, and how to fight them.

In addition to your primary goal, you have optional subgoals based on the side you choose. If you side with Drangleic, there's the problem of what caused this war to begin with, and what is slowly spreading a horrific dread in the heart of the kingdom's king.

The queen Shandra, Nashandra her true name, is a shard of a primordial darkness. She is a piece of a slain being named Manus. Desire greater than any other has taken root in this feeble shard, and it is her whispering that leads Vendrick and Drangleic to ruin under normal circumstances.

Her illusion of humanity is flawless, and her trickery unknown at this point. Expose her true identity and crimes, remove her from the kingdom, and you will complete the sub-objective of this route. Whether she dies or not, or the method in which you expose her, are left in your hands.

For those siding with the giants, you must come and reclaim that which was stolen from them. The golems of Vendrick and the experiments of Aldia, Vendrick's brother, contain the souls of giants taken from them. The souls of their kin now power depraved machinations of man.

You must locate, and liberate the souls of their kin from the most fortified locations of Drangleic, despite the resistance you come up against. Their new hosts will oft resist as well, adding an extra layer of difficulty. Secure the souls, offer them back to the Giant Lord, and this subobjective is complete.

Depending on the path you took, and whether or not you completed the subobjective attached, you will be rewarded in various ways. We'll begin with those who sided with Drangleic.

Save Drangleic from ruin, and you will receive the title of Duke from Vendrick personally. This includes a royal title, a castle and land of your own, servants to attend to both you and your property, and a company of Drangleic's soldiers to serve as guards. These may be brought between worlds.

Remove Nashandra as well, and you will also receive the title of Dawnbringer from Vendrick. This title symbolizes a newfound ability to suppress darkness in your presence and deal far more grievous injuries to dark aligned beings.

On the other side of things, aid the giants in winning the war decisively, and you will receive your own wildland protected by giants. Both giant brutes and giant pyromancers will follow your word for the power you displayed, and new giants will grow from this land to fight for you in time.

Recover the souls of their kin, and you will also receive the ability to bestow up to twenty Giant Souls to whatever you like per jump. Living beings receive greater physical abilities, stone-like qualities and a more powerful soul, while inanimate objects gain both those properties and animation, life.

The Scholar King and Sea Witch

Long ago, on the coast of these very lands that became a nexus of conflict and ruin, there existed a thriving kingdom by the name of Heide. The kingdom of Heide was built both on the coast, and beyond it. The king, a renaissance man, saw a bright future and wanted to grab it in his hands.

The king of Heide was intelligent, ambitious, and possessed by a great thirst for knowledge and glory alike. To this end the best and brightest in the lands were collected under his banner, and with the aid of great architects, designs were drawn.

Once a coastal kingdom, albeit mundane, Heide was expanded past the surf. Grand support pillars and ingenious mechanisms were erected one after the next, making way for stable city streets. Nothing like it had been seen before, and nothing since.

Knights from ages old in their crumbling, brass armor were directed by clever guidance to fight for his own kingdom, but their forms flawed in the eyes of the king. With the smiths and alchemists of his kingdom, a new venture was started.

By the end of it? The creation of something new, a form of metal that would hammered into form and given to his own knights, such that not even an eternity would wear them down. Pristine, white, flawless, incredible durable and beautiful, the secrets of this alloy too were lost.

With his knights a force to be reckoned with, the king turned his eyes to the sea. If safe by encroaching armies on land, what might be done about those who came by sea? Terrifying ideas bubbled deep within his mind, his eyes turning to the depths.

And yet, what were these achievements made with, ideas expanded upon by, but the labor and spirits of those slave to the king's whims? While the city became grander and more expansive and the man's achievements stacked higher, those who labored to push and stack stones were breaking.

Rebellion was beginning to grow in their hearts, and so he began to seek a way to prove himself in a spectacular fashion. The construction of a great tower began. It was amidst this disparity of ambition and hopelessness that something floated into the city from the surf.

A dark being had arose from the depths, lurking at the edge of fire's light. It heard whispers of discontent and fear, but also of a powerful lust from the one above it all. So, it began to learn and idle away, dreaming of terrible days not yet passed.

