



Elden Ring - Liurnia of the Lakes

By Pokebrat_J

The fallen leaves tell a story.

With its shallow waters and vast wetlands, the western region of Liurnia is beset with the gradual sinking of most of its landmass. With its forests perpetually blanketed in fog, eerie sounds of bells can be heard in the distance. On the eastern side, a highroad runs north to south, connecting the area to the regions of Altus Plateau and Limgrave. The western coast is closely associated with the Carian royal family, and this is where their Manor stands. The Academy of Raya Lucaria rises above the lake in the center of the region, at a junction between two highroads, with the Academy Gate Town spreading around it, slowly disappearing into the waters.

Whether you are a newcomer to these lands or one of its many residents, there is much opportunity should you be willing to uncover the many mysteries here and have the wisdom to surpass them.

You may begin at any point in time within this region, and will receive **1000 cp** to help you survive.

Origin:

Age and gender may be chosen freely.

Carian Royalist: Long have the Carians been the masters of this land of lakes, and you are but another who have pledged their loyalty to this noble line. Whether you have pledged your service to the Queen of the Full Moon or the Lunar Princess, you work to honor those connected to the night.

Jarberg: Hidden away from prying eyes under the shadow of a Divine Tower, one may find a peaceful village inhabited by none but living jars. Perhaps you are another refugee, hiding away from the perfumers, or one who seeks to defend those who cannot easily do so themselves.

Primeval Sorcerers: This is the land of sorcery, of delving into the mysteries of the night sky, and you wish to delve into these mysteries with profound vigor. You seek to understand the functions of the Primeval Current, the catalyst which granted the ancient astrologers the first forms of sorcery.



Race:

Human: Though they may all claim to be of a similar descent, there are many differing types of humans. From the pale northerners to the stony draconians, the distant reedlander to the silvery nightfolk, the astute truth-seekers to the otherworldly numen. It matters not from which you descend, ultimately, for they all appear of the same stock.

Living Jar [+200]: You are no natural being, instead a jar that has been brought to life by infusing it with human flesh and innards. Your blows may be devastating and are naturally adept at creating arcane talismen, but you can only take so much damage before shattering, which cannot easily be repaired.

Beast [Free/100]: The Lands Between is filled with all manner of beasts, and you are proud to be counted amongst their number. For **[Free]**, you are a relatively normal beast, such as a tumbling ram or spirit jellyfish, though one no larger than an average horse. By paying **[100]**, you are something greater, an equal to the Beast Regent Serosh, the Red Wolf of Radagon, or even a Rune Bear.

Albinauric: An artificial race created by human hands and believed to live impure lives due to being untouched by the Erdtree's grace. Whether you are counted amongst the first or second generation of these homunculi, the silver blood that flows through your veins make you naturally adept at sorcery.

Demi-human: Among the Lands Between are those who resemble a fusion of man and beast, of which you are now a member. Perhaps you are one of the Man-Serpents found within Mt Gelmir, or you resemble one of the lupine protectors of myth and legend, or you are a fusion of something else entirely.

Crystalian [100]: A being that is seemingly made entirely of glintstone, your kind have only one known purpose; safeguarding those very crystals until your end. As one might expect, not only are you incredibly durable, but you have a nearly unmatched aptitude for glintstone sorceries and magic related to the primeval current.

Otherworldly Lord [100]: A race of ancients with stone skin who are said to have risen to life when a meteor struck long ago. Regardless whether you are Alabaster or Onyx, your innate power over the forces of gravity is impressive to say the least, which is only heightened should you delve into mastering gravitational sorceries.

Troll [100]: In the ancient war with the Fire Giants, your people sided with those of the Golden Order. Though many have been reduced to emancipated, mindless brutes, you are one of the rare few that have retained your mind. Possessing great strength and durability, your kind are naturally adept smiths and artisans.

Fire Giant [200]: The mortal enemies of the Erdtree, you are one of the worshippers of a fel god of ruinous fire. Being amongst the largest creatures in all the Lands Between, as well as possessing strength and vitality beyond that of your lesser kin, you possess an innate connection to fire. Due to the connection with the fel god, your torso can also act as a second face, one capable of spewing out plumes of deadly flame.

