

Demon's Souls

"On the first day man was granted a soul. And with it clarity. On the second day upon earth was planted an irrevocable poison. A soul-devouring demon."

This place was quite lovely once; the grand Kingdom of Boletaria with many valiant heroes and its King Allant XII who led it to glory and prosperity with the power of the soul arts. Then he was tempted by the soul arts' power and pledged himself to the Old One, an ancient demon that hungers for souls. A colorless fog soon covered Boletaria and isolated it from the rest of the world. Eventually one of its knights managed to escape and told tales of demons that grew stronger with each human soul they devoured. Those with their souls taken would go mad and attack others adding to the chaos. The power of a mature Demon's soul is beyond human imagination. Many were drawn to this land either to save it or were enticed by the power of souls. You however have something they don't, *1000 CP.*

Your soul has been bound to the Nexus. Upon death you will return there as a phantom with a severe loss in health, leaving behind your body and soul. Should you die again before you regain your souls or fade away due to intense despair, your adventures end and you will be sent home. Fortunately no demon shall ever consume your soul and any curses placed upon you here will be removed at the end of this jump.

Locations: Roll 1d8 to find out where you are. You may choose a location for 50 CP.

1. Nexus	The underground fortress that lies beneath Boletaria. It holds the souls of would-be slayers in hopes that one of them can succeed in lulling the Old One back to its slumber. The Maiden and the last Monumental stays here along with many other survivors.
2. Boletarian Palace	The Capital of Boletaria. It was once home to many heroes but as of late only the mad, the demons, and their False King remain in this grand city.
3. Stonefang Mine	The Tunnel City. It is said that in these caves there is a shrine to a Dragon. The flames there are said to be the very essence from which blacksmithing was begun.
4. Valley of Defilement	Home of the abused, diseased, and neglected. The dumping ground for the unholy and wretched of the kingdom. Those that still live will attack visitors to get souls for their Maiden in white.
5. Tower of Latria	A shrine dedicated to the Ivory Queen in neighboring lands to Boletaria. The Queen's consort, who was cast out, returned with an army of Demons and overthrew the Queen. The Tower was turned into a prison and its prisoners are used as sustenance and test subjects for experiments.
6. Shrine of Storms	The tomb of many heroes and soldiers, surrounded by many flying beasts. A tribe worshipped their gods here until they all died out. The demons here find the skeletal remains to be suitable for their purposes.
7. Free Pick	You may pick where you end up in this wretched world.
8. Beyond the Fog	Not all of the world was covered by the colorless fog. And yet the fog slowly expands until the lands once untouched too shall be shrouded...

Origins: Your gender stays the same unless you would like to change it for 50 CP. Roll 1d8+25 for age. You may change it for 50 CP.

Wanderer (Free):



A stranger in strange lands. You did not brave the fogs nor were you here from the start. Yet here you are gifted with luck and dexterity.

Knight (100 CP)



When Boletaria began its conquest of neighboring kingdoms, you were there among your fellow knights leading the charge. When the demons came to devour your countrymen, you did your best to stop them. It wasn't enough but no one can claim you are not a mighty fighter.

Magician (100 CP)



Magic is a source of suspicion and its practitioners are said to be in league with the demons. However those that scorn it know all too well about the power Magicians have.

Priest (100 CP)



A servant of God. You are a priest trained in the way of Miracles, blessings from the Lord. Times might seem bleak but you have faith. And that is enough.

Perks:

Soul Gathering (Free): To the victor goes the spoils. Whenever you slay someone worthy their soul will be dropped nearby for you to pick up. If they aren't then the weaker souls are automatically picked up. This perk is not mandatory should you not take it you will not get any souls when any enemies are slain.

Stable Movement (100 CP Free for Wanderer): Not all environments are easy to move in such as ice, or beams for instance. You don't care about that because you can move on them like it was just normal ground. This lets you run on stuff like ice or wooden beams without falling down.