One day, amongst the spotless slums of Heide, a woman appeared by sea to the people who lived there. Beautiful was she, with legs adorned by shimmering scales and a voice that could sow dreams by its melodious tone alone.

She introduced herself as an oracle, one who carried the ability to see the futures of any who asked. She wanted nothing in return, charitably donating her time to the hopeless. Those who came to her were given answers about their future, and the truths that eventually came proved her word.

While the king continued to look upwards and onwards, behind him was the oracle of the sea whiling away his vulnerable subjects with simple honesty. The state of things wouldn't remain, eventually the king's attention would turn to the nexus of impoverished around this foreigner.

It was a woman who could peer into the future and pull as of yet unknown truth. What could pluck the interest of a man like him more? Her body, her origins, her abilities, all so exotic and strange. And so, he came to her, giving tests of her abilities.

Test after test was passed without fail, and so he pulled her into his court like so many before her. What would the weather be like? What ventures should he invest in next? What new monoliths should he erect in his glory?

Perhaps nothing else would hold as much gravity as to how he could defend the kingdom from the sea. The oracle always spoke the truth, so when she proposed the taming of great beasts, he was elated. His mind, brilliant as it was, had already wandered to such a conclusion.

She directed him to beast masters, showed him how soothing songs that calmed their hearts, impressed upon him her worth. He fell in love.

Her words were always truth. Would they marry? Yes. Would they rule together? Yes. Did she love him? Yes. Would they future be bright? It will only end in darkness. Those words shook him to his core. She'd never led him wrong, but in some form of twisted fear he began to lavish her with all that he had.

It was a mistake to believe it was she that was threatened, as her influence and power within the city spread, until the day arms and armor fell in the hands of those stepped upon most by the king's ambition. Influenced by hatred seeded by her future, the oracle sowed chaos inside the city.

With her steps unnoticed, the hydras, long since having been warped by darkness, were set free. Powerful, hideous bodies slammed into the foundations of the city from beneath. As the king watched all he had built begin to fall beneath the waves, she held him in her arms, heart bitter and blackened.

You arrive before the king ever meets the shard from the sea, but long after disparity has taken route and the kingdom has been built over the waves. A stranger dropped through time, your goal is to prevent the kingdom on the sea from sinking below the waves.

It's not quite as simple as it sounds however. Even before warping the beasts captured by the king, the shard possesses great power of water and darkness, and has prophetic visions of times that should be. That said, your arrival has made certain visions murky and unsure.

The sea witch is only one problem however, as the visions of the future that drove them into bitter hatred still exist. The king in his ignorant hubris continues to ignore and step on all those around him and, unpunished, the foundations of his city will wear away and collapse all on their own.

The city, though great, is also a mess of logistics that was only made possible by the brilliance of the king and those he collected beneath him. Truly this was a powder keg waiting to explode, and now only your timely intervention will see to it that a bright future is achieved.

Let the kingdom fall into ruin, and you will fail. Depending on the methods you use to succeed however, a variety of possible rewards wait upon you.

Dispose of the dark threat to the city, and from her conquered soul you will gain a measure her prophetic abilities. Hazy visions of the future in response to inquiries may be called upon at a whim, and clever parsing of what you see and hear allows for immense success moving forward.

Instead charm the sea witch and turn her to your side, and you may take her as a companion. Servant, friend, lover, whatever the case may be her potent abilities regarding water, darkness, sea creatures and prophecy will be used to your benefit.

Set the king straight to care for his city and people as he should, and he will thank you with the secrets of Heide's alloy. It's stronger than steel, and virtually immune to corrosion. You will have the ability to replace iron and steel with this alloy in anything you own at a whim.

Depose the king, and finding some way to have the city maintained in the long term, and you will gain something else however, loyalty. Great minds will flock to your side in this world and future ones, finding you soon into your forays.

Although they might specialize in all manner of things, the architects get the brightest spotlight. They may help with constructing logistical nightmares like Heide, a kingdom built almost entirely over the ocean, in this world and others at your beck and call.

