Wide World of Dark Souls: Age of the Ancients

By KingPan1c

In the Age of Ancients, the world was unformed, shrouded by fog. A land of gray crags, Archtrees, and Everlasting Dragons. But then there was Fire and with fire came disparity. Heat and cold, life and death, and of course, light and dark. Then from the dark, They came, and found the Souls of Lords within the flame. Nito, the First of the Dead, The Witch of Izalith and her Daughters of Chaos, Gwyn, the Lord of Sunlight, and his faithful knights. And the Furtive Pygmy, so easily forgotten. They challenged the dragons, and war was waged.

This is where you come in, to a world only fresh to the experiences of the world. Take 1000 Soul Points, and find your place in this world of hardship.

Location

Roll 1d6

1. **Anor Londo:** The kingdom of the Gods, and the base of the Age of Fire.

2. **The First Catacombs:** The place where the first of the dead were buried.

3. **Izalith:** Home to the Witch and her Daughters, the city of statues.

4. **The Ringed City:** A land at the end of time, acting as a seal for the darkness of the abyss.
5. **Ash Lake:** A large area underground that seems reminiscent of the world before the advent of disparity.

Origin

Sunlight Soldier
You are one of the Radiant warriors who marched alongside Lord Gwyn during the War. Silver Knights, Giant Warriors, Painting Guardians, and more all fell under the banner of the Lord of Sunlight.

The Dead
An undead warrior in a time when death was still new. Were you one of the earliest to rise? The influence of a Lord Soul brought you back, a skeleton or ghost of some sort, although zombies are something different. Your kind are a persistent sort.

Chaos Witch
A child or descendant of the Izalith line, or perhaps simply one touched by their living flame. You may even be a creation, a living statue of fossilised flesh. Either way, chaos resides within you, and you wield the primordial fire, able to bring both death and life.

Dark Human
You are a human, one of the many bearers of the magnanimous Dark Soul. Your power was granted to you, and as such, it can be spread. Unfortunately, your people have been shackled, a burning ring sealing your might and forcing your humanity into a feeble form.

Everlasting Dragon (-200sp):
You are one of the enemies of the flame, an anomaly in the current age. Where once you were a statue, simply existing in the timeless void, with disparity, you have been given life. You remain somewhat unbound by time, alien of soul and thought, a relic of a world before flame and disparity.

Perks

General

The Power of Disparity (Free): You have a soul, as all living things do. This white flame contains your memories, can be tapped to power magic or other special techniques, and can allow you to store items by converting them into memories. You can absorb souls from things you kill to make you holistically stronger, although growing in specific statistics is beyond your ability alone, and may even collect new gear or spells from fallen warriors' souls. Stronger enemies can give you unique souls, strong enough to retain some of their memories.

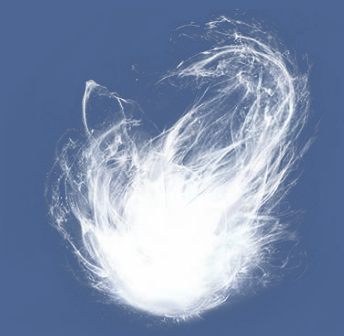
Hands of Cinder (-100cp): Although they will only appear in the future, there exist beings born far more closely to the first flame than any other. Those known as Unkindled Ash are born for the sole purpose of battling their way to the first flame. You share these beings' unique ability to parry weapons with your bare hands, as though you were also created for combat.

Soul Creation (-200sp): Souls contain one's self, including the memories of their battles. Through these memories, you can create weapons, spells, armour, and other items that the original owner made use of. The predecessor to Transposition can use unique souls to create weapons, spells, or other gear.

Smithing (-100sp, -200sp): You have the talents of a blacksmith. You can reinforce weapons with titanite, use special ore to infuse them with different aspects, and repair damaged gear. For an extra 100sp, you are on the level of a Blacksmith Deity. As well as infusing materials without even using an ore, you can craft divine weapons that contain the power of lords, such as true sun-lightning, deathly miasma, or fire sorcery, into weapons, as long as you have a source.

Attack Patterns (-200sp): Your perceptiveness has been sharpened through hundreds of battles, and perhaps hundreds of deaths. You can read a fighter's moves like you have seen them and been slain by them dozens of times. Any battle you get feels like one you have taken dozens of times.

