

Dark Souls Jumpchain CYOA (Version 1.6)

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In a gray and changeless time, where stone-scaled dragons ruled over all things, four beings found godly power within the flames. Three of these became as gods to the other residents of the world as they cast down their dragon overlords, with the help of a vengeful dragon outcast, slaying them with the power of lightning, fire, and death. . . One, however, disappeared from the annals of history.

The fourth, the Furtive Pygmy, remains a mystery throughout the war with the dragons and the Age of Fire that followed. It is rumored, however, that humanity itself is the offspring of the Pygmy, bearer of the Dark Soul. The other four, the dragon outcast Seath the Scaleless, the Witch of Izalith, Nito the Gravelord, and Gwyn, Lord of Sunlight, ruled as gods in the land of Lordran.

Now, however, the Age of Fire is coming to an end. The former gods, once so powerful, are withered and twisted in their efforts to preserve it, and now the time has come for a prophecy to be fulfilled in the land of Lordran. In the deific capital of Anor Londo, the princess Gwynevere awaits the Chosen Undead and the ringing of the bell-towers, to mark the beginning of a new age, either of fire. . .or of darkness. . .

Many years have passed, and many miles away in the land of Drangleic, a woman clad in green and white awaits the one who will destroy the tainted queen and claim the throne as their own. The king, a warlord known as Vendrick, has gone missing and the castle is cut off to those who do not bear a powerful soul. One day, this land will be free of such worries. One day, the darkness will lift, and the curse will be removed once more...

The ancient land of Oolacile, alive and well despite what should be the case. Not all is as it shouldn't be, however. Darkness has infected the land, and sorceries, pyromancies and blessings are being twisted into new forms by the power of darkness. Much like these spells, the locals are also twisting and mutating into new forms, better suited to the feral mindset and harsh powers that the darkness bestows upon them. In the depths of these forgotten times, an evil darker than any known to modern man lurks, waiting to be freed and loosed upon the world...

Time flows strangely in these lands, as you may realize. Even if it did not, there are powers that can call one to destinies that not even the flow of time can limit. Welcome, undead Jumper, to the grim world at the edge of the era. You have been afflicted with the undead curse, challenged to survive in the world of Dark Souls for ten years. Welcome, and prepare to die.

======(Rules)=====

As the undead curse does stand in typical violation of the resurrection rules in the Jumpchain, your own brand has been modified. You may survive and be revived so long as you have your own soul. To be precise, when you die you'll be returned to the last bonfire you rested at and a bloodstain will be left near where you died.

This stain contains your soul, so you must run and collect this bloodstain and your soul. If you die a second time before doing so, you will die permanently. In addition, should you go hollow, go insane or be corrupted into a demonic form, you will be cleansed of such status and sent home, much as if you died.

When does this jump occur, you may ask. You might wonder if you can hunt down Gwyn, or Nashandra. . . well. Time flows strangely in these lands, so who knows? You may end up facing them both. Perhaps even at the same time.

The duration of your stay within these lands will not be measured in the skewed perception of linear time, but in the path you yourself take through it. Should you sleep in Lordran and awaken in Oolacile, your time will continue to move forward, not backwards. It is advised that you track this time yourself.

You only get 1000 CP to spend on the choices below. Be warned, you should prepare to cry, as you will choose who lives and dies this day.

======(Locations)=====

Locations: Though time may be fluid, space is still mostly stable. Roll 1d8 to determine time and location for free or decide your own path for 50CP.

1: Oolacile Sanctuary – You’ll be starting in the kingdom of Oolacile midway through the age of fire, a fantastical kingdom at one with nature and sorcery. A primordial human is spreading a dark abyss into the kingdom though, disrupting the peace and corrupting the inhabitants. At least Elizabeth, “Godmother” of Princess Dusk and big ass talking mushroom can help, somewhat.

2: Firelink Shrine – An old and crumbling shrine with a bonfire. You’ll be arriving shortly after the Chosen Undead, near the end of the age of fire. This place acts as the central hub, cross roads and gathering place for the Chosen Undead, the people he or she saves and others wandering the lands of Lordran. Thankfully it’s rather safe compared to the rest this god forsaken land.

3: Anor Londo – The legendary city of the gods with beautiful and surprisingly dangerous architecture. You will be arriving near the end of the age of fire, long after most of the deities have deserted the place. Not all is as it seems around here though. . .

4: Blighttown – Blighttown is a slum of a settlement that stretches deep down below the rest of Lordran, down into a toxic swamp. This wretched and oppressive place is populated by all manner of foul creatures, some might say overpopulated. You? You will be arriving near the end of the Age of Fire, in a small tunnel in a small corner of Blighttown. . .at least it has a bonfire.

5: Majula - Majula is a small rural town located next to the coast, though mostly abandoned now. This acts as the main hub, crossroad and gathering place of the “second” Chosen Undead and others in this land. You will be arriving hundreds of years after the events from the first game, same time as the Second Chosen Undead does. Watch out for the piglets, those things are assholes. The odd eternal sunset over the ocean is pretty though.

6: Lost Bastille -The Lost Bastille is a large, aged prison containing dozens of imprisoned Hollows exiled by the King of Drangleic. This place too, sits on the coast. You would arrive here the same time as if you had rolled Majula. Be careful here, as there isn’t a lot of room to maneuver and the enemies here love using that to their advantage. . .

7: Brume Tower - The location is actually a number of large towers set within a volcanic wasteland setting. The towers are connected by large chains that can be walked across. These tall as fuck towers

seem to be sticking up from the Old Iron King's kingdom half sunken in lava. Getting down there would give you access to other places in Drangleic, like Majula and the Lost Bastille. . .the only question is, how do you get down there?

8: Free Pick – Congratulations, you win a free pick! You may now pick your poison from any of the areas you can find above. . .why aren't you cheering?

======(Origins)=====

Normal origins have been replaced with a past servitude of a "type" of covenant. Covenants are similar to guilds, with purposes ranging from hunting their enemies, seeking some higher purpose or working with others for some greater cause. You may select any natural human age you like, as the undead curse will care little for how many moons you have seen so long as you have the sense of purpose to continue onward. You may pay 50CP to change your gender.

(Free): Drop-In - A lost soul, wandering these lands with no past and possibly no future. You are free of the haunting memories the other origins most likely have of this world, but awake only with the knowledge of said world you're coming in with. Be cautious, or prepare to die.