The other great minds in your employ, though less impressive, are still comparable in feats if given opportunity and resources. Although absolutely brilliant for their world, their brilliance is simply that, brilliant for their world. Feats ordinarily impossible will not become possible.

However, rather than simply removing or charming the witch, removing or rehabilitating the king, there is another more difficult path with other rewards that you may attempt. The witch always spoke honestly, she did love the king, and he loved her, but something arose in the future.

She saw in days yet to come a terrible rift that would form between them, hatred growing to fill the gap until sparks grew into an explosive end to the two of them and the city.

Rather than allowing her swollen love to become hatred, she brought about an end to Heide sooner, so they would die in each other's arms. Have you guessed what you must do yet, as an interloper who can interfere with the foretold future?

In this route, you must successfully bring the Scholar King of Heide and the Sea Witch of the Depths together, resolving whatever issues in their identities that would lead to future catastrophe. Set them on the path as light and dark coming together, ruling a golden age city surpassing any other.

Successfully navigate the complexities of love and growth surrounding these two, and you will be rewarded greatly. The first and more minor reward is an overall grander set of skills for matchmaking and soothing troubles in existing relationships.

Destined lovers, or exciting potential lovers, are revealed to your eyes as clearly as a rainbow in a cloudless sky. The root of bickering and marital issues is as easy to find and pluck as the weeds in your garden. Heartbreak and loneliness in your surroundings won't last long with your investment.

The far greater reward is naval power in what the king and queen of Heide would only be able to accomplish together. You acquired the power to summon abyssal hydras, water treading cousins of ancient dragons that have been warped by the queen's darkness.

These creatures with numerous heads, serpentine necks and glowing red eyes hold incredible power both in their brawn as well as their ability to project heavy blasts of dark water from each mouth. You have the capacity to summon eight hydras at a time, partially or fully, from any body of water.

The Kingdom of Pharros

Pharros the Vagabond, legend of this man persists to this day, but he led a mysterious existence. He was brilliant, travelling the lands to lend his mind to anyone in need. At the same time, he left behind numerous doors bearing his likeness leading to treasure and dangers with little apparent purpose.

So prolific was the spread of his discoveries and inventions, so enigmatic were his movements and motivations, that a number of achievements that he's had nothing to do with were prescribed to him. Who was he, where did he meet his end, what did he want?

Well, by taking this scenario, you're put on the trail at least. Journey forth to the Doors of Pharros, place holding more doors than anywhere else in these lands. Many are tricks, some rewarding, but you'll be looking for a door that didn't exist before, larger than the others.

Open it, and you'll be introduced to something strange. A square room with three more doors of Pharros for walls, and a floor covered in text written in blood. If you can read it, you'd know it to be the dying testament of the man you're now looking for.

Pharros speaks of a madness that began to grip him later life. Wisdom and knowledge beyond his own began to warp his way of thinking, and his inspiration more erratic between charitable and malicious. So, to prevent his mind from falling into evil, he made himself a prison.

Pharros had never cared for wealth or power, so his prison was made simply. Four walls, a floor, a ceiling and a calm dark. The writing continues that he had left whatever tools he had left outside when he sealed himself inside, so the existence of these doors and his own missing existence is strange.

Text written from another angle explains inspiration striking the man as he sat by himself in the dark, and that he needed to exert it. He writes that he couldn't find it in himself to make a door without a key, but writes that he could make every key hard to find, and every door difficult to open.

From there, it's a mad raving mixture of begging any who discover this place not to follow as well as heavy details of what he'd planned. Each of these doors was a path, and a deterrent, their dangers listed clearly to serve as a rejection to liberation.

The door on the left is marked with bloodied text translating to "Path of Tears." The ravings on the floor mention insidious traps and mechanisms relating to water, poison and other fluids that by all rights he shouldn't have access too. Then again how he carved his way out is mysterious on its own.

If improperly navigated, invaders may be faced with all manner of dangers. Some include drops into rushing rapids slamming individuals into small holes fast enough to make them fit. Others include being sealed in a room that fills with water with no outflow, eventually crushing them you pressure.