Thief's Grace (300 CP Discount for Wanderer): A comparison could be made between you and a ghost. You have been trained in the art of stealth allowing it to be easier for you to go unseen by others. This has the added benefit of you becoming more agile and dextrous, surely that will help in battle.



Inner Self (600 CP Discount for Wanderer): Much like the Maiden, you can use the souls of great beasts, heroes, or villains to give others a part of their powers. Beware though for the nature of the soul can change the person you are using it on. Weaker souls can only upgrade someone's abilities. You can use this on yourself.

Move Set (100 CP Free for Knight): You understand how to hold and use many weapons: halberds, swords, spears, bows, crossbows, and et cetera. However it's all rigid as if you're following from a book. With time you can innovate them into a fluid combat style.

Knight's Honor (300 CP Discount for Knight): A lesser person might be encumbered by the heavy gear they have to wear but not you. Your strength is incredible making you capable of moving as if you were wearing simple clothes instead. Due to your training you are skilled in combat and may pick a type of weapon like you've trained with it all your life.



Soulcraft (600 CP Discount for Knight): With the souls of strong opponents, you may forge great weapons and armor out of them. Of course you can craft with lesser souls but the product won't be that great. The weaker souls can only be used to upgrade things instead. You instinctively understand how to use anything you made.

Heightened Capacity (100 CP Free for Magician): Magic requires those that use it to be more than just dumb brutes. This is reflected on you improving your intelligence and as a direct result your mana capacity. You can cast some basic spells (Flame Toss, Soul Arrow, and Water Veil) without them failing on you.

Acolyte's Knowledge (300 CP Discount for Magician): You're not a fool dabbling in magic, no not at all. Whereas some amateur might remember to cast a spell or two you are well-versed in magic. It seems that your constant studies has improved the damage of your spells.



Sage (600 CP Discount for Magician): In magic you have few equals, many of them brilliant prodigies much like yourself. Your intelligence improves the damages of your spells. With study you can turn great souls into powerful spells to be used. Weaker souls can be used to improve your magic.

Simple Belief (100 CP Free for Priest): There is something you believe in whether it is a belief or a deity. Once a goal is set it becomes hard for others to sway you from your cause. As a result your willpower and determination is also improved. You also understand to use the miracle Heal.

Faith's Reward (300 CP Discount for Priest): When one has faith miracles can happen. Your dedication and faith has allowed to you to understand the blessings of God and as such improved their potency. Due to your dedication your will has been improved and miracles cost less when used.



Seventh Saint (600 CP Discount for Priest): None can doubt your faith for surely you have been blessed by God. Any holy powers you have are amplified. Should you have a great soul to study you may convert it into a miracle. The weaker souls can be used to improve any faith powers you have.

Items:

Starting gear (Free): Equipment as befitting of your position.

***Wanderer** - Leather armor, falchion dagger, and a wooden shield.

***Knight** - Fluted armor, longsword, mailbreaker, and a kite shield.

***Magician** - Wizard clothes, short sword, wooden catalyst, leather shield.

***Priest** - Mirdan armor, halberd, talisman of god, and a heater shield.

Bag of Grass (50 - 100 CP): You have a bag of crescent moon grass that refills every third day. When consumed it will restore some health. Has enough grass for 10 uses. For an extra 50 CP it becomes full moon grass which heals much more and refills every second day.

Bag of Spice (50 - 100 CP): A bag of fresh spice restores mana when consumed. There is enough for 10 uses and refills every third day. For an additional 50 CP it becomes old spice which restores more when eaten. Also useful for cooking.

Turpentine (50 - 100 CP): Resin collected from a pine tree. Amazingly when applied to weapons it covers it on fire for a minute. You get a small pouch of them that has enough for 4 use per day. For an extra 50 CP the turpentine was harvested from a black pine tree, making the flame much stronger.