Dragon [300]: You are counted amongst the most ancient and powerful of all races to have graced the Lands Between, immune to the ravages of time and only capable of being killed through violence. As a dragon, you possess sturdy scales and wings that carry you into the sky. If you are one of Greyoll's progeny, then you possess an elemental breath weapon. If you are an ancient dragon like Lansseax, then you can conjure bolts of red lightning to aid you in battle.

Star Spawn [300]: You do not belong in this world in any sense of the word, having fallen from the heavens. You are a malformed star similar in nature to the being known as Astel, who destroyed an Eternal City and took away their sky. You bear great control over gravity and the primeval current, capable of all manner of impressive sorcery as natural to you as breathing. Whether you share in their unsettling appearance or are more tasteful to gaze upon is up to you.



General Perks:

Runes of the Fallen [Free]: When the Elden Ring was shattered, countless fragments scattered across the Lands Between, and were taken in by those that lived there. From now on, you shall absorb the runes of those whom you slay as well as those who fall around you, to be used at your discretion. Whether you turn them into strength or use them as currency, know that the stronger the target, the more runes it will possess.

Boiled Chef [50]: You can't trust anyone who doesn't like boiled prawn, and you would know. You are an amazing chef with all manner of foodstuff, though you specialize in seafood, or really anything originating from the water. Given some resources and time, you could scavenge a veritable feast that would make even a Lord's mouth water, if you were to ever meet one that is.

Lore of the Land [50]: This land is filled with so much mystery and intrigue, to the point where it can be quite difficult to unravel it all. You, though, are up to the task, having a great skill when it comes to uncovering and, arguably more importantly, understanding lore and knowledge of the world. You will also receive short descriptions from most items you encounter, revealing just a bit more.

Moonlit Beauty [50]: In a world as ravaged as this one, still recovering from the scars from the battles thousands of years ago, it only makes all beauty stand out all the more. You possess an ethereal quality to your form, granting you an otherworldly beauty that simply cannot be marred. Even scars or markings will only work to enhance your form.

Sounds of the Shattered [50]: For all the decay and horrors in these lands, for as ravaged by ancient wars it is, one cannot deny that there is a certain beauty to them, something that is only amplified when a hauntingly graceful tune accompanies such sights. You may at any time pull up a mental playlist of songs from the Elden Ring game, and will find new songs or remixes added in over time.

Tarnished [100]: Though your eyes do not shine with the golden light of those blessed by the Erdtree, you possess the guidance of Grace, one more suited for you. This Grace shall lead you down a path that will eventually see you acquiring great power, be it personal or political. It will not force you, but it is through walking this path that you will most easily gain strength befitting a crown.

Wolfback Archer [100]: All first-generation albinaurics have weak legs, which makes them unable to walk. Thus, they rely on their archery to take down opponents. Those found riding Direwolves are a force to be reckoned with. You have mastered archery to a similar level, capable of hitting targets hundreds of yards away with impressive accuracy. Even riding on the back of a swift beast does nothing to hinder your accuracy.

Giant Smith [200]: There are few professions as respected, nor as needed in these days, as blacksmiths. You have learned the methods of the trolls allied with the Carian Royal Family, and as such you will find that all of your creations are more durable than ever, with blades never losing their edges.

Roll With It [200]: Combat can be tricky, especially when facing those more powerful than yourself. In such circumstances, your only hope will be to run and dodge, and this aims to make that just a bit easier. Whenever you roll, there will be an instant where you are impervious to harm, allowing attacks to go right through you. It lasts for only a moment, so you must time your rolls correctly in order to make the most out of it.

Shardbearer [400]: Within you is a greater piece of the Elden Ring itself, granting you incredible capabilities that allow you to stand on equal footing with the Demigods themselves. You will find that all of your physical attributes have been greatly enhanced, allowing one of human stock to face off against some of the mightiest beasts around barehanded and emerge victorious. Your magical potency is nothing to scoff at either, capable of casting far more spells and incantations than you ever could have before. Additionally, this will act as a **[Capstone Booster]**, improving the benefits you would gain from certain perks.



Carian Royalist Perks:

Discounts for Carian Royalist are 50% off, with the [100] perk being free.

Carian Sorcery [100]: As a servant of the Carian royal family, it would be slightly embarrassing should you be incapable of casting sorceries. You will be no such embarrassment, as by utilizing a staff you can summon numerous variants of arcane swords, from massive greatswords to firing them at enemies from a distance. It is not enough to claim full mastery of the arcane, but it is enough for some.