100CP: Disciple of Sunlight - Brave knights and followers of the sun. They believe in jolly cooperation, working with others for the greater good, wielding lightning and blessings to purge their enemies and aid friends. Members (or former members) of this covenant can trace their roots back to the first age of fire.

100CP: Sanctuary Guardian - Whether it is a person, a place or even a specific thing, these brave and dedicated souls have sworn an oath to protect something they hold dear. Beware, for they are not above fighting dirty and using traps to keep what they hold dear safe. Former followers of one such covenant who left for whatever reason can still put these skills to good use though.

100CP: Dragon Remnant - Some lost souls find themselves wishing to be more than human, more than hollow. Some such souls will find themselves following an Ancient Dragon from the times of old, rewarded for their dutiful service with that which they wished. Followers of these covenants who have proven themselves are gifted special items allowing them to mimic the form of the ancient and powerful dragons.

100CP: Hunter of the Lost - Hunters, either of the innocent and gullible or guilty and evil. These souls find like-minded allies and make it their business to hunt down the most dangerous game. Though covenants of this type sit on both sides of the fence, their unique skill sets are similar. That's because innocent or guilty, prey is prey. . .

======(Imports)=====

You may import your companions into this jump for 50CP each, or 200CP for 8. Importing a companion grants them an undead human form, a free background (benefits included) and 300CP to spend exclusively on perks.

======(Perks)=====

100 (Discount for Drop-Ins): Economic - Whether it's souls or money, you're able to manage your funds more capably than the average Joe, and can talk even the most hardened merchants into small discounts. Won't help you if you're working through an intermediary, however.

100 (Free for Disciples of the Sunlight): Gross Incandescence - You gain the ability to let off a brilliant glow to illuminate your surroundings. You are a shining light in the dark! Also, yes, you can turn it off, but why would you? For all intents and purposes this counts as a weak form of sunlight.

100 (Free for Sanctuary Guardians): Interception - You seem to gain a natural talent at stopping trespassers in their tracks. Whether this is with a well-timed trip or a shield bash, people don't get passed you easily. You find yourself equally good at intercepting enemy attacks and projectiles, either with shield, sword or other.

100 (Free for Dragon Remnants): Duelist - You become calmer, more confident in your abilities. Even during normally tense situations you refuse to lose your cool, allowing you to more easily think clearly when you need too most. Whenever you engage another person in a duel, these effects are enhanced even further. Any prearranged, one on one and mutually agreed upon form of contest or combat, such as a fight, a race or even a cooking showdown, will count as a duel for the purposes of this ability.

100 (Free for Hunters of the Lost): Sense Evil - You are able to subconsciously identify whether or not a person carries the weight of greater crimes and sin upon their soul. Even if they act completely to the contrary, or have gone great lengths to hide this information. . .you know. Greater crimes would include, but are not limited to, murdering an innocent, rape, soul destruction, brain washing and things of that nature.

100: Bonfire Creation - This perk allows you to create "Bonfires". Though there is a lot to learn about them, for now we'll just talk about the basics and the perk. Bonfires are basically special fires found in this world that will slowly heal undead who rest near them, and provide you a respawn point in the event of your death. They resemble campfires, and are built in a similar way. Simply arrange a dozen or so bones like a campfire and focus on it.

After a moment, the bones will catch flame and transform to resemble other Bonfires of this world. In this world they will function like normal, if temporary bonfires, slowly healing your undead body and providing you a respawn point which will stay active until resting at a new Bonfire, even if it dies. In future worlds, they will simply provide you and your allies with a sense of comfort while warding away wild animals and beasts.

200: Pleasant Disposition - This world is dreary, and most of the people around here are depressed for fairly good reasons, but you don't have to be. With the power of this perk, you can much more easily find your happy place and keep up a pleasant disposition, even in the darkest crypts or monster ridden castles. You'd have to go through something like experiencing great personal tragedy or intense mental and/or physical torture in order to be brought down.

300 (Discount for Drop-Ins): Feeling Lucky - Somehow, some way, you have the luck everybody wishes they had. Rare items fall into your hands like raindrops, enemies line up in the perfect way for an ambush or a quick booting off the ledge, and swinging wildly usually leads to hitting something vital more often than not. Do not rely on this luck though, for as you will soon find out, you'll need a lot more than just luck in these lands. . .

300 (Discount for Disciples of Sunlight): Jolly Cooperation - You seem to raise the morale of allies fighting by your side, allowing them to fight better and smarter. You're also able to fight alongside nearly anyone instinctively, and teamwork is more easily honed between you and others. Don't expect automatic perfection though.

300 (Discount for Sanctuary Guardians): Elite Guard - At a moment's notice you are capable of instantly, and safely, summoning your companions to your current location to aid you. They will also subconsciously know when you're about to summon them, allowing them to mentally prepare first.

300 (Discount for Dragon Remnants): Fire Breath - You gain a flaming breath weapon that packs one hell of a punch, doing decent damage and knocking normal enemies flat on their ass. Becomes more powerful and potent in dragon form. This extends to other dragon forms besides the one in this jump as well.

300 (Discount for Hunters of the Lost): Judgment - Upon taking this perk, choose either Innocent or Guilty, once selected you may not change your mind. You seem to do fairly more damage to enemies who fall into your category of choice, as well as cause them to lose a bit of morale while facing them in combat. You also become adept at tracking such individuals down. Those who carry the stain of greater crimes and sins on their souls are considered Guilty while those who don't are considered Innocent.

300: Sorcery - A form of magic that manipulates pure magic for a variety of uses and requires a staff or catalyst, which is basically just a shorter staff. Different spells included a number of ranged offensive spells, self-augmentations and general utility spells.

Offensive spells can bypass normal forms of physical durability such as iron armor, tough scales or thick hide, allowing them to do great damage against foes who rely on such forms of protection. Spells become more powerful, effective and efficient as the wielder becomes more intelligent and strong of mind. Buying this makes you talented at the art and bestows a free staff.

300: Miracles - A type of "holy" magic used primarily for healing. Miracles require the wielder to use a talisman or sacred chime. As previously mentioned, most spells are used for healing yourself or others. Miracles also boast a healthy repertoire of other utility and support based spells.

