

===== **(Dark Souls 3)** =====

Yes, indeed, it is called Lothric,
Where the transitory lands of the Lords of Cinder converge.
In venturing north, pilgrims discover the truth of the old words.
The fire fades and the lords go without thrones.
When the link of fire is threatened, the bell tolls,
Unearthing the old Lords of Cinder from their graves:
Aldrich Saint of the Deep
Farron's Undead Legion, The Abyss Watchers
and the reclusive lord of the profaned capital,
Yhorm The Giant
Only in truth the lords will abandon their thrones
and the Unkindled will rise
Nameless accursed undead,
Unfit even to be cinder.
And so it is,
That ash seeketh embers.

You will spend ten years in this world, and have been granted 1000CP to purchase what you wish.

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----- **(Locations)** -----

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Roll a D8, the resulting number corresponds to your starting location. If you don't like the place you start, you may instead pay 100CP to change it to any other location from the below, as if you'd rolled "Free Pick".

-1. "Firelink Shrine": Firelink Shrine, a structure containing the thrones of the Lords of Cinder, acting as central hub of the Unkindled. Sitting at the end of a great graveyard, it is only inhabited by a simple maiden, a blacksmith and a Firekeeper.

Firelink Shrine sits high above Lothric and the other lands converging at its base, perhaps more disconnected than it first appears. One thing is for certain though, it may yet be one of the safest places you can find.

-2. "High Wall of Lothric": Lothric, a once great kingdom obsessed with rearing an heir to link the flame, only their hopes were dashed when the prince refused and the city fell into ruin. Now dragons, hollows and vile beasts roam the high wall around the keep.

The undead settlement lies far below, the home of many repugnant undead and those who attempt to dispose of them. Deeper inside the kingdom you will find more dragons, more hollowed knights, the heir and his brother who forsook flame and far darker secrets.

-3. "Farron Keep": Farron Keep, the home of the Undead Legion. After the Abyss Watchers became Lords of Cinder, the wolf blood that bound the legion and warded against darkness dried up, and Farron Keep was consumed by wretched muck.

Now, the ruins sit in a filthy swamp and former members of the legion have been mutated into monstrous "Ghru". Deep within the inner sanctum, only accessed through a reenactment of an old ritual, the now revived Abyss Watchers are locked in battle.

Due to the strange nature of these lands, the catacombs of the old kingdom of Carthus can be found below it. Carthus was one of many kingdoms touched by the abyss and buried by the Abyss Watchers. Despite being reduced to ruin, the old king and citizens are still active.

-4. "Cathedral of the Deep": Formerly a Cathedral of the Way of White, followers of the gods. They were tasked with keeping the Deep at bay, but not even their staunch faith in the gods could stop their fall.

Aldritch was formerly a saint of this order before his gluttonous cannibalism reduced him to sludge, and has subsumed their loyalty.

Giants, fallen paladins, maggot men and his deacons lurk inside, while shambling, maggot ridden corpses can be found on the outside.

A strange man garbed in the garb of a slave knight sits in a building outside with a piece of rotted parchment in hand.

While Aldritch has left, the Cathedral does serve as someone else's home. Rosaria, Mother of Rebirth makes her home in a hidden chamber.

A mute goddess who grants her followers the ability to alter their form, but if done too many times they will change into maggot creatures. Her faithful, Rosaria's Fingers, harvest tongues to soothe her sadness.

-5. "Irithyll of the Boreal Valley": Irithyll, formerly a throne of the gods, bathed in eternal moonlight and cold. The former rulers and noble class were dethroned by the self-proclaimed pontiff by the name of Sulyvahn.

The city is now a husk of its former self, with Sulyvahn's followers and wraith-like citizens of the cities patrolling the streets.

Pontiff Sulyvahn stands in the cathedral, and above him the former throne of the gods is tarnished by Aldritch of the Deep.

The dungeons beneath the city hold those Pontiff Sulyvahn deemed guilty, and those who would torture them. Deeper still lies the Profaned Capital of Yhorm the Giant, its true name lost to time.

-6. "Smouldering Lake": Deep, deep below ground, deeper than even the catacombs of Carthus, lies a shallow lake filled with numerous corpses of the nigh extinct race of demons. The Chaos Flame that birthed them has been faded and now only a few remain among the ruins.

Other inhabitants of this massive cave include scorched, ancient trees, massive crossbows that fire upon intruders, a great lightning worm and giant, scorched crabs. The Old Demon King sits in a cave here, one of the last of his kind.

-7. "Archdragon Peak": Sitting on the edge of the converging lands is a mountain with an old monastery, bathed in light. It is the home of Snakemen which are descendants of the dragons, and numerous Dragon Worshipers who died in prayer.

Among the corpses and those who have fallen from grace lives a dragon, and a great and powerful "Nameless King". The king, a disowned heir of sunlight, formed a partnership with a Stormdrake and had all mentions of him struck from history.

-8."Free Pick": You may pick any of the above locations freely. Fear not, for all other locations not mentioned should be accessible from one of the above.

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-----**(Origins)**-----

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Your age is indeterminable due to the strange properties of this world, you could be centuries old for all you know, though it doesn't matter much anyways.

Your sex is whatever it already was by default, or for 50CP you may flip to the other. You may pick one of any of the below Origins for free.

-"**Drop In**": You are a foreigner from another world, rejecting an integrated history with this twisted, dying world. You have no additional memories, helpful or harmful, to sift through upon the start of your time here and start with the age, body and gender you had from your previous Jump.

-"**Unkindled Ash**": You were unworthy, a human or undead that threw themselves into the fading First Flame in a vain attempt to rekindle it and prolong the Age of Fire. Instead, the dying fire burnt you to ash, and your sacrifice was for naught.

Now First Flame is in true danger of going out, and the Lords of Cinder have abandoned their thrones, refusing to take part in the flame's rekindling. Now you have been granted new life as an Ashen Undead, tasked with escorting the Lords back to their thrones, as embers if need be.

-"**Undead Legion**": Not a member of the Abyss Watchers, but a member of the legion nonetheless. You were a watchdog who protected Farron Keep, the home of the Abyss Watchers, while they were away stamping out any trace of the Abyss they could find.

When they became Lords of Cinder, the wolf's blood that bound the legion dried up, the keep was swallowed by festering muck, and many of your companions were warped into twisted Ghru.

A legionnaire is a legionnaire however, and you still have your dedication to the cause and your comrades intact.

-"**Londor Hollow**": You are an assassin of the Sable Church, hailing from the mysterious and feared kingdom of hollows, Londor. The Sable Church preaches salvation in darkness for hollows, and seeks to spread the dark's touch.

You have followed one of the founders of the church, Lady Yuria, to these converging lands to begin the Age of Dark. She seeks to prevent the linking of the fire, and find a Lord of Hollows to lead the Sable Church into the new age. Perhaps the answers she seeks lay right under her nose.

-"**Knight of the Boreal Valley**": Not all knights had the Pontiff's favor, and you are one of them. The Pontiff sends these "Outrider Knights: to foreign lands under the pretense of some mission with a pair of rings.

These rings hold a dark secret of the Pontiff and, unbeknownst to them, are cursed. Outrider Knights who stare into the eye rings slowly transform into beasts, monsters, and eventually lose their minds. .only. .you remain lucid.

-"**Demonic Vestige**": You are one of the last members of a dying race, a demon. You survived the fading of the Chaos Flame, and you survived the conflict with Lothric that led to the prince of your race being slain.

Your surprising resilience in the face of multiple extinction events for your race is truly commendable, a show that you still have a demonic spark of life. If only there were more like you. . .

-"**Deacon of the Deep**": A deacon, a former cleric of the Way of White, you fell from grace due to the corrupting influence of the Deep. Your loyalty to the Saint and Archdeacons of your order never faded however.

Their teachings have made you wise, strong. Though you may be a hollow husk of an undead, your path through life is clear, follow the Saint of the Deep into the age he foresaw, an age of the deep sea.

-"**Dragon Acolyte**": An undead warrior who looked for more out of existence. Whether out of fear, or a desire for strength, you sought the power of ancient Everlasting Dragons. After a long journey, you eventually found the monastery on Archdragon Peak.

You immersed yourself in meditation, dedicating your unending life towards the pursuit of acquiring their strength and longevity. Before you knew it, you were one of the last remnants of the faith left. Your journey has yet to end though, and likely never will.

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-----**(Perks)**-----

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-----**(General Perks)**-----

-(Free) - "**Bonfire Teleportation**": Bonfires are mystical flames that surround a sword embedded in the ground, around the size of a campfire. These Bonfires are found scattered about this world.