Moonlight Blue [200]: The mastery of sorceries requires incredible intelligence, a necessary quality needed to understand the forces of the world all around one. Not only do you possess such a brilliant mind, but you will find that you cannot be blinded or influenced by your emotions, for such primal things are not conducive towards your liege's goals.

Enchanted Knight [400]: The knights that serve the Carian royal family are infamous for their prowess with both martial and arcane might, allowing them to turn back the forces of the Golden Order before the union of Queen Rannala and Radagon. You have learned much from these prodigious warriors, and as such have become a master when it comes to utilizing might and magic on the field of battle, using both to make up for the inefficiencies that might arise should they be wielded by someone lesser than yourself.

Guidance of the Moon [600]: Many look to the night sky, looking for some form of inspiration or guidance from the heavenly bodies above. You have gained all of that and more, as thanks to your connection to the Moon you will find your arcane prowess greatly enhanced. In addition to all that, though, is your ability to summon a miniature moon, capable of honing in on your enemies and drawing in hostile spells before dispelling them. Its frosty touch is capable of killing many of the foes you'll meet in the Lands Between with a single hit, and few could handle multiple.

Shardbearer: Your connection to the Moon is greater than ever, and offers you more options than you once had. All of your sorceries will bring with them the chill of the moon, capable of ignoring any resistances or immunities your target may possess. Above all else, though, is that when night covers the land and the Moon shines in the sky, all of your capabilities will be doubled. Be it physical or magical might, there are few who could hope to match your power.

Jarberg Perks:

Discounts for Jarberg are 50% off, with the [100] perk being free.

Companion Jar [100]: This land is filled with such dour faces and depressing sights, yet that is exactly why someone like yourself stands out even more. You find that you have a gift for keeping the spirits of others up, your supportive and friendly demeanor helping to remind them that there is still some good in this world. In addition, you find it quite easy to befriend others, even the more surly types can't help but appreciate your presence.

Iron Warrior [200]: It takes a certain kind of person to travel the Lands Between, especially if they are as vulnerable as the living jars. Yet you are no craven, hiding away until your problems get bored and leave! You are a warrior, the unbreakable willpower allowing you to push beyond your limits. Of course, it helps that you are so much more durable than before, your flesh better than many forms of armor, but it's still quite impressive how far you could go with just a push.

Soldjar of Fortune [400]: Some folks are born silver spoon in hand, but that isn't you. In fact, such soft living doesn't fit someone like you at all, who all but thrives in danger and hardship. When faced with danger, you find yourself fighting harder, moving swifter and striking with more force. The more peril you are in, the more of your potential you can draw upon. Death is very much a possibility, but where in this world is wholly untouched by it?

The Warriors Within [600]: All living jars stuff the flesh of the dead within themselves, hoping to draw upon their strength to supplement their own. The debate on whether or not it is true is irrelevant, for you are living proof that such a thing is possible. When you consume or stuff the flesh of others into yourself, you can temporarily draw upon their skills and experience. Though you may not be their physical equal, in time you would be a mighty warrior that none would dare look down upon.

Shardbearer: You have gone beyond internalizing the power of flesh, and find yourself capable of drawing out the strength of other mediums. By placing a fiery mixture within yourself, you could coat your body in flames harmful only to your enemies, or by consuming a healing tonic would see you healing the wounds of others with a simple touch. The possibilities are as endless as the Erdtree itself, though their effects are not as long lived.

Primeval Sorcerers Perks:

Discounts for Primeval Sorcerers are 50% off, with the [100] perk being free.

Glintstone Sorcery [100]: So it seems that you have received training from that most acclaimed school of learning, and have become a talented mage. By utilizing a staff, you can harness the arcane potential of glintstone, firing off beams of starlit energy, creating arcane weapons, illuminating the area around you, or conjuring a protective barrier. Though you may be knowledgeable in these spells, you still have much left before achieving true mastery.

Terra Magica [200]: Once, this spell would be cast from the highest belfry of the academy, covering the entire institution's grounds. This spell allows such vivid experience of spell-casting success, it turns many a fledgling into a true sorcerer in a flash of newfound understanding. You have drawn inspiration from this spell, and have learned of a way to grant the ability to use magic to others, even those who hail from a world entirely devoid of the higher mysteries.