While few, there are several Miracles meant for offensive usage though, a few hit with magic damage like Sorcery while most do lightning damage. Miracles become more potent the more faith the wielder has in something. It doesn't necessarily even need to be a god. It could be in one's self, an ideal or another person as examples. Buying this makes you talented at the art and bestows a free talisman.

300: Pyromancy - A primordial form of magic using the great and old power of flame. Pyromancy requires a Pyromancer's Flame, a precious magical flame that rests "inside" the pyromancer's hand when not in use, treasured and nurtured over a lifetime. Pyromancy's repertoire of spells consists almost exclusively of devastating offensive fire spells, though it also has a few self-augmentations and several forbidden poison spells.

While simpler and on average more powerful, Pyromancy spells are also slower and more limited in range compared to other types of magic. Unlike other schools, Pyromancy spells grow more powerful from empowering the flame itself, rather than being enhanced by an aspect of the caster. A bit of this flame can be shared with someone, enabling them to cast pyromancy spells as well. This act causes a bond to form between the two. Purchasing this skill makes you talented at the art and bestows a free Pyromancer's Flame.

300: Hexcraft - Dark magic that spun off from forbidden Sorceries and Miracles, eventually becoming its own school of magic. Hexes fall into two types or categories, those that require a staff and those that require a chime. Due to its roots, there are a large variety of Hexes such as offensive, utility, self-healing and augmentations. Due to its nature, none of these spells take anyone other than one's self into consideration.

The offensive spells of this school do Dark elemental damage which tends to sting both undead and deific enemies. Many of these spells are abominations and come with a price of some kind, such as clouding sight or restricting movement, with many Hexes consuming collected souls to become more powerful. Hexes grow more powerful based on the weaker aspect of the caster's Intelligence or Faith, requiring the caster to be both intelligent and confident in something to produce any real power.

300: Soul Smith - Well for one, this makes you a pretty good blacksmith with an emphasis on repair, able to repair most normal weapons, armor and trinkets with the right materials and a bit of time. You're also pretty good at forging and upgrading normal weapons and armor. There is more to this craft than you would first think, as Smiths in this world are capable of several unique acts.

In this land, smiths can use special stones to imbue weapons with various types of power, such as Fire or Lightning, during the forging process. Given enough time and practice, they can even forge powerful souls into their handiwork to create unique and often times powerful equipment. While this skill doesn't make you the best in the world at this craft, it gives you a solid foundation with room to improve.

400: Backstabbing Bastard - With this, your natural intuition has been enhanced with how to find enemy weaknesses and attack them. The most common application of your new intuition allows you to know just how to sneak up and stab a wide variety of enemies in the back in just the right spot to critically injure or kill them. Sometimes it isn't quite that simple though, the enemy's weak spots might not be as easy to find or they'll have noticed you in advance.

Even in situations where stealth is lost and a weakness isn't readily visible, you'll still have an advantage in figuring out how to attack those vulnerable areas. That all being said, you aren't granted knowledge of what exactly you're attacking or how effective attacking it will be beyond it being more effective than other locations. This ability is also still upgraded intuition and prone to being wrong from time to time. More often than not though, you should trust your instincts on stuff like this after buying the perk.

600 (Discount for Drop-Ins): Unbreakable - Everything about you has become hardier! Weapons seem to keep their edge much longer. Armor and gear can take a lot more punishment before needing repairs. Your resolve is hardly thin, your will is solid as a rock and even mental defenses are harder to penetrate! It should go without saying, but your body seems more resistant to damage as well.

600 (Discount for Disciples of Sunlight): Praise the Sun - Whenever you stand under the light of the glorious sun, you feel its light, its warmth, invigorating your body and mind. This enhances your will and morale while bringing out the very best in your physique. As long as you stand in the sun's embrace, you will passively regenerate from wounds and fatigue as well. Anyone without this ability "wishes" they could be so grossly incandescent after gazing upon you.

600 (Discount for Sanctuary Guardians): Consecration - You are able to mark one location, per jump, as your territory. Any time an enemy or other invader invades this territory without permission, you may teleport to the center of your territory to fight or otherwise protect it. That you can sense their presence in your territory goes without saying. If need be, you can remove your Consecration from one area to lay

it upon another, though removing said mark is a rather lengthy endeavor. Your territory is approximately 2000 feet in diameter.

600 (Discount for Dragon Remnants): Draconic Transformation - If you aren't wearing armor or clothes (other than the bare minimum to stay socially decent, if you wish), you may transform into a dragon/current form hybrid, which enhances your durability, strength and stamina greatly. You may stay in this form as long as you want, even putting on clothes that formerly needed to be removed. It's also rather handy for inspiring fear in your enemies, those who can feel fear anyways. . .

600 (Discount for Hunters of the Lost): Blue Phantom Form - Allows the wielder of this perk to transform into a blue, ethereal version of their current form. Considerably empowers all magical abilities while in this form. Capable of giving Innocents in the area a blessing, making them more resistant to damage for ten minutes. Blue Phantoms and their allies will regenerate fairly quickly while the Blue Phantom is in this form. Blue Phantom Form lasts three minutes with a thirty minute cooldown between uses. Can not take with Red Phantom Form.

600 (Discount for Hunters of the Lost): Red Phantom Form - Allows the wielder of this perk to transform into a red, ethereal version of their current form. Infuses every strike, every spell, every ability with the power of the Dark. Red Phantoms possess a special ability allowing them to suck a set amount of vitality and stamina out of an enemy by grabbing them and transferring it to themselves. Red Phantoms do not make sound while walking or running. Red Phantom Form lasts for three minutes with a thirty minute cooldown. Can not take with Blue Phantom Form.

=====(Companions)=====

Companions - This world can be dangerous, and feelings of isolation may set in quickly when out on your own. Take a gander down below, maybe you'll find a friend to come along and watch your back.

100: Destined Meeting - By purchasing this, you may guarantee that at some point during your stay, you will meet one character of your choice. One that isn't immediately hostile that is. . . This could be anyone from Quelana or Solaire to Benhart or Ornifex. If they're willing to be peaceful, even friendly, they're probably an option. As an example, Older Sif is out of the reach of this ability, but Young Sif is totally possible. From there you may befriend them, pod them, whatever really. Time works in strange ways in these lands, but on this occasion it works out just swell for you.