While they have a number of abilities, this perk grants you one in particular. When resting at a Bonfire, this perk allows you to teleport between any other Bonfire that you've already discovered, allowing you to quickly navigate the world as needed.

-(200CP) - "**Stoking Flames**": Purchasing this perk allows you to spawn bonfires into existence in future Jumps using a bit of focus and energy. Bonfires will greatly increase the natural healing of those who rest near one, and can even rejuvenate undead.

These also work with Bonfire Teleportation, allowing you to set up a personal grid of checkpoints. You can't however place more than one within a few kilometers of each other, or place more than one a day.

They will fade if left alone for a long period of time, ranging from several weeks to several months, but can be snuffed out sooner or stoked to prolong their lifetime.

-(300CP) - "Desperation of the Headless": Kingdoms rise with strong leadership, and fall without it. People walk down the path they choose in life, and flounder if they reach a dead end. For those looking for a way forward, you appear as a stepping stone.

Upon purchasing this perk, you will find yourself becoming an attractive solution to people's problems, or at least appearing that way to them. They will often not ask for charity, but offer deals or try to set up arrangements to tempt you into accepting.

Helping someone whose trade is in danger may get you discounts or freebies. Helping lost adventurers could land you powerful friends or favors for the future. Groups without a leader may even offer you the position just to have someone giving them direction.

The potency of the perk heavily fluctuates with your reputation however. People don't seek out unknowns and your enemies are more likely to see you as a problem. Having your name or feats known by many greatly helps though, as does actually expressing desire to help.

While having a good reputation causing people to come to you for help sounds like it would happen naturally, this perk helps with the spread of your reputation and getting better rewards when you do offer a helping hand.

-(500CP) - "Painting Worlds": Those who aren't ken to fire cannot paint a world. Those absorbed by fire, must not paint a world. You are the sole exception, a painter not ken to flames.

Via this perk's purchase, you have acquired the power to create "Painted Worlds", though may only sustain one at a time. Any normal canvas works, but your pigments must be laced with your blood and soul before you begin painting.

Your brush strokes usually determine the basic scenery, but the emotion and intent behind them will greatly influence the details and world beyond those basics. What was originally depicted will usually be found in the world in some way.

The world may be anywhere between the size of a castle to that of a large town, and non-sapient life such as plants and beasts may be born upon the world's creation. These Painted Worlds contain a dark secret though, the fact that they will eventually begin to decay.

When the painting begins to decay (usually around five decades after creation, give or take a few years), the world inside will too. Patches of filth and rotten material will randomly begin to grow in the world, corrupting whatever is nearby.

Living creatures will grow aggressive and/or diseased, structures and other inanimate objects will warp or crumble and so on. The best and most thorough way to solve the problem is burning the world away and beginning the cycle anew with a new painting.

Outside of rot, damage to the painting usually does not translate to the world itself. Even if a strip of the canvas is left, the Painted World will remain whole. That's why to really burn it away, it becomes necessary to do it from the inside.

A large vessel found in the core of the world, filled with your blood and set aflame will slowly spread the burn to all else. You as the painter will survive this event, ready to paint anew. If ignored however, the painting will simply decay to the point of crumbling into nothing several decades later.

To enter the world, one must simply touch the canvas and be pulled in, landing themselves near the central scenery or structure depicted in the painting. To leave is confusing at first, but there is always a way, and most will know when they've found it. (Extra details in notes)

-----**(Build Perks)**-----

Build Perks are special general perks that grant useful abilities and skills for surviving in the world, but can also unlock additional utility in certain Origin Perks. You receive a discount on two Build Perks of your choice.

-(300CP) - "Rare Vitality": Monsters, the undead and the dying are by far the more common residents in these lands. You're different though, your strangle hold on life hasn't been released quite yet.

You possess a rare vitality for these lands, not tiring easily from extended combat or adventure, being able to survive even after sustaining grievous wounds as long as you treat them in a timely manner.

In addition, your body gains a few unique properties that also aid survival. Your body structure is odd, more insulated, allowing you to shrug off the cold or electricity based attacks or hazards more easily. Your blood also clots quicker, making it harder for enemies to bleed you out.

-(300CP) - "Simple Solution": Survival in these lands is difficult, with most doing so through a sharp mind, fine-tuned skill or a keen sense of caution. As someone who has bathed in war, your secret to survival is simply raw strength and aggression.

By default, you're now strong enough to wield some of the biggest, heaviest weapons in this land with relative ease. Your body, scarred and hardened through conflict, kept moving through anger alone at times, has somehow gained some resistance to flame as well.

In addition, by tapping into your anger and release a bellowing war cry, you may heighten these passive traits for a short time. In this fleeting state, you may swing clubs the size of men with the ease of a twig, and normal flame will barely scorch you.

Entering this state takes effort though, and entering it multiple times within a short time can wear you out.

-(300CP) - "Rapid Response": Hitting things is a good way to win a fight, not getting hit is a good way not to lose. If you want to entertain fantasies of conquest or overcoming the perils lurking in these lands, you may wish work on not dying in the process.

By purchasing this, your body becomes more responsive and dexterous, your survival instincts get refined and your mind can process things just fast enough to keep up now.

It feels as if an invisible weight has been lifted, and newfound ease in dodging shows it. Not only will you find it much easier to bob and weave, your skill with the basic yet crucial technique of the dodge roll is considerable.

As notable side effects of your heightened coordination and sharpened mind, you can more easily mitigate the damage of great falls as well as cast spells more quickly.

-(300CP) - "Miracles": Holy sacraments, the gift of the gods, the art of Miracles. Miracles are the fruit of divine tales that the faithful draw power from the use of holy chimes or talismans and deep prayer, each Miracle empowered by the caster's belief.

You have studied some of these blessed stories with religious fervor, allowing you to heal yourself and those around you of minor wounds or common ailments, or speed up natural healing for a while.

While still ignorant of many of the feats of the gods, a holy pilgrimage through these churning lands will surely enlighten you.

Purchasing this perk has also aided your ability to trust and believe in others or vaguely defined concepts, for Faith is what fuels Miracles. Your Faith also wards you from the dark somewhat, and this ward can grow more powerful with regular prayer.

(Sidenote: This perk also teaches you how to read braille.)

-(300CP) - "Sorcery": A refined school of magic pursued by scholars, the gifted and this inquisitive. Sorcerers wield magical catalysts such as staves to pull upon the essence of the soul in order to perform various spells, each empowered by the caster's mind.

You are well versed in the complex art, able to perform a variety of the more common spells such as Soul Arrow and its counterparts to attack from afar, or Magic Weapon and Magic Shield to temporarily empower your equipment if danger is close.

While your repertoire isn't expansive, yet, there are numerous opportunities to add to it in these churning lands wrought with secrets. Despite that, a modest increase in intelligence and training in the art has granted you great magical potency, as well as resistance to magic. Both of these traits can grow higher yet with study and opening your mind.

-(300CP) - "Pyromancy": Pyromancy, the primordial art of manipulating flame. Pyromancy is to at once known fear and longing, requiring both trust in the power of flame and a cautious, calculating mind to bring out its true power.

By purchasing this perk you are able to perform the basic spells such as throwing fireballs, warding yourself against burns with sweat and causing explosions of flame from your hand. There is still much to learn in these lands though.

You do these things with the aid of your Pyromancy Flame, a catalyst of fire's power nurtured within you and empowered over time. When your Pyromancy Flame grows strong enough, you may fragment it and gift the fragment to another, granting them the ability to learn and perform Pyromancy.

-(300CP) - "Twisted Reality": All who brave these lands and survive have some kind of power or skill that they can reliably use to protect themselves. For all who survive though, a pinch of luck is also necessary.

Through purchasing this perk, your luck greatly increases. Sometimes this manifests as being in the right place at the right time, sometimes it's just finding a good piece of equipment worth salvaging among the rotten, decayed mess you navigate.

This luck also manifests in more direct offensive and defensive applications. Your poisons spread more aggressively than they should, your weapons find important veins and arteries more easily, and curses have a harder time taking hold of you.

-(300CP) - "Poised For Victory": You possess a power closer to that of beasts and monsters than man or woman. Inspiring the image of ruthless aggression, and even aiding such tactics, you can now push through enemy attempts to disrupt you unflinchingly.

With this perk, your body becomes much more resistant to outside attempts at stopping or moving it. This allows you to charge through enemy spear walls to chop at their heads, or endure a stab at your chest long enough to get off a spell.

This doesn't directly protect you from harm, but it does make pushing through enemy attempts at defending themselves easier. With this, you can force an enemy into your rhythm instead of falling into theirs.