The door on the right is marked as the "Path of Pain." The ravings on the floor detail mechanical dangers relating to blades, spikes, shifting stone and other things made explicitly to maim and disassemble anyone trying to brave it as viscerally as possible.

If improperly navigated, invaders may be faced with firing squads of ballista, or pressure plates that drop one's foot into an ankle crushing stone hammer. He also wrote of giant boulders polished to perfection until they were perfect murder orbs, but how he would have hoisted them is mysterious.

The door directly ahead is marked as the “Path of Want.” Pharros’s writing shifts into unsettling tones speaking of the wonder of his prison for the process of creation. As if both inflated with pride and enraged at anyone who would read this far, he has made a baited path most cruel.

Beyond this path, there are many doors, but fewer available keys. Temptations are numerous, and riddles playing to the sense of desires of invaders, either natural or fabricated. Riches, relics and rest are all offered, but often lead to imprisonment and a slow death at best.

The Path of Tears is often the most hectic and exerts pressure by time sensitivity of many rooms. The Path of Pain is the most directly lethal and could kill or cripple in a moment. The Path of Want however is the most cruel and mentally torturous.

No matter which path you pick, glowing crystals and Pharros’s mad ravings can be found in each, and if properly parsed out will lead the way. One must be wise, clever and possessive of a powerful will if they’re to make it through. If they do, the end is one last peril all its own.

Deep, deep down at the bottom of it all, the inner sanctum of “Pharros’s Kingdom” may be found. Here, a monstrosity of titanite and stone awaits. Its centipede like body is large, and its head a door of Pharros, horrific after the numerous threats on your life to this point surrounded by them.

Depending on the route you took, mechanisms would have been triggered in different orders. These mechanisms do two things. The first is change the room you will end up in. The Path of Tears will activate mechanisms in the room that will fill it knee deep with water.

The Path of Pain will activate spikes along the rounded walls, the walls spinning once the final door leading there is opened. The Path of Want however will drop panels around the room, opening steep drops that the beast may nimbly step around.

Secondarily and most importantly, the mechanisms activated by your passage down cause blocks around the floor to shift, slide, rotate and lock into place. The result? A stone indentation the size of the beast’s head, the final “Door of Pharros” for you to open.

This of course means that you will have to properly navigate your way through one of the heavily deterrent filled paths in order to actually reach the end. There was little other choice for you than to do so, was there not? How else were you going to get down?

Make it through, kill Pharros’s Demon, and open the final door to find your reward inside a room that wouldn’t have existed any other.

Traverse and overcome the Path of Tears, and behind the door will be a reflective pool, your own face staring back at you. Pressure released when faced with nothing but your reflection evokes a change within you, a deep calm and steadiness of thought like the ocean.

No amount of trauma, pressure, pain or threat on your life will be able to shake you now, for you have surely seen the worst. Additionally, by bathing within the pool your body will change in ways not unlike your mind.

Your body no longer dries, not completely. Sweat and blood alike are unending, and possess soothing, healing properties. Your tears, purest of your fluids, possess this quality in the greatest potency, and can be used to heal the injuries of others.

Traverse and overcome the Path of Pain, and behind the door is a disturbing sight. Inside, you will find a titanite knife and a desiccated heart inside a pool of dried blood. Whose heart is this in the depths of Pharros's Kingdom, if no one but the two of you have ever made it this far?

The knife is nothing short of beautiful, perfectly balanced with a single, frighteningly sharp edge. This knife, beautiful as it is, appears mundane until allowed to touch stone. There, it reveals it cuts through it like a hot itself through butter, making carving and sculpting a breeze.

Carve the heart out of rage at your prize being a knife, and reveal something more inside, fragments of a soul. This soul doesn't belong to a man though. Despite its worn state, this is clearly the soul of something much more ancient and powerful than Pharros.

Take it into yourself, and you will be possessed by great wisdom, and great power over titanite. You will acquire the capacity to produce it with the power of your soul, and color it with properties your soul may produce. Your only limits are the limits of your own soul empowered by these fragments.