OC Companions - These companions will be right there with you upon entering the world, already loyal and friendly. Drop Ins will meet them upon arriving and hit it off quickly, as well as you could in this world anyways, while other origins will already have some memories of them. Name is up to you. (Drop Ins get a discount on one OC Companion.)

200: Sun Knight - Both jovial and brave, though idealistic, this knight of the sun has come to these lands to dispense his own special brand of justice and is seemingly looking for something. Wearing decent iron armor and wielding a well maintained iron sword and shield, he's trained and quite capable in melee combat.

This Sun Bro also carries around a worn but cherished talisman. Although he can heal himself and you, he seems to be a beginner in the art of Miracles. He'll teach you what he knows if you ask nicely, but it isn't much and you'll have to find a talisman or chime on your own. Hopefully you can be the voice of reason for this knight, for often times he replaces common sense with idealism.

200: Scholarly Sorcerer - An intelligent and learned man, though a bit arrogant, this man is from a noble background and has studied the art of Sorcery intensively. His sheltered upbringing has left him rather naive in the ways of the world, while his ironclad dedication to the path of the sorcerer has left his body weak and his physical combat unpolished, but he more than makes up for these flaws with vast and detailed knowledge on a variety of subjects.

In fact, his original reason for coming to these lands was to expand his knowledge with lost spells and forgotten lore. He wears fine clothing enchanted to resist magic, carries a catalyst for Sorcery and a buckler for blocking weaker attacks, as well as a dagger for melee emergencies. If he deems you "intelligent enough", he'll be quite willing to teach you what he knows. He actually quite likes imparting knowledge on others if he thinks they can understand.

200: Curious Pyromancer - A curious and polite, though sometimes reckless Pyromancer hailing from the Great Swamp. She wears the traditional garb of resident of the Great Swamp, which is highly resistant to the native poison. Wielding a hand axe and a moderately powerful Pyromancy Flame, she's quite effective and dangerous at close range. What she lacks in the ability to take a hit, she makes up for with being quite agile.

She originally left the swamp on a pilgrimage, curious about the world and seeking to expand her knowledge and innovate the art of Pyromancy. If you don't know the art yourself, she's quite willing to share a piece of her flame and teach you. Be wary of her wandering off on her own, because as the old saying goes "curiosity killed the cat."

400: Enigmatic Hexer - The Enigmatic Hexer, though always quite calm, kind and accommodating, is quite mysterious. You don't seem to know much about them personally, even their gender is ambiguous due to heavy robes and a voice distorting mask. The Hexer is still a highly worthwhile ally though, despite their secretive nature. Stealthy, calculating and wise, they watch their enemies closely and adapt to hit them where it hurts.

The Hexer knows a wide range of hexes, as well as a few basic sorcery and miracle spells. The Hexer wields a Black Witch's Staff, a versatile and unique tool that can cast sorceries, miracles "and" hexes. They might teach you some of their art if you prove responsible and competent, but will otherwise refuse, worrying for your safety due to the usual danger posed by Hexes.

400: Oowagh the Giant - A member of a race of giant humanoids from across the seas. Bearing colossal strength, skin like stone, wills like steel and powerful souls, Giants are a race to be reckoned. Despite their general lack of clothing and normally simple weapons such as clubs, Giants are not barbaric. They actually bear human level intelligence, just not caring much for these other things.

Found sleeping in a cave on the coast for who knows how long, Oowagh and yourself became friends after neither attacked the other for a time. Though slower than you, and with a cumbersome size that doesn't allow him to fit in many of the places you'll soon go, he is a powerful ally for sure. He seems kind, enjoying the cultivation of flowers, but will quickly squish most things that attack him, or you. Oh, one more thing, you're not sure what his actual name is, that's just the only sound he seems to make.

400: Great Grey Wolf Pup - Energetic, friendly, incredibly loyal and oddly intelligent for what appears to be a normal animal. This wolf pup is already the size of a large adult wolf and continues to grow ever larger by the day. The pup's above average size, near human level intellect and seemingly highly dexterous and strong mouth allows it to wield weapons in its own special way. Fast, agile and heightened senses of hearing and smell cause this furry friend to be useful both in and out of combat.

They're also fluffy as fuck, eager to please and accepting of whatever name you give them. Wields a short sword and knows how to use it.

Canon Companions - These companions are actual characters in the world, already having rich histories and ties of their own. Much like if you had used Destined Meeting, you are guaranteed to meet any companions purchased below at some point relatively soon after entering this world via Dark Souls' time/space shenanigans.

"Unlike" Destined Meeting though, for one reason or another you will instantly hit it off with these characters, making them like you a lot more than a normal stranger. Beware, as they may still choose whether or not to follow you on your adventure, and some will likely refuse due to one reason or another. If they refuse, you will likely still have a friend should you stay or ever return. If they sincerely agree to come along however, they will become a full companion just like any other, on the spot.

200: Licia of Lindeldt - Otherwise known as the "Nameless Usurper", Licia is first encountered in Heide's Tower of Flame before moving to Majula. She makes herself out to be a devout priestess wanting to bring salvation and sell miracles, having come to Drangleic to do so. In reality, she's a decent liar and a dick ass priestess thief who stole her current clothes and the Miracles she's selling. She'll try on several occasions to assassinate the Chosen Undead, so she may loot their body, but will ultimately fail and eventually give up if not caught.

She wields a dagger and a sacred chime and also knows many powerful miracles for use in and out of combat. She likes money, souls in this world, so suggesting there will be money in her future if she comes with you is a good way to convince her to come along, I suppose. Um. . . do be careful of showing your back to her though.

200: Dusk of Oolacile - A kind, but time displaced princess from the ancient, long dead and forgotten land of Oolacile. Princess Dusk lay sleeping, trapped, frozen in time inside a Golden Crystal Golem found deep down in the Darkroot Basin. Once the Golem is defeated and she is freed, she will have precious little time before the world returns her to her own time.

She will be incredibly grateful to her rescuer and place her signature nearby, allowing you to summon her from it should you wish to talk to her again. When summoned she's revealed to be a rather positive, cheerful and polite young lady. She will even teach you some unique and foreign Sorceries, if you wish. She has no experience, ability or talent in fighting though.

300: Lonesome Gavlan - "With Gavlan, you wheel? You Deal! Gah hah!" Gavlan is a highly jovial, enterprising Gyrm merchant dealing mainly in poison related items, and tends to wander about as a travelling salesman. The Gyrm are a strong, stout people who excel at the forge. Gavlan himself wields a very large, finely crafted Gyrm axe which he uses to dispatch unruly customers.