Ed's Grindstone (100 CP): A sharpening stone used by the Blacksmith of Stonefang, Ed. When used on a weapon it restores its durability and reduces the wear and tear on it. You get enough for 5 uses a day.

Throwing Knives (100 CP Discount for Wanderer): An infinite supply of throwing knives. Doesn't do much damage but makes for a decent hold-out weapon.

Thief's Ring (200 CP Discount for Wanderer): An ancient sapphire ring that subdues your presence, making it difficult for enemies to notice you.

Firebombs (100 CP Discount for Knight): A bag of firebombs, enough for 5 uses. Refills 1 firebomb every hour. Predictably throwing it produces a large flame.

Eternal Warrior Ring (200 CP Discount for Knight): An old bronze ring that once belonged to Old King Doran. When worn it allows the wearer to recover their stamina faster.

Sticky White Stuff (100 CP Discount for Magician): A sticky, white, wax-like substance. When applied to a weapon it causes to shine bright and inflict magical damage upon the target. Has enough for four uses, slowly refills one per hour. Also comes with a nice vial.

Fragrant Ring (200 Discount for Magician): A nobleman's ring, forged with spices. Recovers mana slowly over time when worn.

Ring of Magical Dullness (100 CP Discount for Priest): A soft ring bearing a light green seal made by Geri, a friend of Sage Freke; when worn the user's defense against magic is increased but at a cost to their magical attack power.

Ring of Sincere Prayer (200 CP Discount for Priest): A ring said to have been found by the young Sixth Saint Astraea. When worn the wearer's miracles powers are said to be increased.

Blue Eye Stone (200 CP): Proof you have been accepted as a demon slayer by the monumental. When used in Soul form you are summoned to another world to assist that slayer in their quest to slay a demon. Should you succeed you will regain your mortal body. Outside of this jump you may use this to summon blue phantoms to aid you twice every ten years.

Black Eye Stone (200 CP): Proof of a corrupted human, when used in Soul form you invade another person's world to take their soul and regain your mortal body. Outside of this jump you may use this to summon invaders to attack someone you have met twice every ten years.

Stone of Ephemeral Eyes (300 CP): Can only be used in Soul form and when used it allows you to regain your body. Outside of this jump it allows you to cheat death once before crumbling away and is lost.

Ring of Avarice (400 CP): This ring is a symbol of wealth and debauchery. Fitted with a large jewel it allows the user to obtain more souls when slaying enemies.

Demonbrandt (300) The demon-rending blade that has been passed down through Boletaria's Royal Family for generations. It is particularly effective against demons and forms a matching set with Soulbrandt.

Soulbrandt (300) The soul-rending blade passed down by the Boletarian Royal Family. Favored by Old King Allant due to its power increasing the more demonic the user became. Forms a matching set with Demonbrandt.

Northern Regalia (Free if both swords are bought) The legacy of the of the Old Boletarian Kings. Not much is known of its origins but its power is known. In order to use its full power one must be of the side of pure white or pure black.

Nexial Shard (600): A fragment of the Nexus that runs beneath all of Boletaria. When placed down in a spot it shall sink into the ground, slowly forming the great underground fortress. After a week or so an archstone will be placed on its original spot allowing you to teleport to the Nexus. There you may set up other archstones. Hide them well for anyone can use them. You get a new shard when the old one is used after 10 years. It cannot be used in the Warehouse.

Storm Ruler (600): A powerful weapon: when swung the very wind will tear asunder your foes. You require no ancestral spirits nor a monolith forest to have its full power. Perhaps with time you can do much more? You may instead apply Storm Ruler's power to any melee weapon you currently have.

Fellow Slayer (100-300 CP): A friend to keep you company in this harsh world. They may select any origin other than **Wanderer** and receive the free perk. For every **100 CP** you spend they get **200 CP** to spend. You can also import companions using this. They cannot take drawbacks.