Traverse and overcome the Path of Want, and behind the door is. . .nothing. Closer inspection reveals bloody writing on the walls. It's all mocking ravings spiting the one determined enough to see things through to the end, saying they can have his work if they wanted a reward.

The center of the ceiling above then crumbles, revealing a massive cavity in the earth. The architecture is evocative of bismuth and numerous likenesses of Pharros and some other individual are everywhere. It truly is a kingdom, all the dangers hidden within the walls.

Although clearly meant to be bestowed in a mocking tone, you nonetheless receive the city in its entirety as your own property, allowing you to place it at your choosing in future worlds at your distraction. It will always appear belowground, but safer entrances will be provided.

In addition, an intuitive understanding of the city's complexities is given, allowing you to safely and easily navigate it and its hidden passages. This also means the vast treasures and relics of various shapes and sizes you passed by selflessly will now be yours to recover in your own time.

Drawbacks

This is the drawback section, where you may take restrictions or additional threats of various types in return for additional points to spend in the sections above. Drawbacks trump the effects of perks and items where applicable, making them very dangerous if taken haphazardly.

You may take up to +600CP in drawbacks. You may take additional drawbacks, but they will not bestow points. Drawbacks will be cleansed at the end of the Jump, no longer being in effect.

-Hoarder (100CP) – "That looks useful, but so does that, and that too! You can't stop looking around and picking up anything that looks like it might be useful. Weapons, armor, plants, everything.

Additionally, it's is now very difficult, personally and emotionally, for you to not scavenge some sitting piece of equipment or item. Finders keepers and all that. Who doesn't need another worn out wooden shield?"

-Convincing Lies (100CP) – "Your ability to discern truth from deception has really eroded. That's not a good thing in these lands where the ones with their minds can be as dangerous as the ones without.

Sure, you can be suspicious of everyone all day long, but more often than not you'll just keep having issues of whether or not those aren't actually lies at all.

Were you actually given a good deal? Was that a warning about the trap you walked into, or cleverly worded reverse psychology that led you in? Is that shiny blue sword actually magical? More likely than not, all will be mysteries."

-Land of Inconvenience (100CP) – "Your armor never seems to fit perfectly and the pieces never match. Stones in the road just high enough to trip you are scattered about. Everyone just talks too fuckin much. It's all too much, this land is dangerous but need it be so inconvenient?

Small inconveniences present themselves wherever possible, and you have added difficulty with getting over such things. None will make you lose your mind on their own, but the buildup of many small things has always ended up being infuriating."

-Killer Piggies (200CP) – "Majula is a beautiful place, safe for the most part. Well, there's a giant hole in the middle of it, and a skeleton in one house's basement. The true terror you need to get rid of is that pack of piglets though.

More mundane wildlife may now be found peppered throughout these lands, zombified versions of such things at least. They're aggressive, they're undead, and they're almost always terrifyingly resilient. They never look all that wrong either, making the deception even more a slap in the face."

-Pain Magnet (200CP) – "Something is odd. Enemies keep aiming right for your face, either with big, overhead smashes or their varying projectiles. Well, that's not odd. It's odd how much and how close they're getting.

Something, whether fate or some invisible bullseye, is dragging aggression and danger straight towards your face. It's as if your face is an actual magnet, but for pain. Careful, as anything that would have been narrow misses or dodges will be pulled enough to still hit."

-Contrived Quest (200CP) – “You wish to make it to make it to the castle of Vendrick, wanderer? Well then, you will need to brave the incredible dangers of this vast land, and collect the old souls of four great and powerful beings in order to open the way. . .or you can climb this small mound of stones.

Legendary feats are now required for many mundane tasks. What kind? Well, say you wish to travel a relatively short distance down? Then you must search for a ladddersmith, specialist in vertical movement, and procure the finest of his wares.

Scale a bit of rubble? No, too difficult, instead open this door with the souls of reincarnated gods. Easier ways? Yes, but not for you. You will feel it necessary now to do things the hard way, and someone will almost always be around to give you the needed exposition to embark on your quests.”