-----**(Origin Perks)**-----

Each of the below sections are marked with the name of one of the Origins you were allowed to pick from above. The "100CP" perk in each section is free for the corresponding Origin, while all other perks in that section are half-off for the corresponding Origin.

-----**(Drop In)**-----

-(100CP) - "Darkness Traversal": The world dims with each passing day, and in many places you may wander it is as if day has ceased to come. With this perk, the dark will be the slightest bit less scary.

By purchasing this, you will be able to roughly sense everything within ten meters around you, being able to pick up shapes and movement fairly enough though lacking color.

You can walk, run, even fight proficiently while blind or submerged in complete darkness. Hopefully it's enough in a desperate situation to help you see the light of day again.

-(200CP) - "Convenient Translation": These lands are churning, converging at the base of Lothric, and they bring with them a wealth of knowledge considered lost, possibly even mythical by modern standards.

This perk allow the buyer to quickly decipher and translate text, no matter how foreign, ancient or alien it may be, as long as the text itself covers a field of knowledge the reader has extensive knowledge in.

Basically, a Sorcerer could recover ancient spells by reading an old tome from before the first Age of Fire, but a common thief wouldn't be able to make heads or tails out of a scroll containing lost secrets of Pyromancy.

-(400CP) - "Infusion": There are things lurking, waiting no matter where you go in this place, steeped in madness, hostile, waiting to take it out on whatever shows itself to them. If you want to defend yourself, you'll need more than your bare hands.

With this perk, you've acquired the skills of a wizened blacksmith, able to forge, repair and even improve upon armor, weaponry and other basic equipment with the proper resources and a good hammer. More than that, you know the secrets of "Infusion".

This allows you to use special gems native to this world to infuse your equipment with various properties, such as the dark power of Hollows or the power of the gods, Lightning. Those who purchase "Sorcery" along with this perk gain something extra though.

Those people are granted the ability to seed the ground with fragments of crystal that rapidly grow after the first few days until slowing to a stop, producing the Gems required for Infusion. Knowledge of how to cultivate just the Gems you're looking for comes with this ability.

-(600CP) - "Soul Transposition": Soul Transposition, the process of extracting and coalescing the essence of a soul with the aid of a Transposition Kiln. You are well versed with this forbidden art, and those who would inhibit your use of it are dead or far.

Soul Transposition in basic terms allows you to take an especially powerful or twisted soul and shape them into useful items. Powerful weaponry, jewelry that bestows special abilities or a scroll with instructions to learn some form of magic are the more common results.

What you can make with a soul is related to the former owner in some way, whether it's based on an ability they had, significant items in their memory or past and so on.

-----**(Unkindled Ash)**-----

-(100CP) - "Resourceful": You rise from the grave with only the equipment you died with and no free rides despite your grand duty. With the sizeable threats you're expected to encounter and overcome, you need to make do with what you can get your hands on.

This perk allows you to much more easily discern anything you can salvage among the rotten, ruined locations you're sure to traverse. Things in good condition, the ability to be restored or objects that can be broken down are all generally easier to find.

You also become better at figuring out the basics of using any tools, mechanisms or weaponry you find. Helpful when in a dire or trying situation, but practice is the true path to mastery.

-(200CP) - "Seeker of Truth": Some lack the stomach for the cold, agonizing truth, can't handle it, but you are not one of them. Every fleeing man must be caught, and every secret must be unearthed.

This perk grants several general skill boosts. Your powers of deduction and situational awareness have increased, allowing you to more easily pick up details and clues from your surroundings and make conclusions about how they may fit together.

Additionally, you have a strong yet situational willpower boost for when you actually discover hard to swallow secrets and truths through your digging and deductions, allowing them to go down smoother.

-(400CP) - "Yearning For Warmth": No Unkindled can ever truly claim the embers that burn within a champion's bosom, which is precisely what makes their yearning for warmth so keen. By imbibing embers, one can obtain the power of cinder for a time though.

This perk grants you the power to heal yourself and strengthen your body by consuming flame. In this strengthened state, your body becomes harder to injure and warm to the touch.

Harmless embers will dance across your body in this state, allowing you to glow with fire's light. The potency of these abilities depends on the strength of the flame absorbed, but even weak flames can dramatically heal you.

This "Embered State" will wear off over time, but may also be consumed if you take serious injuries. The flame consumption ability requires close proximity and is quite fast, but you may only imbibe so much of it before it starts to consume you from the inside out.

If purchased with "Rare Vitality", your tolerance for flame raises dramatically. This allows you to actually use the ability somewhat defensively against fire based foes and reach a greater "Embered State" making you much more durable. Reaching a "Greater Embered State" causes harmless, small flames to dance across your body.

-(600CP) - "Try Again": Unkindled, unworthy of even serving as kindling, one such as you is expected to return the Lords who linked the flame to their abandoned thrones, reducing them to cinders if need be. Do you even have a sodding chance though?

By purchasing this perk, you are granted two abilities. First, you have been granted a vastly improved ability to learn from mistakes, both your own and any you're personally able to witness committed by others.

Internalizing what exactly what went wrong, where, becomes far easier when thinking back on it. What was actually going right before your or someone else's ultimate failure become clearer as well.

The second ability joining the first allows you to summon visions of phantoms in your environment, visible only to you. These phantoms will reenact the moments leading up to their death or failure doing whatever you're currently doing or about to attempt.

In the absence of those who have failed, prophetic phantoms displaying possible ways to die and fail will begin to manifest. Between these abilities, as long you live to keep trying, failure will pave the way to success.

-----**(Undead Legion)**-----

-(100CP) - "Leverage": The Abyss Watchers confound enemies with movements and techniques reminiscent wolves hunting and cornering prey. Through specialized equipment and leveraging their own strength, they perform disorienting flips and spins to attack and evade at once.

By purchasing this perk, your joints are strengthened and you gain the ability to build your strength for a moment before committing to an action, increasing the force generated like a spring loaded trap. You also gain an affinity for abusing centrifugal force.

These abilities allow you to more easily make use of techniques employed by the Abyss Watchers, using the weight of a large weapon to hurl your body around smoothly from one attack to the next. Using a wedge of some sort to aid you is recommended.

-(200CP) - "Finding Purpose": Undead for the longest time were lost, cursed souls with no sense of direction. You found direction in the legion, but the legion will not march forever, stand watch over the keep forever.

By purchasing this perk, when you find yourself lost and without purpose, you will feel a subtle pull, guiding you to a place you can feel like you can call home, a place that gives you purpose.

This intuition works like a compass pointing you right in the direction of some group, conflict, organization or location that is highly likely to give you a cause you can believe in or even a group to call family.

-(400CP) - "Wolf's Blood": The Abyss Watchers of old made a vow with the blood of a wolf, binding them, giving them the power to combat the abyss. Though they fought it many times, they only became corrupted after becoming Lords of Cinder and the blood dried up.

By purchasing this perk, you gain a similar powerful resistance to corruption. It is considerably harder for the Abyss, Deep and any other sources of corruption to take root in your mind, body or soul.

This allows you to more easily combat dark monstrosities without fear of losing yourself. Be careful for straying from the light too long however, for this perk's resistance may eventually be overcome with enough exposure or very powerful corruption.

If purchased with "Simple Solution", you become moderately more mentally resistant to corruption and will become stronger when currently being targeted by something attempting to corrupt you, whether this is an enemy or environmental.

This addition in strength is just a bit weaker than the "War Cry" effect of "Simple Solution", but lasts until you're free of corruptive influences. (Sidenote: You may optionally have your eyes glow red when this power boost is active.)

-(600CP) - "Blood Oath": On their own, undead are persecuted beings exiled, chopped up or imprisoned with little ability to protect themselves. Together, the Undead Legion, specifically the Abyss Watchers, buried entire kingdoms.

Purchasing this perk allows you to more easily pull the directionless, downtrodden and like-minded under your banner, to your cause as a brother or sister in arms. Part of doing this is actually having a cause and making it clear what it is to them.

If they have a cause to believe in and join up though, they'll likely be willing to lay down their lives for you, each other and the sake of that cause. Those feelings of comradery and loyalty are strong, but can fade if the group begins to stray from their cause.

Additionally, you have the power to form an elite division in this group using "Blood Oaths". To induct someone into this elite sub-section within your organization, you must simply have them pledge loyalty while drinking a cup of your blood.

By doing so, they will gain the advantages of the "Leverage" and "Wolf's Blood" perks. Additionally, anyone who actually betrays or abandons the organization after taking a Blood Oath of fealty will have the scent of a traitor detectable by any other member of the group, especially members of the elite division, unless somehow forgiven.