Lord Soul (-400cp): Truly, new existences are rare in this world of cycles. Your soul was one of the first produced by the first flame. It represents an aspect of disparity you have found yourself the closest to when you claimed it, perhaps heat or cold, maybe something else. As a Lord Soul, it imbues you with great power, making you physically larger and granting you a power related to your aspect of disparity.



Sunlight Soldier

Gigantic (-100sp):
It is common for beings with an abundance of souls to grow to giant proportions. Your body may swell in stature with the absorption of souls, easily allowing you to become a towering bulwark. Although your giant form will continually and permanently grow, you may switch to the default size of your kind at will.

Radiant Discipline (-100sp):
Your training under the kingdom of Sunlight is absolute. As a knight, you are skilled in the use of swords, spears, shields and bows. You also find you can manifest faith in stories you know, enough to be able to cast Miracles even in moments of doubt or religious turbulence.

Pure Faith (-200sp):
You command the ancient miracles of the gods. Bolts of lightning, healing light, protective barriers, and blasts of pure force. Your innate faith is so strong that nearly any object you wield may be used as a catalyst. You have an understanding of many basic miracles, and can develop new ones as any devotee can, easily learning the techniques you see.

DragonSlayer (-200sp):
For whatever choice of target you hunt, be it dragon, human, undead or demons, you have an innate benefit. Your strikes do more damage, your lighting shreds deeper, and your armour will gain a resistance to their power naturally. This benefit only grows with time spent fighting.

Sun-lightning (-400sp):
You were bestowed with the power of the King's Soul, giving you access to the power of Sun-lightning. Electricity formed through the power of sunlight, this weapon is extremely effective against dragons and armoured foes. You are skilled enough in its use to project bolts, and even channel the energy into your weapons. Light is time, and as such this weapon is also effective against timeless beings.

Darksign Curse (-400sp):
Have you researched the first sin enough to replicate it? Or is this an application of the silencing arts of Velka? You have the ability to apply ringed curse marks to people, locking away aspects of their soul, such as physical strength or dexterity, the faith, intelligence or focus they use to cast spells. With time and effort, you can shackle away core parts of their power, leaving them with only a hollow fraction of what is rightfully theirs.

Keeper of Cinders (-600sp):
Your being is aligned with the age of fire directly, and as such you have the skills of both a firekeeper and a proper Lord. You can channel souls into specific traits, allowing something feeble to grow mighty with effort. As one who is of the Fire, You can use your soul as kindling to overcharge your abilities. This also grants you a level of cosmic awareness, giving you knowledge on the state of the cycle of the world.

Chaos Witch

Eyes of Flame (-100sp): As one truly touched by fire, the world reveals itself in those terms. You can perceive heat from a longer range, allowing you to navigate without your other senses. You can also see life force as a flame coming off anything brimming with life, allowing you to separate living statues from timeless stone.

Ember Core (-100sp): Your soul burns with the constant heat of life. Cold recoils from you, and even the great heat of the sun is not much of a bother. Forms of heat forged into attacks will be a different story, but ambient temperatures pose no problems for you, even if you only wear swampy rags.

Familial Warmth (-200sp): The Land of Izalith is known for the creation of life. You hold the presence of a parent, claiming the deepest loyalties from anything you have a major role in creating. This includes anything from your worked statues, life created through experimentation, and even your own children. None created by your hand shall betray you, even if they lose their minds completely.

Infernal Intuition (-200sp): You have a deep understanding of heat, flame, and energy. In another world, this would result in great scientific knowledge of physics. Here, this results in an understanding of how to draw out strange functions of energy, with the capability to bring life from your manipulation of simple fire. This can allow for your techniques to act as if they have a mind of their own.

Swamp Ingenuity (-400sp): You have an understanding of the varied depths of pyromancy and flame sorcery. Not just the simple projection of flame, you can project poison, raise the offensive power you have within, turn your flesh to stone or iron, spit cooled lava as stone, and even heal others with the warmth of your flame. Your talent for learning techniques others have created around the manipulation of flame is immense.