You though, you make much deal with Gavlan! Gavlan is always happy to see a loyal customer, and particularly loyal customers will end up gifted with an axe just like his! Convincing Gavlan to come with you should be no problem. That is, as long as Gavlan can wheel, can deal, gah hah!

300: Lucatiel of Mirrah - Lucatiel is a skilled knightess afflicted with the Undead Curse and slowly losing her memories and sanity because of it. Normally calm and collected, she'll occasionally become incredibly distressed with the idea of going Hollow. Because of her curse, she's isolated herself from others.

Her presence deters others, so she shows admiration for any brave enough to approach and talk to her. She also seems to be rather noble, evidenced by the fact that she will offer assistance to those in need. Lucatiel's reasons for venturing to Drangleic are two-fold. She has come searching for her

long lost brother. Just as, maybe even more important though is the cure for the curse, which she had heard rumors of being here. If you can help Lucatiel come to terms with her curse and even help her find out what happened to her brother, the chances of her coming along seem high.

300: Solaire of Astora - Solaire is a kind, noble and cheerful knight as well as a recruiter for the Warriors of Sunlight covenant. He purposefully allowed himself to become an Undead in order to come to the land of Lordran in an effort to "find his own sun." If approached, he will gladly become the ally of the chosen undead, and you as well. Solaire's equipment, though somewhat high quality, well taken care of and detailed with his own handmade ornamentation, has no divine power.

Yes, Solaire's great prowess in combat seems to be a product born completely of his own training, and nothing more. He does wield a powerful Talisman for use of two very powerful Miracles, though seemingly empowered due to Solaire's own unwavering faith. Solaire is an upstanding individual, with a hint of mysteriousness to him, but he is highly obsessed with his goal. Please do watch his back before he gets himself in more trouble than he can handle, would you? He'd do the same for you.

300: "The Fair Lady" Quelaan - Quelaan is the Saint of the Chaos Servant Covenant. Quelaan and her sisters once lived in the ancient city of Izalith, before the "Flame of Chaos" incident. Her mother and sisters were transformed into the first demons while she and her beloved sister Quelaag managed to escape the worst. They would have their lower bodies bound to giant demon spiders before fleeing to "Blighttown," a foul place plague with illness.

They would take servants from there, and while Quelaag remained unmoved by their plight, Quelaan wept for them. Against her sister's orders, Quelaan did what she could, taking their illness into herself and saving them. This act left her blind, weak, immobile and on the verge of death. Now her adoring and devoted servants work tirelessly to ease her pain. Her beloved sister will be killed by the chosen undead, unless you intervene, leaving her all alone. Maybe, possibly. . .you could find a way help her?

300: Quelana of Izalith - Quelana is the mother of Pyromancy, an art born from the creation of the chaos flame. She now resides in Blighttown, cloaked to all but the most powerful of Pyromancers. Unlike the rest of her family, she was somehow able to escape from the tragedy known as the "Flame of Chaos" incident unscathed, physically at least. The catastrophe left her with a healthy wariness of the power of fire, and she was determined to never make the same mistakes as her mother.

Quelana has taken many students in an effort to spread Pyromancy, one of which who would even grow up to be known as "Salaman the Master Pyromancer." She is. . .filled with remorse, wishing to end the lives of her abominable family but having neither the strength or courage to do so. That is why she is looking for a new student, already powerful in her art, to train them further and hopefully end them. Maybe "you" could be that person?

400: Crossbreed Priscilla - "There once was an abomination who had no place in this world. She clutched her doll tightly, and eventually was drawn into a cold and lonely painted world." Priscilla is half-dragon, and a taboo existence that currently resides trapped in the "Painted World of Ariamis." She easily stands more than twice the height of a normal human, bears stark white hair and pale features. She is also under the impression her cold, painted world is peaceful and the insane inhabitants, kind.

She truly seems to be an enigmatic existence. . . Upon first meeting her, she will peacefully ask the invader of her world to leave, though is not afraid to retaliate if attacked. She is the wielder of the feared ability "Life Hunt", as well as a very large, sharp scythe. She is not very fast or durable however, leaving her dangerous only to those lacking in speed. She is distrustful and wary of those foreign to her

world, expecting only the worst. Convincing her to come along is going to be a challenge at best, good luck. . .

400: Gwyndolin, the Dark Sun - Gwyndolin is the last born son of Gwyn, Lord of Cinder and leader of the Blades of the Darkmoon. He was born frail, deformed and with a strong affiliation with the moon's power. Because of that last part, he was raised as a daughter and curiously bears heavy resemblance (breasts) to one as well. All was not well though, as he was shunned by his family. Despite that, he still loved and admired them greatly, wanting nothing more than their love and respect.

Even as all other deities would leave Anor Londo, he would stay behind as a shadow over the city, watching over his father's tomb and leading his covenant. Gwyndolin's powers of the moon manifest not only in the form of powerful Sorceries, but in powerful illusions as well. Indeed, Gwyndolin has crafted his own master plan, seeking to manipulate the chosen undead into linking the first flame and extend his father's "Age of Fire." Convincing him to leave will be a monumental task, but maybe helping him bring the light back might help with that. . .

400: "Young" Sif, the Great Grey Wolf - Sif is the great grey wolf companion of Artorias the Abysswalker. In the time of the first "chosen undead" he will face a very large and intimidating Sif guarding Artorias's grave. You will not be meeting this Sif. You will go back, further, to the time and land of Oolacile. Here you can find Sif, behind a protective shield erected by Artorias, on the edge of the abyss.

Artorias has already fallen, corrupted by the abyss, and will soon be put down by the time traveling Chosen Undead unless you intervene for some reason. Though they will remain loyal to Artorias even after his death, originally guarding his grave up until the day they're slain, you have a decent shot to help Sif through their mourning period and gain Sif's loyalty for yourself.

500: Sir Alonne - "Sir Alonne came to these lands from the east, chose to serve a little-known and unestablished lord, and helped him become the Old Iron King. Then, at the very peak of his sire's rule, Sir Alonne set out again, in search of lands yet unknown." Sir Alonne is an honorable wandering warrior, who helped out the Old Iron King when he barely had power, either to help a friend or to give himself purpose.