-----**(Londor Hollow)**-----

-(100CP) - "Salvation": No one is without flaw, and these flaws lead to mistakes. Those in the Sable Church who make grievous mistakes are exiled, sent away from their home on accursed journeys that often come with violent ends.

This perk doesn't prevent failure, but perhaps it will help you avoid such a gruesome fate. Upon purchase, you are now made acutely aware of opportunities as they present themselves to make people who have your loyalty or allegiance happy.

Seizing these opportunities will always help at least somewhat with staying in the good graces of your allies, or getting back into them.

Opportunities to appease those who you've earned the ire of will gain priority. This perk will not ping opportunities to make someone happy if you don't actually want their happiness or forgiveness.

-(200CP) - "Dark Faith": The Sable Church takes in the outcasts, the exiled dregs of the world, hollows. All hollows are welcome in the Sable Church, and while disgrace or failure of duty is punished harshly, success is met with praise and trust.

Upon purchasing this perk, you will now have a far easier time joining any organization you have no previous ties with.

Additionally, earning and keeping trust becomes far easier as long as you carry out your assigned duties, more so if you go the extra mile.

While this perk can certainly be used to find a new home and comrades, it can also be used with dark intent. Your ability to infiltrate and build trust can just as easily be used for spying or sabotage.

-(400CP) - "Sable Assassin": It's readily apparent that the Sable Church has a unique relationship with blades. The fact can be seen whether you look at their deadly assassins reviled the world over, or the three lone founders, sisters highly skilled in fencing.

Upon purchase, this perk makes you highly skilled with all manner of blades. The more abhorrent or fear inducing the blade, the better you tend to be with it. Additionally, you have the power to spread your curse to your weapons, turning them into Hollow variants.

"Hollow Weapons" will appear somewhat corroded and worn compared to normal. They're empowered by an elusive, essential property of humans, luck. That is the say, the luckier you are, the more powerful a Hollow Weapon will be in your hands.

Additionally, if you also purchased "Twisted Reality" then you may impart an odd "vacuum" property on your weapon, causing it to violently pull at the flesh and blood of your enemy as your blade digs in.

You can also choose to temporarily transfer this property from your weapon to an enemy's wound as you make it, causing it to pull whatever is nearby (filth, poison, debris, etc) inside for a fleeting moment before the effect fades.

-(600CP) - "Dark Sigil": In much of the world, to be hollow is to live an accursed existence, but Londer accepts and grants salvation to hollows. The Sable Church teaches that hollows have nothing to feel shame or despair over, quite the opposite in fact.

This perk grants you a more formal form of one of the greatest blessings that comes with being a Hollow. This perk makes you excruciatingly hard to kill. Stabbed, smashed, shocked, burnt, as long as you're mostly whole then you won't die.

It would take mulching you, disintegrating you, burning you into a pile of ash or some other form of bodily destruction to finally put you down. This doesn't make you heal any faster or make you more durable, but it's really, really hard to kill you.

Additionally, upon purchase you will find five Dark Sigils scattered about your body, gaping black holes dripping dark humanity.

Whenever you survive what would ordinarily be a near death experience, these Dark Sigils will cause you to hollow a bit more, making you appear more like an emaciated corpse. Place the Dark Sigils wherever you like.

-----**(Knight of the Boreal Valley)**-----

-(100CP) - "Dancing Revenant": There's something distinctively wrong with the way you're able to move, how you're able to carry yourself. It may, perhaps, be rooted in some vital human quality, but that isn't something to concern yourself with.

Your unnatural movements are a product of the world's loosened hold on your form, such that falling or maintaining your balance are less of a concern now. You fall a bit slower, and when jumping you get more hang time.

Additionally, as long as at least one foot is firmly on the ground, you may contort, twist, lean and bend in whichever direction or way you wish without concern of falling or tipping over. Enemies will be end up perplexed by your impossible movements when you get used to this.

-(200CP) - "Frozen Soul": Inhabitants of the kingdom of Irithyll, of the cold and dark Boreal Valley, are used to weathering the cold. As a knight of the Pontiff, you not only embrace it, the cold empowers you and your armored form.

By purchasing this, you become extremely resistant to any normal form of cold. Not only that, you actually project a biting chill from your body that can numb those used to warmth around you. (This can be toggled.)

Your power over cold can be considered somewhat magical, as this perk provides a third ability. You may temporarily empower weaponry with cold, making every chilling strike bite deep into the enemy, even allowing you to induce frostbite with repeated clean blows to the same general area.

-(400CP) - "Waiting, Watching": You are a predator, stalking, hunting in the name of Pontiff Sulyvahn, patrolling foreign lands on some mission long forgotten. You hide in unstable space, spying, waiting for prey to walk into your trap.

By purchasing this, you gain the ability to hide in small pocket dimensions of your own creation, becoming undetectable in the process. The space created is always large enough to accommodate you with some room to move.

This ability allows you to hide, even if you would stick out like a sore thumb, and spy on things happening around the location you through the thick "walls" of the bubble. To exit, one must simply dig their way out.

Using this ability takes just a few seconds, but climbing through the permeable wall takes some effort and causes the cold, foggy air to leak out. This basically means you should make your exit when no one is around or when you don't care about being discovered.

If purchased with "Rapid Response", you may much more quickly burst through the "wall" of your pockets, popping it like a bubble. This "popping" creates a cloud of cold mist to conceal your form, and makes using the ability much more viable for ambushes and sneak attacks.

-(600CP) - "Outrider Knight": Though you have stared into the eyes of the Pontiff, and transformed into a beast, you have yet to lose your wits. The sorcery of the curse placed upon you is now being used to your benefit.

First of all, upon purchase you gain around four meters and may warp your body as you see fit, as long as it stays recognizably human shaped. Slim it down, bloat it, curve the spine, stretch things out, do as you will, this will be your new form here.

Second of all, after purchasing this perk, your armor, equipment and weapons will adapt and adjust to match any transformations or warping your body goes through.

Armor will remain wearable and form fitting, weapons will grow, shrink and otherwise adapt but will stay recognizable as what it is and so on. New equipment and gear will also adapt to your form upon being picked up or touched, and anything put down or removed will slowly revert to its original form.

-----**(Demonic Vestige)**-----

-(100CP) - "Boulder Heave": As the chaos flame faded out of existence, so too did the inner fire of many demons, leaving their semi-molten bodies to cool and harden. In this state, some found a way to use it.

This perk allows you to generate and mold a pebble in your mouth, that, when spit out will rapidly grow in size into a small boulder. The boulder behaves like a normal stone for its size and keeps the momentum from being spit out, becoming a frightening projectile.

While the stone is heavy and dense, it's also brittle. That being said, it's extremely dangerous when allowed to fall on someone from above.

-(200CP) - "Take Flight": Not all demons are born equal. To tell the truth, demons can take on a wide variety of appearance. Some demons have gifts others do not possess, and you possess one.

By purchasing this perk, you gain a small pair of functional, albeit twisted and fleshy, wings. While their small size means they can't grant you true flight, they do have curious power.

No matter how heavy you become, the wings can give you at least a few seconds of lift before needing a quick rest, and can be used to safely glide all the way to the ground from high altitudes even when tired. You can also banish and summon them as you wish.

-(400CP) - "Chaos Seed": The Chaos Flame, born of a terrible accident, was the progenitor of all demonic life. This flame, long thought extinguished and dead, still burns within your chest.

Through purchasing this perk, you have an ember of the Chaos Flame inside of you. You have the ability to harness this power much like other demons with a bit of fire left in them, spewing red hot fire and lava from your mouth.

If purchased with "Pyromancy", the Chaos Flame Ember fuses with your Pyromancy Flame, greatly empowering it and granting you the skill and knowledge to perform Chaos Pyromancies, as well as granting an affinity for them.

Chaos Pyromancies are the strongest of all Pyromancies, usually accompanied by lava in addition to the already raging fire. Just like a normal Pyromancy Flame, you can eventually gift fragments of it to others once it has been cultivated enough.

-(600CP) - "Twisted Stone": The strongest and most powerful demons were also the most warped, the ones that least resembled their former selves. You may count yourself and your body among them now.

Purchasing this perk causes several things to happen, the first of which causes you to shoot up four meters in height. The second is much more pronounced, as your body is twisted and shaped into a new, even more demonic one made of living stone.

This new body is incredibly heavy and durable, as you do greatly resemble normal stone. It also makes you extremely resistant to heat and flame, allowing you to march through lava as if wading through a pool. Your new body isn't inhibited in several ways you would expect.

It's able to naturally heal over time and comes with great strength that allows you to move only a bit slower than you normally would despite the huge increase in weight.