Gaze Upon The Primeval Current [400]: Many who have gazed upon the Primeval Current have lost their sanity in return for the arcane insight they have gained. Such a thing would ordinarily happen to even the most educated of scholars, but there is something different about you. Once per Jump, when you gaze into the sky above and catch a glimpse of the Current and learn a potent spell on par with Comet Azur or Stars of Ruin.

Seed of the Stars [600]: Those who go further in understanding the Primeval Current will soon find their bodies changing, slowly becoming more akin to masses of glintstone than mere flesh. You have walked this path, and unlike your contemporaries, such an outcome has proven to only be a boon. Not only can you use the patches of glintstone for protection, but you will find your reserves of arcane energies have been vastly improved. This also causes an increase in the potency of all of your sorceries, an effect that is doubled when applied to those related to glintstone.

Shardbearer: Unlike those who have been transformed into Graven Masses, you have become the ideal form of those who seek to master the Primeval Current. Your entire body is a mass of glintstone, the color of which is up to you. Not only does this greatly increase your durability and the ease of which you use your spells, but with a bit of focus you can cause glintstone to grow around you.

General Items:

All Origins receive an additional [300] to spend in this section only. You may freely import any related items you own at your discretion.

Starting Equipment [Free]: All men have a past, whether embraced or turned away from. You now possess a set of equipment from whatever past you had before coming to the Lands Between. Whether it was as a warrior, vagabond, confessor, or something else, you will at least have a set of clothes and a reliable weapon, as well as a peculiar bell.

Cook Books [50]: A large collection of books, all of which detail how to utilize the resources within the Lands Between for all manner of things. From cooking delicious food to poisoned arrows to explosive pots. It may not seem like much, but they are sure to prove invaluable in the right hands.

Glintstone Crowns [50]: A set of stone masks modeled after the founders of the various Conspectuses, each one visibly different from the last. From the Heiroadas to the Karolos to the Twinsage, what they may lack in practicality and heavy weight, they make up for in style.

Spirit Steed Whistle [50]: A delicate goldwork ring, it can be used as a finger whistle. Sound the whistle to summon and ride Torrent, the spectral steed. Upon his death, the spectral steed can be summoned again after a minute. Should you already own a mount, then you may bind them to the ring instead.

Twin Sacred Flasks [50]: Two sacred flasks modeled after a golden holy chalice that was once graced by a tear of life. The Flask of Crimson Tears will heal the flesh of those that consume it, while the Flask of Cerulean Tears replenishes one's magical energies. Though they may refill while near a site of Grace, these ones will naturally replenish after a day of being emptied.

Crafting Materials [100]: There are many natural resources found within the Lands Between which you might not be able to find anywhere else, much to your potential dismay. Fear not, for you shall never have to go without ever again. You will receive a stockpile of all natural resources one may find in these lands, numbering fifty each and replenishing weekly when used or destroyed.

Gold and Silver Scarabs [100]: Two talisman facsimiles of scarabs, the carrier of treasures and precious things. Keeping the golden scarab on your person will increase the amount of runes obtained from defeating enemies. The silver scarab, meanwhile, will increase the rate of item discovery.

Frozen Needle [100]: A razor-thin piercing blade of ice that was forged by Iji, the Carian Royal Blacksmith. It can inflict frost damage upon struck enemies, and launch its blade with a strong attack. If it is shattered or melted, the blade will immediately regenerate.

Stormhawk Axe [100]: Battle axe designed to resemble a hawk, with its wings comprising the blade. Signature weapon of warriors who strive to remain one with the storm, despite being so far from their place of birth. Their hearts are proud, and thereby easily undone. The wing-blade is imbued with lightning and can be swung around to create a tempestuous lightning storm.

Full Moon Crossbow [200]: One-of-a-kind enchanted crossbow of exquisitely detailed craftsmanship. Made to celebrate the matrimonial union, and reconciliation, between the houses of the Erdtree and the Full Moon, Leyndell and Raya Lucaria. The two rings dance when reloading the weapon, and it imbues its bolts with a holy element.

Glintstone Mine [200]: Should you wish to never part from the arcane crystals that can be found here, then you can take this option. A wealthy mine that is bursting to the seams with glintstone, do be careful when it comes to extracting, as they have been known to corrupt those who work with it unprotected. It will replenish each month.

Icerind Hatchet [200]: A hatchet with a frost-coated blade. One of several gifts given by Castle Sol in the distant north. Known as "freezing fog," the blade is thought to be a dragon's scale. Each hit inflicts potent frost damage, while stomping the ground while holding it will send out a wave of frost.