He enforced his lord's rule and passed on a degree of his skill and knowledge to the lord's soldiers. At the height of his Lord's power though, he saw his job as done and chose to walk the road once more. In his honor, the king would name his knights after the wandering warrior. Now Alonne has found a new purpose, seeing the ambition of a new lord in the making. . .in you.

======(Equipment)=====

Free: Estus Flask - A green glass bottle of unknown make, filled with golden liquid that rapidly and considerably heals those afflicted with the undead curse, single use. Will quickly refill while resting next to bonfire. Possibility of finding more scattered about the world and they'll react in much the same way.

50: Dagger - A simple dagger, perfectly designed for slipping between the gaps of an enemy's armor and bones for a quick kill. Best used when the enemy hasn't noticed, sneaking up from behind first.

50 (free for Dragon Remnants): Box of Dragon Scales - A small crate containing five ancient dragon scales. Can help improve your standing in one of the dragon covenants located in the world or for the enhancement of dragon equipment. Might have other uses, but those are for you to think of.

50: Orange Guidance Soapstone - A mystical stone allowing the user to write a magical glowing message on any surface. Could be used for other purposes as well, such as doodling or quickly defacing property. Messages and drawings will last a while, but will ultimately fade with time.

50: Ring of Restoration - "In the sacred land of Lindeltd, it was said that as long as House Osteria held this ring, the peace and safety of the people would be assured." While this ring is worn, the wearer will slowly heal from wounds. Cuts and bruises will heal in a few minutes while more serious wounds can be healed anywhere from hours to weeks depending on severity. Can only heal what you already could have healed from, that means no regrowing lost limbs.

100 (Discount for Drop In): Shadow Gauntlets - "Those who are especially adept assassins are often hired as bodyguards." Special clawed gauntlets with a blade curving forward from the back of the hand area. The gauntlets themselves offer decent protection, but the blade sticking from the back is the main focus and can prove highly useful in "unarmed" combat. Specially designed to rip and tear flesh and inflict heavy bleeding with a few well-placed blows.

100 (free for Disciples of Sunlight): Sunlight Straight Sword - A finely crafted, double-edged, one-handed straight sword with sun themed etchings on the guard. It looks nice and is rather effective, but it isn't anything especially special.

100 (free for Sanctuary Guardians): Defender's Shield - The Defender's Shield is a medium-sized shield, highly stable and with decent all around defenses. It also has good durability and is relatively light weight. This is a solid and balanced option all around.

100 (free for Dragon Remnants): First Dragon Ring - A dragon signet ring that grants its bearer the protection of dragons. Increases vitality and stamina a bit, and allows the wearer to carry more weight without actually increasing their strength somehow. Much less durable than other rings requiring more frequent repairs.

100 (free for Hunters of the Lost): Sea Bow - A bow crafted for sea-faring warriors often spending their time on boats. Designed, crafted and used to hunt sea monsters from a long range. Now this long range bow serves a different use, perfect for sniping elusive quarries.

150: Forging Stone - Stones with hidden magical power. You can take one to a Soul Smith to imbue your weapons with one of their powers at a time. Four enhance weapons with the elemental power of Magic, Lightning, Fire or Dark. Two others, the Poison and Bleed stones, give the weapon special, self-explanatory properties. A final stone, the Old Mundane Stone, empowers the weapon but weakens any magical properties as well. One stone per purchase, additional stones may be purchased.

150: Dragon Bone Fist - What we have here is a gauntlet, a large gauntlet that is in fact forged from the bones of dragons and the power of the soul. While not terribly powerful, it is among the most durable items you will come across during your stay here, being damn near unbreakable. Additionally, the item is highly resistant to magic and fire, and imparts some of this resistance on to the wearer.

150: Pinwheel's Masks - "The three masks of the Pinwheel, the necromancer who stole the power of the Gravelord, and reigns over the Catacombs." While the masks are made out of some form of metal, protection isn't really the true purpose. See, each mask has a minor special ability granted to you when

worn! The Mask of the Father allows you to carry heavier objects than before, while expending the same amount of effort.

The Mask of the Mother allows you to take more of a beating before going down for the count. Finally, the Mask of the Child allows you to regain your stamina faster after strenuous activity. None of these are particularly strong enchantments, but they can be helpful in a pinch, and the masks are certainly stylish!

150: Ring of Steel Protection - "Said to be the ring of the once legendary Knight King, though his tales are long forgotten, and even the greatly wizened have no recollection of his exploits." This ring, when worn, gives your entire body the protection of steel armor! That being said, the ring itself isn't terribly durable and magical attacks seem to bypass the ring's defense. Still, it's quite useful for dealing with physical attacks when you're trying to stay subtle.

150: Symbol of Avarice - A horrific and intimidating Treasure Chest Mimic shaped helmet. Though it improves the luck of the wielder, helping them find rare items and more souls much more easily than they normally would otherwise, the helmet comes with a terrible curse. As time passes it will quickly consume the vitality of those who wear it, and will continue to do so until taken off or the wearer perishes. It also hampers the wearer's stamina and ability to rest while worn as well.

200: Master Key - "Tool of the trade for thieves. But in the cursed land of the Undead, most doors are better left unopened." A magic key able to conform to the shape of any lock, ones that actually use a metal key that is.

200: Slumbering Dragoncrest Ring - "An old ring of the Melfian Magic Academy. Depicts a soundly slumbering dragon. Masks the sounds made by its wearer." The Slumbering Dragoncrest Ring masks the wearer's sound from enemies. This includes actions such as backstabbing or hitting weapons against a solid surface.

200: Uchigatana - "A katana forged in an Eastern land. Known for its brisk slashing motions. The Uchigatana cuts beautifully and causes bleeding, but its blade is easily nicked." Despite its description it is only slightly below average durability. The Uchigatana is a very balanced, reliable and powerful weapon in the right hands. Due to its sharpness and design, each slash has the ability to cause heavy bleeding.

200: Flying Feline Boots - "Boots crafted with brown fur. Absorb shock and reduce fall damage. These boots, used in a celebratory festival, are light, rugged, and retain warmth." Consists of a pair of furry short shorts and long furry boots with cat foot shaped feet. Normally sold by Sweet Shalquoir after the chosen undead takes care of some nasty rats. These boots allow the wearer too safely, and gracefully, land from heights that would usually leave them greatly hurt or dead.