Primeval Conflagration (-400sp): Within you is a strong, persistent flame that can consume and reshape life itself. You can project chaos flame, which can burn away at souls, corrupting targets. This weapon can be manipulated through different arts to make its effects more pervasive and corruptive, but whatever form it takes, it will set deep within the victim, tinging them forever more. This can result in biological mutation, the spirit leaving the body, perhaps even more.

Life Unbound (-600sp): You are one who is close to the Witch's Soul, and as such, you can also forge life from flame alone. Living flesh and blood Demons, animated statues made from the fossilized remains, and even living flame constructs are all possibilities for you. Your power can even supercharge plants, causing them to grow explosively, somewhat guided by your will.

The Dead

Ossuary Body (-100sp): Brittle bones would not last in this era, and so your bones are strong. You find your bones don't break easily, not faltering until your entire body is beaten into submission. This makes you more resilient, but doesn't affect other fleshy parts of your body.

Corpsewalker (-100sp): You find yourself at home deep in the dark. Navigating subterranean areas is natural to you. You don't need to breathe, eat, or sleep to survive, allowing you to live in the deep for decades without issue.

Pervasive Soul (-200sp): Your soul is of the resilient sort. Even when killed, your soul won't leave your body until it's attacked directly. If not finished off, you will continue to rise again. Your soul has a life force of its own, even when exposed, essentially requiring you to be killed twice.

Bone Pulse (-200sp): You can hear the final thoughts of corpses, sensing how they died. Useful in a war filled with casualties, where you can gain power from experiencing different things. A graveyard becomes a library of lessons.

Necromancy (-400sp): You have touched the magical power of death. You can use necromancy, gaining the ability to raise any corpses you come across as your own undead warrior thralls by suffusing them with your soul. They may keep some of the natural abilities from their life, but soul-based abilities would be hard to come across. You can also have the power to fuse the dead into powerful Rotten golems.

Gravelord Curse (-400sp): The power of the Gravelord is rare and often misunderstood. You may infect targets with the Gravelord's curse, forcing them to be haunted by the angry spirits of those they have slain. This curse can only be broken by either the caster's or the victim's death.

Deathly Blight (-600sp): You are one who is close to the Dead One's Soul, and as such, can project Nito's deathly miasma. This acrid air corrodes and decays targets, forcing out their life force. This power is effective even on beings who lack a traditional concept of death by forcibly introducing it.

Dark Human

One of Many (-100sp): Humans work well together by nature. Even if the person was summoned from another world, you can find yourself fighting in sync with them easily. Even as a drained hollow, you will still be able to lunge and swing in such a way to benefit your group. Your instincts for group combat are flawless.

Murkborn Instinct (-100sp): Before disparity, the world was dark, foggy crags, and you existed in perpetuity. You've been changed since that time, but retain your instincts. You can navigate darkness, fog, and shadows with uncanny spatial awareness, finding your way around without even needing your other senses.

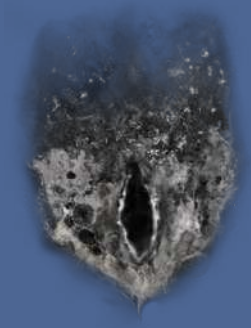
Abyssal Hand (-200sp): You can use the power of the dark soul to access Lifedrain, the power to absorb humanity from others with dark energy. This power can be shaped into a barrier to protect oneself, or used to imbue its draining effect on held weapons to augment their strikes and increase the potency of critical strikes.

Rollspam (-200sp): Your talent for evasion is unnatural. You have masterful use of the common technique of the dodge roll, allowing you to avoid almost any attack, as long as you time it correctly. Even large-scale attacks do not seem to affect you if you roll through them correctly. A benefit of this technique is that it is very easy to teach to any humanoid fighter of a baseline human size.

Abyss Forged Arms (-400sp): It is known that hollows driven far enough can evolve even further into different forms. One of these evolutions takes the form of human trees, returning to the form all life stemmed from, the Archtree. By channeling this trait, it was possible to form weapons teeming with both humanity and the burn of the darksign. You can grow powerful wooden weapons and armor from your body.