Crystal Staff [200]: Staff fashioned from pure crystal; a deed impossible for a human. It will enhance all sorceries that utilize glintstone or other celestial crystals. The Crystallian's faint cogitation is known as the "wisdom of stone." This staff can only be wielded by those of intellect high enough to grasp such wisdom.

Arcane Academy [400]: It appears as though Raya Lucaria is not the only institution in which one can learn the usage of magic. This massive structure is more akin to a small mountain, and filled with everything to help you when it comes to teaching others. Large classrooms, a vast library, and many side rooms to sequester away in for study and experimentation. Those who learn within these halls will find that the lessons stick more, even the more mundane lessons they would undoubtedly be forced to endure.

Full Moon [1000]: High in the night sky, all who look up can see a massive celestial object which has made an important connection with you. You are bound to this moon, just as it is bound to you. More akin to a conceptual representation than a giant rock in space, it possesses no gravity unless you desire it, no effect upon the worlds that it gazes upon, it does not have to rely on the light of the sun to let itself be seen, astrologers could even gaze past it like it was not even there, should you desire it. Those whose light it shines upon will find the potency of their spells vastly improved, especially those connected to moonlight and frost, so long as they are either you or someone allied with yourself.



Carian Royalist Items:

Discounts for Carian Royalist are 50% off, with the [100] item being free.

Carian Knight Set [100]: The silver and blue clothed armor of the enchanted knights that once served the Carian royal family. The enchanted knights, anointed by the Lunar Queen, were heroes of the highest honors, but fell into disarray with the decline of the royal family.

Carian Filigreed Crest [200]: A talisman adorned with the royal crest, it will greatly lower the cost of all spells cast. An honor said to have once been awarded to Carian knights who served as direct retainers to the kingdom's princesses. Now there is only one princess: Ranni, daughter of Rennala.

Carian Regal Scepter [400]: Magic scepter of Rennala, Queen of the Full Moon. The glintstone is known as a Carian Blue, enhancing full moon sorceries. Only those of the highest intelligence may wield this, the finest of all glintstone staves, and will find the potency of all of their sorceries greatly enhanced in all aspects. By channeling magic directly into the glintstone, you can suspend the scepter in mid air and cause it to spin violently. Those it touches will suffer successive magic attacks.

Dark Moon Greatsword [600]: A Moon Greatsword bestowed by a Carian queen upon her spouse to honor long-standing tradition, and is one of the legendary armaments in the Lands Between. Ranni's sigil is a full moon, cold and leaden, and this sword is but a beam of its light. By raising the sword aloft, bathing it in the light of the dark moon, the magic attack power will be enhanced and imbues blade with frost, while charged attacks can release blasts of moonlight.



Jarberg Items:

Discounts for Jarberg are 50% off, with the [100] item being free.

Hoslow's Set [100]: Garish silver armor decorated with red embellishments, it is passed down through the Hoslow family. When Juno Hoslow received an invitation to the Volcano Manor, he discreetly refused. "I have already walked many a road drenched in blood, yet never would I consider myself a champion."

Shard of Alexander [200]: Shard of the late Alexander, a shattered warrior jar, it will greatly boost the attack power of all weapons when held. Scraps of stewed flesh cling to the shard, and tatters of ornaments can be seen mingled within the slime. Relics of a red-haired champion, it would seem.

Hoslow's Petal Whip [400]: Metal whip formed of razor-sharp chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow. High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss. "The tale of House Hoslow is told in blood."

Hidden Village [600]: A small settlement that is tucked away from the rest of the world, far from the troubles of these shattered lands. Not only is it difficult to find for all those who bear hostile intentions for the inhabitants within, but the design of the village makes it easy to defend from any who do end up managing to find it. The inhabitants know that their survivability is dependent upon yourself, and as such you have their eternal loyalty. Though the demographics may vary depending on your choices upon purchase, know that all who live here may be able to live a peaceful, quiet life.



Primeval Sorcerer Items:

Discounts for Primeval Sorcerer are 50% off, with the [100] item being free.

Raya Lucarian Sorcerer Set [100]: Robes worn by Raya Lucaria's magic scholars. Those who dedicate themselves to the study of glintstones formed from starry amber receive this modest yet elegant deep blue garb along with their vows of virtue and austerity. But with extended life, one is apt to forget old vows.