Demon Slayers (600 CP): Your companions are with you. With this you can import 8 of them into this world. They cannot take any origins but each have **400 CP**. They may not purchase items or take drawbacks.

Canon Companion (200): Perhaps someone here has proven they are worthy of travelling with you, maybe you just like them. Nevertheless you may bring one person from this world with you. They have to agree and be alive at the end of the jump.

Drawbacks (Maximum of 600):

Bad Graphics (+100): Everything seems so awful and clunky. The colors are a bit off and people don't open their mouths when talking. And just when it seems you get used to it, the visuals and sounds get even worse.

Barred Entry (+100): When the end came, everyone cowered and hid. This means that any door you come across happens to be locked and you often have to find the key before you can open them. Yes even if it's a window. Also they're unbreakable somehow, this includes the walls.

Soulless (+200 CP): It would seem nothing in the world has any souls to give. This means that you shall never obtain a soul during your stay here. On top of that no one seems to drop any good equipment.

Sudden Surprise (+200 CP): Your foes are not idiots waiting for the slaughter instead they are cunning. They are capable of waiting for inopportune moments for them to attack. On top of that they really enjoy hiding near doorways and on top of ledges to ambush you.

Feeling a bit blue (+200 CP): While the body might be gone but the spirit remains. However even that can disappear should one give into despair. You have not lost hope yet but you see how pointless everything is. It makes you want to sit around and wait for the inevitable to happen...

Cursed Mark (+300 CP): It is said that if demon's souls corrupt one. Nonetheless many are tempted by the powers they possess and will seek them no matter the cost. You have the appearance of a demon, nothing can change that. Expect many demon slayers to come after you and for no one to trust you.

Sluggish Controls (+300 CP): It can be said that you're sloth. Everyone seems to move so fast as if you were stuck in molasses. You move a lot slower and your reflexes are dulled. On top of that you always seem a second too slow.



Black Phantom Party (+300): Your world is the prime hunting ground for invaders. They will invade constantly in attempt to take your souls. Maybe three an hour if you're lucky, but you're not. Oh no there will be far more and all experienced killers on top of that.

Dregling (+600): Boletarian knights are fierce opponents but sent ahead of them was the army of slaves and conscripts. Given poor equipment and supplies they were meant to pave the way with their corpses. You are one of them, conscripted just as Boletaria began its conquest of the nearby kingdom. Here you will be sent into hellish battlefields until the kingdom has won with only the things gained in this world. And then the Demons will arrive in force. Only when the last one has been slain or should you perish may you leave this world.



NG+7 (+600): Alas the demons were too strong and have nearly driven humanity to extinction. Their mightiest heroes were corrupted into hollow shells of their former selves. The world is covered in fog and darkness; demons walk freely consuming whatever souls they find and becoming ever more powerful. Humanity has fallen in despair and the Maiden has lost hope. There is no future here... Or perhaps you can change fate?

Shard of Archstone: You have had enough of this multiversal journey and want to return home, keeping all of the things you have gained thus far.

Stay Here: This doesn't seem like such a harsh world after all, it's lovely enough that you want to stay here instead of going home or moving on.

Duty Fulfilled: You survived the fog and the horrors within. And now you're ready move on and continue your journey.

Notes:

*Umbasa

*Spiritual energy is an acceptable substitute for souls though if they aren't lifeforce in nature it will be very inefficient. Around a 3:1 ratio.

*There is no canon on what souls actually *are*, so fanwank something.

*Diminishing returns are a thing in Demon's Souls.

*Enough willpower can nullify the effects a soul might have on one's personality.

*Northern Regalia requires you to be a really good person or a really bad person. There is no inbetween.

*Link to spells and miracles: <http://demonssouls.wikidot.com/spells>

*In order to count as worthy, a soul must have belonged to someone of great renown and power. For example a Knight who led the charge into battles many times over the course of their life, slaying many enemies, and also killing something much stronger than them like a Giant is acceptable though it will be very weak. Work up from here.