Dark Soul of Man (-400sp): You are one who is close to the Dark Soul of Man. Your humanity has evolved into its other possible form, allowing you to call upon the pus of man from your body, large masses of dark oily flesh that take the form of horned rats. This abyssal power is corruptive and can even damage beings thought to be immortal. You may bestow parts of your soul upon allies in a technique created by humans and appropriated by others.

Undead Return (-600sp, Free for Dark Human for the duration of the jump): The one thing humans maintain over all others is their tenacity. They will endure until reaching their goal. If killed, you will come back to life at a recent place you've rested in or a place or power, only losing part of your soul. You may find these soul fragments where you died, perhaps absorbed by the thing that killed you. As long as you have will and retain your soul, you will endure.



Everlasting Dragon

Stoneborne Flesh (-100sp): Your body is a relic of a time before disparity. Your skin is made of everlasting stone scales, a natural armor resistant to slashing, fire, and the hand of time. They can be pierced by Sun-lighting, electricity diffused with the power of light and time, or other similar effects.

Primordial Echo (-100sp): You retain the instinctive resonance of the original Everlasting Dragons. Your presence resonates with other old, large beings, building an affinity. It also induces fear in smaller, younger beings.

Dragonbreath (-200sp): The dragons were beings of battle power so mighty that they could wage war in a reality that fundamentally rejected their very beings. The key to that was their breath weapons that could wipe out the forces of disparity in droves. You have that power, the ability to project an element from your maw. Be it fire, darkness, poison, or crystal, you are power.

Dragons Kinship (-200sp): Dragons are beings of mystery even in the far future. Through some strange connection, you have the ability to see into the memories of beings through soul connection. This allows you to live through their defining experiences, even letting you gain souls from your actions there if your connection is deep enough.

Moonblessed Soul (-400sp): As one of the oldest pieces of stone, the moon is your ally. You regain Focus under the moon, allowing you to cast as many spells and skills as you please under its light. You can project blasts of solidified soul energy, create weapons like swords, and create even further effects with training and study. The pale blue light of your power will reign supreme.

Eternal Heir (-400sp): In some senses, the world of today is simply derivative of the timeless world of archtrees and grey crags. You commune with the descendants of that world; the trees and mountains can tell you the secrets of the land or offer sanctuary in unique ways.

Timeless Statue (-600sp): It seems you have retained the powers of a being from before the advent of disparity. You are timeless, a being that will never age, grow, deteriorate, or die unless you wish it. Effects that manipulate time do not affect you, and your body can imbue similar effects into items it is infused into. The powers of heat and cold, light and dark, life and death all struggle to find purchase in your flesh.

Items
General

Titanite Gobstopper (-100sp): Titanite is the petrified wood of Archtrees, a material that was commonplace before the manifestation of the first flame. You have a ball of the stuff that grows as you fill it with souls. You can break off pieces, in whatever size you need to upgrade something.

A Coiled Dagger (-200sp): A uniquely shaped blade that can be easily stored. When channeling your soul and piercing the ground, you may create a bonfire. Bonfires are nexus points for the First Flame, allowing those bound to it - such as those marked by the eclipse Darksign - to recover from its heat, restoring their body and magic to perfect condition. Those connected to these flames may use them to warp between nexus points. Your creations bypass the normal restrictions, allowing you and your companions to teleport to other bonfires and heal in their warmth.

Sunlight Soldier

Silver Blades (-100sp): These polished weapons sing with trapped lightning, forged in imitation of Gwyn's original sunlight spears. Swords, Spears, Axes, Arrows, and more, these blades bite deeper into foes armoured or draconic.

Sunlight Warplate (-200sp): A radiant suit of armor forged to withstand the brutal heat of divine miracles. Its plates absorb stray lightning and convert it into warmth, mending wounds and bolstering the wielder’s faith. Even in shadowed realms, the armor glows faintly like a distant sunrise.

Spear of the Duskbreaker (-400sp): Enhanced damage to dragons, demons, humans, and pierces armoured skin easily, although it falters to dark power, and has no enhancement against the raw vigor of one’s soul.

Troop of Knights (-600sp): A force worthy of legends. You command an army of elite Silver Knights bearing custom-crafted weapons suited to your strategy. Each fought in the Dragon War and brings experience against giants, drakes, and demons alike. Their loyalty is unwavering, and their discipline legendary.