Graven-Mass Talisman [200]: A talisman depicting the first school of graven mages, a nightmare that would continue to haunt the academy. Greatly raises the potency of sorceries. The primeval current is a forbidden tradition of glintstone sorcery. To those who cleave to its teachings, the act of collecting sorcerers to fashion them into the seeds of stars is but another path of scientific inquiry.

Glintstone Kris [400]: Ritual blade once presented to Leyndell by the Academy of Raya Lucaria to celebrate their newfound peace. Though the weapon is embedded with precious glintstones and features Erdtree ornamentation, the undulating blade is symbolic of an ancient ritual. Focusing a bit with the blade will allow you to cast Glintstone Dart at your enemies.

Primeval Staves [600]: Staff of the primeval glintstone sorcerers Azur and Lusat. Only those who have glimpsed what lies beyond the wisdom of stone may wield it. Those who use this to cast sorceries will find the casting time reduced to a mere fraction of what they would have been, as well as channeling the energies of the Primeval Current with greater ease.



Companions:

Fellow Tarnished [50/100/200]: These lands can be unforgiving for those traveling alone, so why not call upon a few friendly faces? You may now import or create 1, 4, or 8 companions respectively. Each companion will receive 800 cp to spend on perks and items, and can choose their race freely. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Tarnished Covenant [300]: Should eight not feel like enough to survive in these harsh conditions, no matter how trusted and valued they may be to you, then fear not. You may now import as many companions as you so desire. Each companion will receive 800 cp to spend on perks and items, and can choose their race freely.

Knights of the Jumper [Free]: But there are those often forgotten by history, pushed to the side in favor of their mighty Lords. You shall not forget them, never your loyal followers, who have traveled these harsh battlefields alongside you. You may import as many of your followers as you so desire, allowing them to gain a history within this world, as well as the relevant skills.

Iron Fist [Optionally Free]: One of the friendliest people you'll find in the Lands Between, this Living Jar travels in order to hone his strength in order to become a great warrior. Though the path of the champion is one that must be trod alone, he is not opposed to seeking strength alongside a warrior as fine as yourself.

Albinauric Rider [50]: A wolf rider that was seeking access to Miquella's Haligtree, Latenna and her faithful wolf Lobo find themselves in your company, and are willing to offer you their assistance so long as you can help her in her goal. Using arcane arrows and her wolf's mobility, she offers much in terms of combat support.

Lunar Shadow [50]: The Half-Wolf warrior who serves the Lunar Princess, Blaidd's skill with the massive greatsword on his back is just as incredible as his sheer force of will. He would never do anything to betray his mistress, and now neither will he betray you and your goals. Even if the Greater Will forced his hand, he would never lay a hand on the one he calls a friend.

Sorcery Student [50]: A bluntstone who possesses little talent for the arcane arts, Thops was locked out of the Academy during the Shattering War, due to the facility's declaration of non-interference. He would be most appreciative if you could help him return to the academy, and is willing to offer his expertise and unique outlook on sorceries.

Troubled Knight [50]: The tale of House Hoslow is told in blood, so says this noble man. Diallos seeks to uphold his family line and meet the expectations expected of one such as him, but is unsure on how to go about it. Though he may stumble and find himself easily strung along, he will eventually rise again and prove his worth.

Black Ringleader [100]: On the Night of the Black Knives, Aleto and the Black Knife Assassins assassinated Godwyn the Golden using daggers imbued with a fragment of Destined Death stolen from its caretaker, Maliketh. After having been freed of the Evergaol, she has dedicated herself to you and your cause, and is willing to use her talents to take down any you wish to experience true death.

Red Wolf [100]: A giant wolf with red fur adorned with jewelry. They are an agile beast, capable of casting glintblade sorceries and can manifest a golden sword, which they grip with their jaws in order to perform slashing attacks. This one is fully trained to obey all of your commands to the best of their abilities, and would readily give up their life if it meant protecting you.

Lunar Princess [200]: An Empyrean who cast aside her divine flesh and now inhabits the body of a doll, you have managed to convince Ranni to join you on your travels. She prefers to stay away from physical combat, which is just fine as she has mastered sorcery to a divine degree and is intelligent enough to know that subterfuge is a useful tool that many overlook. Shall you play as her Lord and make her Age of Stars a reality?