250: Avelyn - "Repeating crossbow cherished by the weapon craftsman Eidas. Its elaborate design makes it closer to a work of art than a weapon. Intricate mechanism makes heavy damage possible through triple-shot firing of bolts, but in fact each bolt inflicts less damage." This special crossbow can be loaded with three bolts at a time and can fire them in one quick burst. Should all three bolts hit it can do tremendous damage. Despite its design, it can be enhanced at a Soul Smith like many other weapons giving it the potential for immense versatility and killing power.

250: Sanctum Shield - "A shield with a curious design. One of the treasures of the Sunken King. A mixture of mystical tree branch and sacred chime iron allows this shield to serve as a catalyst for both miracles and sorcery." This shield's unique composition allows it to act as a catalyst for Sorceries, Miracles and any type of Hex as well. The magical powers of the shield also make it a fairly decent weapon when wielded as such, though it is a bit unwieldy. . . Oh, and it's okay as an actual shield too. Can't be upgraded normally.

250: Dragon Tooth - "Created from an everlasting dragon tooth. Legendary great hammer of Havel the Rock." As the description says, it is a giant mace forged from a single dragon tooth. Its origin gives it several special abilities. In addition to being nearly unbreakable, almost never needing repairs, simply wielding it causes fire and purely magical attacks to do a bit less damage. Curiously enough, while not the most devastating weapon at first, it can be augmented and upgraded by a Soul Smith using dragon scales. This can allow it to reach its full devastating potential.

250: Channeler's Trident - "Trident of the Six-eyed Channelers, sorcerers who serve Seath the Scaleless in collecting human specimens. The tip is sharpened so smoothly that it suggests a degree of madness." This Trident is a powerful weapon, especially when wielded with two hands. The magic imbued in it gives every strike a little extra "oomph." More importantly, this weapon comes with the knowledge of a special ritual, a dance to be precise.

This dance, a special dance, will raise the spirits, moral and fighting ability of yourself and all nearby allies for a short time. The ritualistic dance taxes the magical bonds of the spear however, meaning frequent use in too quick a span of time can leave it broken. It's best used once every few hours to prevent excessive stress.

300 (Discount for Drop In): Elite Knight Set - "Armor of a nameless knight, perhaps an elite knight of Astora, based on the fire-warding heraldic symbol on its blue surcoat. Although he was loath to give up on his Undead mission, he perished at the Undead Asylum and went Hollow." Iconic, and the chest piece might be one of the most balanced armor pieces around, having great weight, physical defense and elemental resistances in proportion to one another.

300 (Discount for Disciples of Sunlight): Iron Set - The very same armor as that of Knight Solaire of Astora. It is of excellent craftsmanship and dependable, though plain and rather unremarkable compared to other things you may find in this world. It is rather light, and has unusually high magic resistances for something of its weight class though. Unfortunately it lacks Solaire's hand crafted tunic worn on the chest piece! I suppose you'll have to make one yourself or make a day of it with Solaire.

300 (Discount for Sanctuary Guardians): Guardian Set - Armor of the Guardians found in the Royal Wood of Oolacile. The Guardians are suits of stone armor brought to life with the power of Oolacile sorcery. Though this armor is rather heavy, and cannot be improved through normal means, it has exceptional physical defenses and elemental resistances. Due to its weight, it is also rather difficult for the wearer to be thrown off their feet.

300 (Discount for Dragon Remnants): Black Dragon Set - "Eerily shaped armor set of helmet, armor, gauntlets and legging spoken of in legend, crafted with the scales of the Black Dragon. The Black Dragon was long considered a mere legend, but this proves its existence." This set provides fair physical defense and excellent elemental defenses, all at relatively low weight. It can't be improved upon through normal means. Normally can't be put on or taken off through normal means, but buying it here turns it into normal armor and removes those effects.

300 (Discount for Hunters of the Lost): Targray's Set - "The Blue Sentinels have vowed to uplift themselves from tireless training and selfless adherence to order and justice. May this armor ease their difficult journey." This armor is a duplicate of that worn by Blue Sentinel Targray. Fairly decent armor with relatively balanced defenses and magical resistances, the armor itself has no real special abilities or characteristic. No, its true power is symbolic. It represents the hard work and dedication of the Blue Sentinels, and will strike fear into the hearts of the guilty despite its humble appearance. (If Hunters of the Lost use their origin discount to buy this set, they lose their discount for the Dark armor set.)

300 (Discount for Hunters of the Lost): Dark Set - "Some say the skeletal mask of an ancient Darkwraith is partially fused with the flesh of its face. Armor of the Darkwraiths, former knights of New Londo who descended into Dark. Their Armor transformed, and remains a symbol of the Dark servants and their diabolical art of Lifedrain." This set has a highly intimidating skeletal appearance and very high resistance to dark, but lower than average defense and resistances in other areas for its weight. Coloration makes it decent for stealth. (If Hunters of the Lost use their origin discount to buy this set, they lose their discount for Targray's armor set.)

======(Drawbacks)=====

Too many tears, not enough Choice Points? If you're willing to take the pain, you can benefit from up to 600CP from these drawbacks. If you're really in for it, though, you can take more. The world will be more than happy to make you its chew toy. Why would you take these here?

+100: Stalked - Patches the Betrayer wants you dead. He will set traps here and there to kill you, so that he can steal your things. He will always know where you're going, so expect traps randomly in your way all the time. Bastard will never confront you either, and will prove excessively hard to find, waiting for you to die from one of his traps to loot the body. He's exceptionally hard to find as well. . .

+100: Hollow? - You "appear" to be further along in your hollowfication than you truly are, making people less inclined to trust or converse with you. Seriously, you're all green and emaciated and missing pieces of flesh and stuff. It's gross.

+100: Soul Hungry - For whatever reason, whether it be an actual leak or people constantly overcharging you, you go through souls much faster than normal and need more to accomplish the same amount as others. If you're down to your last soul, "your" soul, you will hollow faster as well.

+100: Grounded - Well this is odd. It seems you've lost the ability to jump, fly, levitate or otherwise lift yourself off the ground. You can't even run up walls, and climbing is right out without a proper ladder. Now the only way you'll be getting off the ground is if an enemy picks you up, and that'll probably end with getting eaten or being thrown back to the ground.