Chaos Witch

Pyromancy Flame (-100sp): A living spark of primordial fire shaped to your soul, it flares in your palm like a breathing ember. This flame can be split into lesser cores and passed on to apprentices, each carrying a fraction of your essence. Its nature evolves as your mastery of pyromancy deepens.

Crown of Izalith (-200sp): This ornate crown radiates a gentle, comforting heat—the remnant blessing of a lord soul. Wearing it renders lava harmless and wards off all lesser forms of flame. The crown pulses softly when powerful pyromancy is near.

Inferno Crucible (-400sp): A volcanic forge built from living magma and a strange iron, capable of shaping molten stone, bone, and metal into monstrous forms. When animated with your power, these creations awaken as chimera demons. The Crucible burns with a strange will, reacting to your darkest impulses.

Coven of Witches (-600sp): Twelve gifted sorceresses, each touched by the chaos flame, gather under your mantle. They practice rituals, refine new pyromancy spells, and assist in shaping demonspawn or constructs. Though fiercely loyal, their temperaments range from serene to dangerously unstable.

The Dead

Bone Charm (-100sp): This carved bone idol resonates with lingering soul fragments, allowing you to bind them into corpses. The dead strengthened by it may recover clarity, memories, or instincts from the embedded soul.

Black Phalanx Shield (-200sp): A pitch-dark shield that would in the future be used by tomb guardians to repel divine magic. It absorbs holy and arcane energy, storing faint afterimages of every spell it consumes. When struck hard enough, the stored energy can briefly flash outward in a defensive burst.

Dead Lantern (-400sp): A flickering lantern filled with pale fire that lures wandering souls like moths to a flame. When raised, the dead gather around you, whispering secrets or following as spectral servitors. Its eerie light never goes out, even underwater or buried in the earth.

Early Risers (-600sp): The first beings that died were either trailblazers or frontline warriors, those who explored the new world and fell to its hazards, or stood in front of their allies in battle, and as such were the first to succumb. You now command a bevy of the first and most premium undead. Their abilities are disparate, spread among the beings that exist alive in this world.

Dark Human

Estus Flask (-100sp): A emerald vessel filled with liquid bonfire essence. Drinking it floods your body with the golden fire of the First Flame, restoring wounds and mental clarity. The flask replenishes itself whenever you rest at a bonfire or equivalent anchor of power.

Ringed Knight's Instruments (-200sp): A set of weapons used by the strongest of humans during the war with the eternal dragons. This consists of a spear, a straight sword, and paired curved ultra greatswords, all of which can empower themselves and explode with the flame of the dark sign. A set of armor, framed by archtree wood and dragon scales, and a shield made of a dragon's decapitated head, both of which strongly resist dragonflame and moonlight power.

Pool of Dregs (-400sp): Down in the deep, in a location of your choosing, you are the owner of a pit of corruptive abyss. This pool will affect any living being cast into it, corrupting them into an abyss-powered ally under your control. Their form will be redefined as your choosing, the only consistency being glowing red eyes.

Gank Squad (-600sp): Your loyal gank squad. You are allies with three other powerful undead humans, all of whom enjoy attacking people and ruining their day. All cloaked in coloured dark auras, they make use of a variety of specialized techniques, dodging and spacing with near-perfect accuracy, switching between weapons near instantly, and catching the opponent right as they dodge. They also seem to have deep knowledge of the future of this world, but don't really care about that, preferring to fight and kill each other repeatedly.

Everlasting Dragon

Dragon Stones (-100sp): Chunks of dragonflesh that can be used to grant dragon powers. When used by humans, it turns them into dragonoids or lets them breathe fire. When used by dragons, it amps the durability of their scales and their offensive breath weapon.

Archtree Seeds (-200sp): The seeds that will grow the world. With this purchase, you receive 12 seeds that, with time, will grow into towering archtrees. The massive structures serve as a way to dominate the landscape, farm titanite, and can be shaped to grow into various structures.

Moonlight Crystal (-400sp): The moonlit heart of an Everlasting Dragon, a failed experiment meant to replicate a unique dragon artifact. When worn visibly on your person, this crystal paused the flow of time for an individual, making them immortal. Time will never claim you, although violence from even the most petty of beings of disparity can end that which is stagnant if it gets a chance.