Queen of the Full Moon [200]: Once the head of the Academy of Raya Lucaria, Rennala has fallen far indeed after her husband Radagon left in order to become the Second Elden Lord. With you, though, she has cast aside her Amber Egg and returned once more to her former glory, a masterful sorcerer with thousands of years of experience, as well as being able to summon all manner of creatures to her side, up to and including a dragon.



Drawbacks:

Continuity [+0]: If this is not your first trip to The Lands Between, then this option is for you. This ensures that your previous actions in the Elden Ring setting have carried over in some form.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Elder Ring Jump. Alternatively, you could use this to travel to another world, separated from the Elden Ring setting entirely. It would certainly be a surprise seeing a dragon in a world of marvels and heroics.

Arcane Attention [+100]: Perhaps it is paranoia, or perhaps your sanity is finally forfeit. You can't help but feel as though you are constantly being watched, someone's gaze placed entirely upon yourself. What their goal is with this information is unknown to all but themselves, and it is nearly impossible to find this voyeur, but not impossible for those skilled in the arcane arts.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it up to five times.

Liquid Abundance [+100]: This area is known as Liurnia of the Lakes for a reason, and it is something you are unfortunately familiar with. No matter what you do, what powers you may possess, all of your gear will be moist and waterlogged, making them quite uncomfortable and more prone to rusting. Sure, one could run around wearing nothing, but it isn't something sane men do.

Broken Heart [+200]: Love is as wonderful as it is ruinous, for a heart as subsumed by love is more devastating when shattered. Your heart has suffered such a wound, the pain too much for some days. You will find yourself suffering from depressive episodes quite often, there being some days where you cannot find the energy to do anything.

Glintstone Growths [+200]: It is not unheard of for those who deal heavily with glintstone to find it growing out of their flesh, such as yourself. Under your skin, these arcane crystals will hamper your movements, making any motions you perform more janky and painful than before. Prolonged exposure to glintstone and other arcane substances would see these growths covering more of your body, until you would eventually be more crystal than person.

Sharpshooting Crustaceans [+200]: There are many threats one can find in these lands, but there are none as annoying as the giant lobsters that wander Liurnia, capable of firing off projectiles with unerring accuracy. Where one may try to run away, that is no longer an option for you, as no matter where you go, they will be waiting, ready to fire upon you at the most inopportune times.

Golden Shackles [+300]: Whereas before you may have had the power to shake up the entire world, ushering in a new age with an afterthought, not so much anymore. You will be stripped of all outside powers and abilities, leaving only your Body Mod, your mundane skills, what you bought here, and anything else you might have gained in the Elden Ring setting.

New Game Plus [+300]: If you came here expecting a challenge, then congratulations, you have received one. Your enemies will be more powerful than before, all the while being more resilient from any damage you may try inflicting upon them. From the mindless soldiers to the Demigods themselves, it would be a herculean undertaking for you to rise to the challenge and defeat all before you, but when has anything worth doing been easy?

Puppeted Flesh [+300]: It seems as though the sorcerer Seluvis has managed to get his hands on you, and has made you into quite the potent puppet. You are now a passenger in your own body, subject to the sorcerer's commands. Whether he uses you or not depends entirely on the circumstances he finds himself in, and even his death is not enough to gain you your freedom.



Ending:

Stay: The grace of gold has called to you, drawing you to a place you now call home.

Go Home: All men yearn to return to the lands they call home, and you are no different.

Continue: Your journey does not end here, and so you wander ever onwards.

Notes:

-The Lands Between are much larger than its in-game counterpart, being roughly the size of Europe.

-Due to the nature of this world, when you are killed, you will resurrect at the last bonfire you rested at, but must return to the site where you died in order to collect your dropped runes before you die again, or your Chain will end.

-Due to the nature of death within the Lands Between, all races will be effectively biologically immortal.

-If you take the **[Carian Royalist]** origin and the **[Guidance of the Moon]** perk, then you may take the place of Rennala, while the addition of **[Shardbearer]** gives you the option of becoming Ranni. Not sure how you'd justify having purchased them as companions, but feel free to fanwank it.

-**[Terra Magica]** can be used to grant others the ability to use any kind of magic you have access to.

-The **[Full Moon]** is less a physical object and more of a magical construct. How it plays with the laws of physics is entirely up to you. Want it to be an actual physical moon or a kind of optical illusion is up to you.

-When in doubt, fanwank.

-Have the day that you deserve~