As a minor side-effect, your new body which marks you among the strongest of all demon kind gives you something akin to the status of royalty. Lesser demons are far more inclined to obey you and follow along loyally.

-----**(Deacon of the Deep)**-----

-(100CP) - "Bottom Feeder": Aldritch was infamous for devouring men, eating and eating until he resembled a bloated pig, then continued until he melted into sludge. He had the desire to share his tastes with others, and his followers grew to consider Gluttony a virtue.

Taking this perk causes gluttonous overeating to actually contain a benefit. By feasting well past what is necessary, you can grow in size, the useless mass of the additional food funneling into height. You can eventually cap out at twice your normal size in this way.

Additional mass can continue to be consumed, funneled into a dense layer of fatty tissue beneath your skin that can soften blunt strikes, though the additional weight can grow a bit unwieldy if you indulge yourself too much.

(Sidenote: You won't actually grow obese through the use of this perk unless you're really pushing it.)

-(200CP) - "Blind Faith": Once a follower of the Way of White, not even your faith in the gods could save you and your comrades from a slow fall from grace. "The Deep" which you'd been tasked with keeping at bay corrupted you, but you have not forgotten what belief means.

By taking this, your sense of faith is far stronger than what it was. Those you put your faith in, whether it be your comrades, a higher power, yourself or even some kind of concept like karma will find it unwavering.

Hard facts would be required for someone to even begin debating your beliefs, and even your acceptance of these facts might not sway your stance. This comes with the obvious drawback of needing to use your own good sense to figure out what to have faith in, obviously.

-(400CP) - "Twisted Faith": Archdeacon McDonnell, Aldritch's staunchest supporter, heralded the twisting of Aldritch's Faithful and their faith into something profane. He delighted in their slowly stagnating souls, for to him it represented the glorious bedrock of the world.

By purchasing this, your once pure faith has been twisted into something strange and powerful. You may channel the strength of your beliefs not only into Miracles, as is holy and natural, but also soul born powers such as Sorcery.

Ordinarily, long periods of study and a strong mind would be needed to cast such spells to their fullest potential, but by believing in your own ability to cast a spell, you can bridge these gaps.

The more complex and powerful the spell, and the less you know of how to perform it, the more taxing it is on your body and soul however.

If "Miracles" was purchased, your twisted faith has warped your soul into something dark and heavy, and imparts these properties on Sorcery and other powers of the soul. Additionally, you have gained great affinity for "Deep" Miracles and Sorceries.

Knowledge of how to perform basic spells and Miracles aligned with "The Deep" such as the "Deep Soul" Sorcery (which projects dark, heavy human dregs) or the "Gnaw" Miracle (which summons a small swarm of flesh eating insects) has been granted as well.

-(600CP) - "Visions of the Deep": Aldritch was able to see things, both as they were and how they would be. Visions of a coming age of the deep sea came to him as he ruminated on the fading of the flame, and inspired his ambition to devour the gods.

Through this perk, you have gained similar prophetic abilities, granting you incredibly detailed and vivid visions as you dream. These visions come during critical moments in your existence, such as periods of great inner turmoil and doubt, or success and conquest.

The visions will always be relevant to your current situation somehow, and may display events in the past, present or future. Memories of these vision dreams do not fade upon waking, able to be recalled crystal clear in full actually.

The immense detail these visions carry and feed your senses can grant you all manner of important information. In fact, the information gained from the dreams will almost always serve to inspire or direct you on your path in life, reinforcing your current beliefs or giving vital answers you may be seeking.

-----**(Dragon Acolyte)**-----

-(100CP) - "Dragon's Body": You are one of many who sought protection, who feared death. You are one of many who worshiped the Everlasting Dragons in hopes of reaching their heights. On some level, you have made progress.

This perk grants you a body only somewhat resembling a dragon, but it's a tough body nonetheless. Your skin becomes gnarled, leathery and dark gray. Your head becomes reptilian and grows four twisting horns, you get small claws and your bones become more pronounced.

This scaleless body isn't immortal, but the unique, leathery skin does ward you in many ways from danger somewhat. Burning flame, biting cold, deadly toxins, corrupting darkness and even the mystical dangers of curses and magic are all softened a bit on contact with your form.

Lightning, the weakness of dragons, is the only thing that digs as deep as before.

-(200CP) - "Dragon Chaser": For every path someone took to successfully gaining some measure of the power of dragons, there are numerous more that end in failure. This ultimate failure doesn't devalue the journey, there's always something to gain from it.

Failure is something many Dragon Worshipers are familiar with, but this perk will help you find some measure of worth in every effort, quite literally in fact. You'll never go on an arduous venture and come out of it completely empty handed.

Say you go on a long pilgrimage, only to find the temple at the end has been demolished. Reflecting on the path to getting there may help you better understand yourself or your faith, or you just might find an intact, important relic of said faith in the rubble.

This perk doesn't prevent failure or losing friends or things of importance along the way. There will always be some kind of small concession in the end though, some kind of meaning or worth in the time spent, whether it comes in the form of knowledge or something more physical.

Even if you were the source of your own ruin, this perk will at the very least help you clearly understand how you drove yourself to hit rock bottom.

-(400CP) - "Great Bell's Toll": From ancient times, the path of dragon worship was walked by warriors. It is said they envision Archdragon Peak in the depths of their meditation, and at times, they even hear the distant sound of the great bell at the peak.

This perk may be toggled on and off, and when active you will hear the sound of the great bell. This sound will induce a kind of meditative trance that will soothe your soul and smoothly help you achieve a state of calm and focus.

This trance would allow even a crestfallen coward to think rationally and take decisive action during a time of crisis. Useful in combat, deep thought, study and especially meditation, as it would allow one to sit still and keep focused for extended periods of time.

If purchased alongside "Poised For Victory", the trance will allow you to narrow your focus, dropping whatever you deem to be unnecessary forms of stimuli (hearing, sight, touch, smell and/or taste), with each sense you drop allowing you to more easily think and process whatever is left.

-(600CP) - "Archdragon Mirage": You have achieved what all Dragon Worshipers have sought since time immemorial, albeit in unconventional manner. Through illusion, you are possibly the first case of humans imitating ancient dragons and their power.

This perk allows you to manifest phantasms around you resembling different body parts of an Everlasting Dragon. While illusory in nature, they definitely feel substantial, and can inflict life threatening injuries like the real deal.

The head of a dragon can be manifested to breath a stream of fire ahead of you, massive arms can be summoned to crush your foes or smash obstacle, and the tail can be whipped around to strike foes from range.

In short, the body parts you summon can do what you'd expect them to be capable of. These illusions you command and manipulate can be exhausting at first, but time and practice will allow you to use them even in extended fights without losing your breath.

Their strength will grow in your belief in the power, waning if you lose faith. Additionally, simply purchasing this perk will reinforce "Dragon's Body", improving the strength of the protections it provides.

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-----**(Gear/Other)**-----
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-----**(Origin Equipment)**-----

The below items are discounted to those who picked the corresponding origin. The 50CP items in each category are instead "Free" for those who picked the corresponding origin.

-----**(Drop In)**-----

-(50CP) - "Transposing Kiln": "An old transposing kiln from Courland, crafted with stitched crystal lizard hide. This kiln can transpose twisted souls to craft special items with their concentrated essence. Deemed forbidden by those unable to make proper use of it."

As described above, it's used for Soul Transposition. Virtually useless and possibly even dangerous in the hands of those unaware of the intricacies of transposing souls.

-(50CP) - "Blacksmith's Hammer": "Metal hammer passed down amongst blacksmiths of the shrine. Serves as a striking weapon, but also excels at shattering poise and breaking the guard of a shield.

Of course, a hammer's true potential is realized in the hands of a blacksmith." Very simple in design, with a simple but sturdy wooden shaft and a head made more for shaping metal than caving in skulls. Functions poorly as a weapon.

-(100CP) - "Firekeeper's Clothes": "Robe, Gloves and Skirt worn by the guardian of the shrine. The Fire Keepers were robbed of light, to better serve as vessels for souls. Only those who cherish the writhing, searing darkness were given the keeper's black attire.

Beautiful black clothing that obscures all but the head from sight. Offers very little in the way of physical protection, but comfortable and warded against fire, curses and the dark.

-(100CP) - "Priestess Ring": "A ring engraved with a portrait of the High Priestess. In Lothric, the High Priestess has long been considered one of the Three Pillars of the king's rule. The High Priestess also served as the prince's wet nurse."

When worn, can empower abilities that rely on some measure of belief or faith such as Miracles or Pyromancy.

-(100CP) - "Horsehoof Ring": "Unbreakable Patches adored this ring and the feeling that it gave him when he kicked his marks into the depths of treacherous traps, but suffered no shortage of ridicule from his associates for relying so heavily on the tired old trick.