Draconic Broodlings (-600sp): Two young everlasting dragons of notable strength, born with strong, strong scales and curious golden eyes, accompanying you. Both of these dragons have unique breath weapons gained from exposure to different effects and aspects of disparity. They will quickly grow in size and strength.

Companions

Import (-50sp): Import a companion with an origin they pay for and +800sp.

Canon Character (-50/200sp): Take any character with you for free. Find yourself meeting them repeatedly for 50sp. For 200sp, you have a previous relationship with the character.

Knight Captain Yorshka (-100sp): A slim, pale knight with the blood of dragons running through her veins. The result of Seath's experimentation, she strikes with surgical lethality, channeling the power of lifehunt alongside holy miracles and dragonbreath.

A Lying Scholar (-100sp): Perhaps this is a human who evolved even further. This man's body has taken on aspects of both an archtree and a bonfire, allowing him to appear in a harmless but surprising explosion of flame.

Spear Squire (-100sp, Free Sunlight Soldier): A young Silver Knight apprentice who trains tirelessly to earn your approval. He fights with precise spear thrusts and practises simple healing miracles. His admiration for you borders on devotion, and he dreams of one day leading knights of his own.

Witch Apprentice (-100sp, Free Chaos Witch): A curious and fiery disciple born with a spark of Izalith's gift, talented with fire sorcery and pyromancy. She eagerly experiments with flames, creating small burning creatures that follow her like pets. Naive but talented, she looks to you as both mentor and parental figure.

Gravetender (-100sp, Free The Dead) A woman from the group known as the Milfanito. Like her sisters, she uses songs to channel necromantic power, and has a soul born of the Dead One's soul. Though gentle, she carries a deep sorrow for those whom she has laid to rest.

Pygmy Princess (Free Dark Human): A rare daughter of the Furtive Pygmy's bloodline, born unnervingly close to the Dark Soul. She shapes darkness into blades and tendrils with childlike ease, and her humanity burns hotter than most. Though outwardly shy, her potential is terrifying.

Nameless Giant (Free Everlasting Dragon): A towering giant warrior who abandoned his kin for reasons they do not share. They make use of a large archtree wood bow and large arrows of white birch, all crafted themselves with their knack for making weapons. Though quiet and stoic, their loyalty is unwavering once sworn.

A Wicked Tongue (-100sp): An eerie black creature that claims you are its parent, and that all the souls in the world belong to you. It has strange powers that allow its body to possess others, absorb their energy, grow wooden constructs, and change its shape like liquid. If you ever die, it will devote itself to bringing you back to life.

Drawbacks

Durability System (+100sp): Your weapons break down quickly when being used to attack. While simple to repair, this can be a problem out in the field.

Personal Calamity (+100sp): You are the victim of a strange curse of dark origins. You receive double the damage you normally would from any sources, making you twice as easy to kill. You also receive a cool ring for this.

Albino (+100sp, +200sp for Everlasting Dragons): Bleach white skin marks you as different, and this world is a cruel one. You will suffer mild ostracisation among more traditional factions. This is more crippling for Dragons, as this means you lack the eternal stone scales of your species.

Fog Shrouded (+200sp): Like it was during the stagnant age before the flame, it seems the world is drowned in rolling fog. This visual change only affects you, causing enemies to emerge only when they are upon you. Along with that, treasure and discoveries are easily missed. This is especially horrible for fighting flying enemies.

Dragon Hunted (+200sp): Everlasting dragons can smell you from miles away, and you are their favoured prey. This will have immortal stone monsters hunting you and yours for the entirety of your stay here. Perhaps you should get that Gwyn fellow to help you out.

Soul Unstable (+400sp): The power of your soul is anything but consistent. Your stats will often fluctuate, weakening you, yes, but also changing your ‘build’. Another problem is that your soul also holds your memories; you will have bouts of partial amnesia. Hopefully, you don’t lose anything important at the time.

Harbinger of a New Age (+600sp): Everyone recognizes your ambition to overturn the order of the world, and nobody is happy about it. This will make you the enemy of nearly every other faction in this world. A war to decide the fate of reality.