Luckily, you can still get sick air, it's just that it's only possible by dropping/throwing yourself off of ledges. It's more like a targeted fall than anything else, but it's better than nothing.

+100: PRAISE IT!!! - You've become absolutely obsessed with something. This obsession "will" lead to putting yourself in more danger than necessary due to your pursuit of this obsession. This obsession could be anything from something simple like "I've got to protect this thing" to something abstract like "finding your own sun." You may pick what this obsession is, but trying to game the drawback will end in "being obsessed with linking the fire."

+200: Crestfallen Warrior - Your will is dampened and your outlook on life is bleak. This leaves your mind and soul more vulnerable to corruption and despair. In these lands, this can be more fatal than lacking a shield. It's not like it really matters though, nothing truly matters. . .

+200: Unwanted Visitors - Hunters of the Lost target you frequently, regardless of whether or not you've done anything. As they are undead too, they will learn more about you with every battle, and become more adept at tracking you as time goes on. Expect them to strike or appear at the worst of times.

+200: Mimics Everywhere - The land seems a lot more heavily populated by mimics than you remember, and they come in new shapes as well. There's probably a mimic in those urns, and those cannon fodder hollow might be mimics trying to lower your guard with an easy fight. Be careful of tents, they might be tent mimics! Be sure to triple check any equipment you find too, or else you may just put on a helmet mimic.

+200: Grand Conspiracy - Is it just you or do the monsters know you're coming? Whenever you're walking along a cliff, there's always something waiting on the other side to punt you off the edge. When you attempt to drop down a hole, you'll always find you're surrounded. The monsters everywhere you go are now ready and waiting for you, no matter how improbable that seems. God help you if a monster is actively hunting you, as now they know where to lay ambushes.

+300: Bonewheel Parade - Good god what did you do? For reasons unknown, a seemingly endless horde of bonewheel skeletons and necromancers capable of raising them have begun stalking you. It doesn't matter what time you find yourself in, or where you go, they will find you. They always seem to be ritualistically chanting some song too, something to do with spooky scary something or other. . . They have one singular purpose during the next ten years. . .and that is ending you.

+300 Bonfire Ascetics - Why is everything so strong!? You could swear fighting that last Hollow was like fighting Rambo on steroids. Those piglets though. . .those will spawn nightmares. Taking this drawback causes everything in the world besides you to become ridiculously stronger. Run of the mill enemies can do horrifying damage and bosses could one shot you easily if you aren't exceedingly careful.

+300 Queen's Devotion - The shards of Primordial Man are many, and so to are their abilities. All of them, however, seek to take a King, corrupt him/her, and take his/her throne and crown while leaving him/her to die. Now, you have one such shard setting her sights on you and your status as a Jumper. If she manages to fulfill this goal by 'killing' you in one of the methods listed in the rules section, she will gain all of your powers, abilities, and inventory from your Warehouse. The worst part is, out of all the female natives to these lands, you have no way of knowing who it is. . .and killing one may just draw another.

+300: Beginning of an Age - The location and time you arrive is now. . .different. By taking this drawback you have been thrown between the Age of the Dragons and the Age of Fire, specifically right smack dab in the middle of the rebellion against the Dragons. In addition to the hordes of immortal dragons on one side, there are beings such Gwyn, Lord of Sunlight on the other.

Instead of the decayed or weathered beings you'd find in the normal times and locations, all the enemies you'll find here are incredibly strong or in their prime. Humans and Undead also don't really

exist yet, so be prepared to stand out. Unlike everywhere else, you're locked in this time due to the drawback, and purchased companions and enemies spawned by drawbacks will be coming to you!

======(End Choices)=====

Survival

You've slain great monsters, evaded and survived perilous situations, and traversed lands unknown by any other. You have become a greater survivor of this curse than any could have foreseen, and as such you have more than earned your freedom from the darkness and the brand. All drawbacks that you do not wish to keep are purged from your soul, and the undead curse is banished forever from yourself and your companions. Now that you've made it past ten years of this dreary and medieval land, where will you go? As ever, you have three options.

Go Home: Perhaps it was seeing your friend lose his mind in the closest place to hell you ever ran into. Perhaps it was having to slay innocents so that you could destroy monsters. Perhaps it was just the ever-present gloom. Whatever it was, you're ready to hang up your keys and go home with all your gains intact.

Stay: Maybe you're mad, or maybe you're home already. Either way, you've chosen to stay in this dark world. You can choose to keep the undead curse or purge it as normal. In addition, you may rekindle the flames at the cost of your own eternal soul, or you may become the dark lord of a new era, embracing darkness as the primordial nature of mankind.

Journey On: Wanderlust lives on in your heart, even in a world of death and despair. You pick up your things and move along, as you have before, as you will again. It's time to seek new, perhaps more colorful adventures in a land that doesn't send chills down your spine every time you enter a new territory. I hear Madoka is nice this time of year.

======(Notes)=====

1: Praise the Sun can empower Gross Incandescence allowing you to shine like some sort of golden god under sunlight. This has few actual applications besides looking cool, but it does look cool.

2: The Black Witch's Staff used by the Enigmatic Hexer is not completely unique and not the best weapon to cast Sorceries, Miracles or Hexes individually, the strength of the weapon comes from ease of use and high versatility.

3: You are not and can't be either of the chosen undead; those two are different undead people who seem capable of just dying and raising repeatedly, throwing bodies at the problems until they complete their destiny.

4: Lucatiel, like yourself or the chosen undead, can use souls, humanities and effigies to stave off the effects of Hollowfication. This can be especially useful to buy you time to convince her to come with you. Upon doing so and her becoming a companion, she'll essentially be cured due to companion mechanics. Purchasing the ability to take her as a companion is not doomed to fail.

5: Forging Stones are not consumed in the forging process, they simply contain the power that is and naturally recover that power with time.

6: What exactly happens when consuming incredibly powerful souls the likes of Gwyn, Nito or Seathe the Scaleless is up to you. It may just give you bunch of souls to use as you please, or it may throw you in a life or death contest of wills. It might not even affect you much, slowly giving you a similar personality and abilities to the soul as time goes on. Seriously, get creative and have fun with it.

7: Due to the odd nature of Souls in this world, Spiritual Energy could theoretically take their place for the purposes of Soul Smith and Hexes. It would require considerable Spiritual Energy to match their effects though.