-Enemy on the Other Side (300CP) – “You’ve been possessed by what could be considered a secondary personality with as much power over your body as you do, sometimes more.

Their personality runs counter to your own, and they wallow in those things you find abhorrent. Those especially peaceful may find their secondary to be an enthusiastic of wanton slaughter. Someone brave and just may find themselves sharing a body with a coward who leaves your friends behind.

Whatever the case may be, the more you resist whatever things you hate and they love, the more they’ll grow to loath you. Oppose them enough and their power will begin to spread.”

-Shard In Your Side (300CP) – “Have you ever felt an ominous cloud of dread hanging over you? Just this feeling of something is going to go wrong? Well, prepare yourself, you’re about too.

One of your most trusted companions has been replaced by a shard of darkness, and is slowly sapping away at your soul and sanity with honeyed words of betrayal. Not that you know at first that is. It will take time even with talent and ability to see through deception.

By then, there comes an issue, of them having grown strong enough off of you to potentially be quite threatening, and you potentially being in a poor situation through their advice. If you have no companion, a new influence will be introduced into your life to fill the role described above.”

-It All Falls Down (300CP) – “Your city was built on encroaching hellfire. A great demon decides to attack your kingdom right after your best warrior leaves on a pilgrimage. Your wife is secretly a monster of the dark whispering temptations in your ear, so you’ll be weak enough to consume.

Everything just seems to go wrong in spectacular fashion long after you’ve invested. Your greatest ambitions, whatever you sought out in life, always comes with a spectacular lining of rust. It’s some fatal flaw that you didn’t see coming or didn’t prepare for appropriately. It can be quite fatal too.”

Outro

What was it that you saw at the end? Through all your travels and all your battles, you had to have had a goal. Did you find it? Did you just wander in circles for ten years? Was it all worth it?

Well, regardless of anything like that, you survived, and that's what's most important. Drawbacks are removed and such, now you are left with a choice. Where do you go from here?

-Light Shines the Way Home: Home, something you've thought about a lot these past years, or perhaps not at all until now. It does sound like a warm final destination though, does it not? Your chain will end, you will return to your original world, time picks back up, and an ending of sorts will arrive.

-The Dark Invites A Long Rest: Your journey has been a long one, an adventure worth telling stories about. Honestly though, it's been too long. The locals might have the right of it, maybe a nice long rest is what you needed, and where else but a dying world for someone intent on that?

Or, maybe I'm just reading too far into things, and you're looking to fix things here on a scale that ten years wasn't enough for. I wish you luck on that, I truly do. As above, your chain will end, time will pick back up, but you will stay in this world rather than go back to your original.

-One Who Abstains: Want, desire, you are defined by it. Though this world offered such temptations relating to your definition, it's not big enough, not grand enough. This world cannot end your story.

You will not be ending your chain. You will not be going home, you will not be calling this world home. If you live, if you die, that hasn't been written yet, and endings are nowhere in sight.

Your chain will continue, you will keep everything you have, and time will continue to stay frozen in all worlds in the past. This world too, shall join them in stasis.

Notes

-Note 1: NuBee & Valeria coop Jump.

-Note 2: Despite the name, the Bearer of the Curse OC Companion does not have to take the place within the world of the Player Character from the game.

They could, but they could just as easily be someone else entirely if you are already mentally inserting as that role, or they could be that character, just from another world over.

If you're wondering why I have a note about this, don't. It's necessary, but not that important for the vast majority of people Jumping here.

-Note 3: For "The Scholar King and Sea Witch" scenario, you may receive the rewards for both rehabilitating the king, as well as mending the future relationship problems of the two, allowing you to get the alloy, the matchmaking abilities, and the hydras.

-Note 4: When purchasing Beautiful Beast, one may forego the listed animals and redesign it with other choices that match the themes presented. It won't be a massive advantage or disadvantage either way so I'm cool with it.

-Note 5: You may not backtrack and progress through multiple paths within the Pharros scenario to fight the boss and reap multiple rewards. You are only applicable for one of the rewards for successful completion of the scenario.