But who is the sorrier? The horse who knows only to kick, or the fool who approaches the old beast without thought?" A ring depicting a horse's hoof, it magically empowers your kicks which helps with breaking an enemy's guard.

-(200CP) - "Armor & Shield of the Sun": A full set of iron and chainmail armor with matching shield. The choice armor of the old Knight of Sunlight. Though the armor bares no special powers, it's well taken care of and quite sturdy.

Includes a bucket shaped helmet with a red feather, iron bracers, chainmail pants, iron boots, chainmail armor for the torso covered by a white coat with an sun illustration, and a shield with another illustration of the sun. Both drawings also belong to the old knight.

-(200CP) - "Slumbering Dragoncrest Ring": "Ring of a clandestine guild of sorcerers based in Vinheim, home of sorcery. The Dragon School held effective sovereignty over Vinheim, with a great many adept assassins at its disposal."

Upon being worn, silences the users movements including footsteps and landings from great drops. It also dims or even hides any bright, magical auras surrounding the wearer to stop them from revealing themselves while sneaking.

-(200CP) - "Spotted Whip": "Whip mottled with venomous-looking spots. Favored by some female pyromancers of the Great Swamp. As its noxious appearance would suggest, damage from this whip poisons its victims, slowly but surely guiding them to their deaths."

The living, flexible weapon can strike from unpredictable angles making it hard to defend against. The poisons dripping from its venomous spots means it doesn't need to hit hard to be effective.

-(200CP) - "Morne's Great Hammer": "Greathammer bestowed upon Carim Knights who demonstrate outstanding strength and unwavering faith. Decorated by a ward of Carim Temple, and imbued with the twisted rage of Apostle Morne."

A huge mace with a head resembling a temple with the faces of gargoyles on the side, it is truly an intimidating weapon. Can channel the rage of Morne once buried in the ground to emit a bright, forceful shockwave in all directions.

-(500CP) - "Treasure Mimic": A large wooden "chest" divided into three compartments. The left compartment contains twenty pieces of Twinkling Titanite, the right compartment contains twenty Titanite Scales and the middle compartment contains an assorted shards and chunks of normal Titanite.

Titanite is a good, strong metal good for weapons and armor among other things, as well as reinforcing equipment. Twinkling Titanite is handy for the reinforcement of equipment steeped in strength, baring unique abilities, without diminishing those properties, though it's somewhat poor for crafting.

Titanite Scales are left behind by Crystal Lizards that grow to immense sizes after devouring souls, and are the ideal material for reinforcing equipment made through Soul Transposition. All three being handy materials for a blacksmith though.

Titanite originating from the chest will slowly replenish over time once used for something. The assorted normal Titanite will replenish one piece every hour or so, while the special varieties usually take a couple days per piece.

In reality, the chest is a loyal mimic that guards these resources and whatever else you put inside. If need be, it can even reveal itself to fight a would-be thief or carry out simple instructions.

When walking about, two long arms and a huge tongue protrude from the inside, teeth grow along the edges of the lid and a long, lanky, deceptively powerful body stretches out of the bottom.

-----**(Unkindled Ash)**-----

-(50CP+) - "Embers": "No Unkindled can ever truly claim the embers that burn within a champion's bosom, which is precisely what makes their yearning for warmth so keen." Vaguely human shaped embers recovered from a bonfire, still ruminating with light and warmth.

Their core will continue to burn for an exorbitantly long amount of time, and they can be fractured to easily create a fire. You receive a small bag with five Embers inside.

By spending an additional 100CP, the bag will refill over time when one is used or fades, at a rate of one per hour. (Sidenote: Useful for activation of "Yearning For Warmth" in the absence of flame.)

-(50CP+) - "Young White Branch": "Branch of a white birch received from somebody. Apparently, this was once a token of friendship. Perhaps treasuring the memory is more important."

May be used to disguise yourself as something in your surroundings, though it will unfortunately crumble in the process. For an additional 100CP you may receive a white birch sapling, with the branches containing the same, capricious, sorcery-like abilities.

Taking care of the sapling will allow it to grow into a tree and produce seeds.

-(100CP) - "Speckled Stoneplate Ring": "Stoneplates are symbols of true knights, and speckled stoneplates are granted to those who face an endless journey." The ornate ring focuses on a rectangular gem featuring various colors warped around each other.

When worn, mildly dulls the harmful effects of magic, lightning, fire and dark energies impacting against the wearer's form.

-(100CP) - "Lothric Knight Sword & Shield": A straight sword design for thrusting attacks and a kite shield decorated with Lothric's royal crest, both of exceptionally fine make.

The sword was used from the back of a drake to crush anything that threatened Lothric's shores. The shield on the other hand is warded quite well against lightning, befitting a dragonslayer's arms.

-(100CP) - "Lothric Knight Armor": "Armor of a celebrated Lothric knight. The Knight has served as one of the Three Pillars since ancient times, and shares place alongside the wyverns as a symbol of Lothric.

Only those possessing a knight's resolve are fit to wear this garment." Strong steel armor, if a little worn. Bares tattered red decoration of Lothric's royal crest.

-(200CP) - "Firelink Armor": "Armor of the Soul of Cinder, a deific manifestation of the Lords of Cinder, who linked the First Flame. It exists as a symbol of the great Lords and the noble act of linking the fire, though it is no more than an empty husk."

It resembles a knight's armor, but bears hideous burns and contortions. Tattered ornamental cloth still hangs from it. A misshapen crown can be seen on the rear of the helmet, and the chest takes the shape of a deathly ribcage. Offers great protection against blades, magic and flame.

-(200CP) - "Gundyr's Halberd": "Halberd of Gundyr the Champion, received when he was charged with his duty. This old cast-iron halberd is said to never crumble, seeming to suggest that Gundyr was fated to eternal service from the beginning."

While not indestructible, it's incredibly durable and doesn't lose its edge easily. Other than that and its large size for a halberd, it bears no special abilities.

-(200CP) - "Gundyr's Armor": Ancient set of cast iron armor, belonging to Champion Gundyr. Modeled after a former king. Gundyr, or the Belated Champion, was bested by an unknown warrior.

He then became sheath to a coiled sword in the hopes that someday, the first flame would be linked once more." A large, heavy set of armor that grants considerable protection to the knight who wears it.

-(200CP) - "Greater Life Ring": A simple ring set with a small red jewel. Normally left in graves as a memento for the dearly departed, this special Life Ring noticeably improves the vitality, the physical health, of the one who wears it no matter how full of life they might already be.

-(500CP) - "Divine Blessing": "Holy water blessed by the Queen of Lothric. The Queen of Lothric, married to the former King Oceiros, was initially revered as a goddess of fertility and bounty. After giving birth to Ocelotte, her youngest, she quietly disappeared."

The holy water in this glass vial will fully recover the one who drinks it from all physical injuries and any mundane ailments plaguing them from disease to poison to burns or frostbite, but only if one drinks it all. The vial will refill four days after the holy water has been imbibed.

-----**(Undead Legion)**-----

-(50CP) - "Wedge Dagger": A thick, sturdy dagger with a vicious forward curve. Used by Abyss Watcher as a wedge for their special techniques, allowing to attack with confounding movements reminiscent of a wolf. It's also useful as a parrying dagger.

-(50CP) - "Wolf Ring": "Ring associated with Abysswalker Artorias, one of the Four Knights of Gwyn, the First Lord. Artorias had an unbendable will of steel, and was unmatched with a greatsword." Sharpens the wearer's will somewhat when worn, allowing them to more easily push through pain, temptation or fear.

-(100CP) - "Farron Ring": "A ring given to Undead Legion of Farron. The Abyss Watchers, for their hunting, required a sword technique that went beyond any existing art. Wolf's blood provided just that, and this ring further extends the effect."

Noticeably aids with conserving the power of the soul when performing weapon techniques that can exhaust it.

-(100CP) - "Wolf Knight's Greatshield": "Greatshield of a knight tainted by the dark of the Abyss, and master of the wolf's blood of Farron." A heavy shield of good craftsmanship in most regards, it grants divine protection to the one holding it, strongly warding against various ailments, magical and mundane.

-(100CP) - "Old Wolf Curved Sword": "Curved sword bearing the soul of the old wolf that stays with the Watchdogs of Farron." It appears as a great scimitar with two large spikes on the back, like the fangs of a wolf. It seems to be growing fur.

While this blade is being wielded or on someone's person, consecutive successful attacks on an enemy will begin to heal you and trigger a temporary small empowered state. The style of fighting employed by the Undead Legion, like a wolf on the prowl, feels natural with this sword.

-(200CP) - "Farron Greatsword": "Greatsword of the Abyss watchers, usually paired with a dagger. A dagger is utilized as a wedge in the left hand while the greatsword is held in the right, a unique technique that was synonymous with the Undead Legion.

Confounds foes the manner of wolves hunting prey." The greatsword is large, heavy, sturdy, and proves to be the bane of dark or Abyssal enemies, harming them more than others.

It requires a surprising amount of finesse to properly wield for something so bulky, at least for true mimicry of Abyss Walker techniques.

-(200CP) - "Wolf Knight's Greatsword": "Greatsword of Artorias tainted by the dark of the Abyss, and master of the wolf's blood of Farron. The wolf knight was the first Abyss Watcher, and his sword is more punishing against creations of the abyss."

A large, powerful blade like the Farron Greatsword, though a bit smaller and thicker by comparison. Proper technique with this blade equal parts power and dexterity. Like the Farron Greatsword, it cuts deeper and more harshly into dark or Abyssal enemies.

-(200CP) - "Undead Legion Armor": "These undead warriors vowed to partake of wolf blood. They acted in the dark, seeking out any sign of the Abyss, fighting a constant war with its abominations. This pointed steel helm was a distinct symbol of the Legion, shirked as a sinister omen by the masses."

This was the armor of the Abyss Walkers, made up of equal parts black dyed leather and iron. A leather vest worn over chainmail, a single gauntlet on their left arm, iron kneecaps aiding their techniques are notable pieces, outside the helmet.

Offers great protection for its weight, the unique leather insulating the body from all sorts of things, from hot and cold to foul liquids and even electricity or magic. Notably vulnerable to the edge of a blade however.

-(200CP) - "Wolf Knight Armor": "A vanquished knight left behind only wolf's blood, and legacy of duty. The Undead Legion of Farron was formed to bear his torch, and the armor of these Abyss Watchers suggests their own eventual end."

Made up mostly of warped metal compared to the Undead Legion armor, this set includes the helm of a knight tainted by the dark of the Abyss. The twilight blue tassel is damp, and will ever remain so.

Offers significant protection for its weight, though focuses more on the physical side than insubstantial, unlike the above armor. Despite that, the protection it offers to flame is just as impressive.

-(500CP) - "Wolf Pack": Years of allegiance to wolf blood has seen that loyalty returned and your advancement from a brother or sister to a leader, an alpha. By purchasing this option, you acquire the loyalty of a pack of ten great wolves.

Each wolf is intelligent and about the size of a man when fully grown. They're about as dangerous as you would expect pack of huge, smart, loyal wolves to be. Open to new tricks and tactics, and can teach and communicate with each other.

Not quite companions, but will not die naturally of old age. Whenever one does actually fall, usually in battle, a new wolf will spawn to take its place a day later.

-----**(Londor Hollow)**-----

-(50CP) - "Purging Stones": "Ash-colored stone encasing a skull. Inhabitants of Londor, the land of Hollows, use this secret treasure to feign normalcy. Occasionally, a Hollow fools even himself, and turns on his own kind."

Upon being crushed in hand, it completely removes reverts hollowing back to the first stages, allowing an otherwise desiccated husk of an undead to resemble a human once more. Doesn't not cure hollowing, simply reverts the progress of it.

-(50CP) - "Untrue Dark Ring": "One of the illusory rings worn by the Hollows of Londor. The Hollows of Londor are wretchedly aged, fraught with deceit and dubiously secretive. It is no wonder that they are deeply detested."

The wearer, as long as they have the right shape, will resemble an otherwise normal human. Even if they're hollow or have some kind of magical aura, it will be hidden as long as this ring is worn.

-(100CP) - "Dark Hand": "Weapon that allows its wielder to evoke an art unique to Londor, the land of the Hollow. It is also said to be an ancient relic of a Primordial Serpent." A red, wriggling mass that fuses with the hand when squeezed.

The weapon can be used to suck the vital essence out of an enemy via a solid grip, healing the wielder in the process. Can also be used to project a small, weak shield of energy in times of desperation. Simply will it out when you wish to "unequip" it.

-(100CP) - "Morion Blade": "A twisted sword resembling the towers of Londor's Sable Church. Eight branching blades and thorns induce bleeding. The church's blessing makes the weapon revel in the agony of its owner."

The barbed sword can easily tug, pull and rend at flesh to make nasty wounds. Additionally, the dark power it carries empowers the one with it on their person when they're in a state of near death, making all forms of attack more dangerous. Has less use when neither of these abilities can come into play.

-(100CP) - "Ring of the Evil Eye": "This ring captured the foul spirit of an evil eye, a creature that ravaged Astora. The horrid spirit nearly destroyed Astora, but was eventually defeated by "the sword of one most noble." Grants the wearer a burst of minor healing for every life the wearer takes.

-(200CP) - "Darkdrift": "A cursed sword with an unseen blade, the choice weapon of Yuria of Londor. Yuria, a mentor of the Sable Church and accomplished swordswoman, is said to have claimed a hundred lives with this weapon."

A katana with an invisible, ghostly blade. It has quite the deadly edge, but its true strength lies in its ability to pass through shields and armor as if there was nothing in the way.

-(200CP) - "Pale Shade Mask & Armor": "Gold mask worn by those who kill in the name of the Sable Church of Londor. A faint, kindly smile is bound to its surface, giving them the moniker Harlots of Death. What lies beneath that expression, however, is nothing more than the face of a darkly shriveled Hollow."

"Attire worn by those who kill in the name of the Sable Church of Londor. The Pale Shades of the Sable Church are all undying Hollows, giving rise to much fear and contempt. Their fight is one of neither honor nor exaltation, yielding nothing but withered moans."

Offers middling protection to physical blows, but less than solid dangers have a very hard time getting through. No Pale Shade will fear curses or magic as long as they have nimble feet and these robes.

-(200CP) - "Onyx Blade": "Elfriede, the eldest amongst her sisters and leader of the Sable Church, bestowed this sword to her knight. Only, the sword was a farewell gift, and acceptance signified the knight's resignation from Elfriede's service."

Uniquely shaped greatsword baring two blades coiling around each other, the actual shape matters less than its special powers. Each strike is infused with a great deal of dark's power.

Infusing it with a bit of your soul's power can temporarily awaken the blessing Eldriede placed upon it, covering it in a swath of black flames that burn and scorch with every swing for a short time.

-(200CP) - "Vilhelm's Armor": "The black armor of Vilhelm, Knight of Londor, and a nice fit for any lean Hollow. This hollow knight, who served the three sisters who founded the Sable Church, was particularly loyal to the eldest, and was known as a cold-blooded hangman."

Very form fitting and lean despite its weight and thickness, making it difficult to use for any being other than a shriveled hollow. Offers considerable protection without getting in the way much, especially against blades, points and fire.

That being said, the divine force of lightning punches through with relative ease, to the profane existence that rests underneath.

-(500CP) - "Hollow Bible": What appears to be a Divine Tomb of the Way of White, when opened up it reveals a cavity has been cut out of the pages and a little black book has been tucked away inside.

This Hollow Bible within a "hollow bible" reveals information that, with some degree of practice and study, can allow the reader to harness the powers of darkness.

Basic lessons inside teach you how to project heavy, dark projectiles of various types at enemies. More advanced lessons focus on different curses and spreading the influence of the Abyss.

You could drive weakened enemies mad by gripping their heart in darkness, empowering them but also driving them mad, prone to attack whatever is around them, including allies.

You could also empower allies with darkness if you're careful to inhibit the "madness" part. Either form of this Abyssal Touch is easily visible due to the corrupted individual's "glowing red eyes".

On top of unique lessons, having prior knowledge of Miracles, Sorcery or Pyromancy (as well as the necessary casting implements) can allow one to learn dark variants of tales and spells from those disciplines befitting of a hollow.

-----**(Knight of the Boreal Valley)**-----

-(50CP) - "Pontiff's Left Eye": "Knights who peer into the black orb are lured into battles of death, transformed into frenzied beasts. No wonder the Pontiff only provides these rings to those dispatched to foreign lands."

This ring rewards aggression, granting its unique ability to the wearer upon landing multiple successful attacks against an enemy during battle.

The Left Eye Ring will begin to heal you in quick, low power pulses with each new successful attack. This effect will last as long as you continue pressing the attack and land those hits.

-(50CP) - "Pontiff's Right Eye": "Knights who peer into the black orb are lured into battles of death, transformed into frenzied beasts. No wonder the Pontiff only provides these rings to those dispatched to foreign lands."

This ring rewards aggression, granting its unique ability to the wearer upon landing multiple successful attacks against an enemy during battle.

The Right Eye Ring grants a small but noticeable increase in the strength of your soul, making your body and basic abilities stronger with it. This effect will last as long as you continue pressing the attack and land those hits.

-(100CP) - "Fire Witch Armor": "The witches who lead the Pontiff's Knights were originally ordained as holy knights. It was not long however, before their hearts were swallowed by the Profaned Flame."

This armor is quite stylish with the large plume of black cloth around the waist. It offers fairly balanced protection against a variety of threats, but leaves the wearer notably vulnerable to lightning and blunt force trauma.

-(100CP) - "Budding Green Blossoms": "Green flower-shaped weed with small white blooms. Flowers of the Green Blossom are ethereal, blossoming only on the surface of chilled, but not frozen, water."

Purchasing this grants you a small bag with several bundles of Budding Green Blossoms. The plants act as a powerful energy supplement when consumed, filling the consumer with energy and an incredible font of stamina for a short time. Does not replace sleep.

The bag refills over time when a bundle is consumed, taking an hour for each bundle. Additionally, the plants can be cultivated if planted in good soil near chilled water.

-(100CP) - "Pontiff Knight Great Scythe": "Great scythe wielded by the Pontiff's knights, frigid spirits that linger in Irithyll. The large blade appears to be eaten away by insects, making it lightweight but brittle."

Can be stimulated with the power of the wielder's soul, imbuing it with cold for a short time. When this is done, the wielder releases a freezing shockwave around them.

-(200CP) - "Outrider Knight Armor": "Armor of an Irithyll outrider knight. Enveloped in a dimly cool air. The knights were given the eyes of the Pontiff, but the eyes transformed them into savage, raving warriors who only knew how to serve as mindless guards."

Though a little weighty, this armor offers excellent physical protection and is fantastic for insulating and protecting the body from the cold. It fails in insulating the body from the abyss very well, however.

-(200CP) - "Immolation Tinder": "Profaned Flame wielded by the Irithyllian witches, frigid spirits roaming the Boreal Valley. This torch, both a weapon and a staff, is enshrouded in an everlasting flame."

A very long rod with a head made of several jagged pieces. The head eternally burns with a profaned flame, which can explode off melee attacks or be projected in waves along the ground.

Additionally, the giant staff can be used as a catalyst for Sorcery, and serves well in the role of a spellcasting aid.

-(200CP) - "Irithyll Rapier": "Thrusting sword bestowed upon the Outrider Knights of Irithyll. Every Outrider Knight one day devolves into a beast, constantly hounded by Pontiff Sulyvahn's black eyes."

This sword is forever sheathed in powerful frost. It's able to lock up an enemy's body with cold and successive strikes to the same area can even inflict dangerous frostbite.

-(200CP) - "Great Ring of Favor": "A ring symbolizing the favor of the Goddess Fina, whose 'fateful beauty' is mentioned in legend."

The fickle blessing of Fina lifts a bit of the burden placed on the wearer while increasing their vitality. To summarize the effects, the wearer becomes a bit harder to kill, doesn't get tired as easily and will feel lighter on their feet.

-(500CP) - "Small Doll": "In the legendary old city of Irithyll situated in the Boreal Valley, Pontiff Sulyvahn gave this doll to valued subjects, so that they might use it to cross the barrier when they return home.

Listen carefully, and you can hear it say, 'Wherever you go, the moon still sets in Irithyll. Wherever you may be, Irithyll is your home.'"

This is a small silverwork doll depicting a young squire, and it's also a powerful key while on your person that bestows special privileges.

As long as you have it on you, you may pass through fortification type barriers unimpeded. Walls, gates, prisons, forcefields, any other large scale barriers meant to halt progress can't stop yours.

Magical shields, wards and other personal barriers cannot be bypassed using this "Gate Key" effect of the Small Doll. Does not disrupt barriers, allowing you to avoid triggering security, traps or alerts set to go off in such a case.

-----**(Demonic Vestige)**-----

-(50CP) - "Pyromancer's Clothes": "Attire of pyromancers of the Great Swamp. Comprised of bronze ornamentation and animal pelt. In the Great Swamp, bronze was used ritualistically to ward off evil spirits and keep darkness at bay."

While it provides little physical protection, the wards are quite effective at defending the wearer from immaterial forces like fire, magic, lightning or abyssal darkness.

-(50CP) - "Teacher's Pyromancy Tome": "What's a teacher without a pupil?" A large, empty tome with an ability that aids in passing down the art of Pyromancy.

When a Pyromancy Spell you know is written down in the book, a number of notes that break it down, simplify it and aid in explaining it scrawl themselves out to join it.

The relationship of teacher and pupil is an old one in the Great Swamp, but not all can teach. For people who have the desire to follow the lead of their predecessors, there's this tome.

-(100CP) - "Black Iron Armor": "Armor made of black iron, from the set of armor for which Knightslayer Torig was infamously known."

Its extreme weight compared to other sets of armor means it impairs the movement of most, but in return it offers incredible protection, especially against flame.

-(100CP) - "White Hair Talisman": "Talisman made from a lock of white hair. This lock of hair belonged to a deformed member of the chaos witches, mothers of the art of pyromancy."

This talisman enables the wielder to cast both miracles and pyromancies without need of a Pyromancy Flame. It is a tool of utility first-most however, and a proper Pyromancy Flame or Talisman would be better at their respective jobs.

-(100CP) - "Knight Slayer's Ring": "Ring of the savage Torig, more commonly known as the Knight Slayer. Long ago, Torig engaged the guardians of an ancient city in a bloody confrontation, and returned with their rings as his prize, still frozen on their dismembered fingers."

Causes the shock of your attacks to dig and reverberate a bit more deeply, causing enemies to tire a bit quicker when attempting to guard against you.

-(200CP) - "Witch's Locks": "A whip fashioned from the black hair of a daughter of the Witch of Izalith, creator of the Flame of Chaos.

The long, shining locks woven together to create this whip are imbued with the essence of fire." The whip has the power of flame naturally imbued in every strike.

If stimulated with the power of your soul, you can bathe the whip in flames for a short time to increase its connection with flame and intensify its lashes.

-(200CP) - "Fume Ultra Greatsword": "This twisted sword, the heaviest of all ultra greatswords, resembles black slate. This weapon, said to belong to a traitor from long ago, was so heavy that it found no owner, and became a forgotten relic of history."

The great, heavy, blunt weapon is so thick and strong that it can be used as an improvisational shield, and doesn't lack too much in that department. Its power only shines in the hands of someone or something with great strength.

-(200CP) - "Demon's Greataxe": "This greataxe, a favorite among demons, contains the strength of fire. The demons, born of Chaos, harbor fire, and yet they are twisted and malformed, such that they were never meant to be."

One may stimulate the fire still burning within the large, stone axe with the power of their soul. Upon doing so, the axe becomes volatile, letting loose a fiery explosion on the next attack you make.

-(200CP) - "Witch's Ring": "The Witch of Izalith and her daughters, scorched by the flame of chaos, taught humans the art of pyromancy and offered them this ring.

Every pyromancer is familiar with the parable that tells of the witches espousing the need to fear the flame, and teaching the art of pyromancy to men in hopes that they might learn to control it."

Has the very simple but powerful effect of noticeably empowering the strength of the wielder's Pyromancy.

-(500CP) - "Seedbed of Chaos": Though the demons may be on the edge of extinction, this "seedbed" has the power to bring them back from the brink.

The Seedbed of Chaos is a warehouse add-on that takes the form of a large, dome-shaped room. The walls and ceiling of the room are covered with white tiles, with giant roots sticking out here and there.

There are far more roots sprouting from the walls near the ground, which is mostly void of the tiles. The ground is mostly made up of blackened soil, with more roots here and there in lesser numbers.

There's a massive pool of perpetually molten lava in the center of the room. At the back is the source of the roots, a massive, tangled wooden "tree thing" with a large pit at its base.

The purpose of the room is obvious, sowing life. When a lifeform (whether person, beast or plant) is buried in the room, an incubation process begins that slowly warps whatever was planted into a kind of demon.

If it was buried in the soil to incubate, its default body will warp mostly, like a bat-winged demon. If it was left in the lava to incubate, it will transform into a stone or lava-based demon.

When needing to bury especially large lifeforms, you may climb into the pit in the back of the room, causing your consciousness to transfer into the "tree".

While possessing the wooden monstrosity, you may manipulate its branches like two massive, strong arms great for digging holes or pulling up large demons from earth or lava.

The incubation process may take anywhere from several weeks to a few months depending on how "thorough" you want the transformation to be, with a full incubation even warping the soul.

Beings of the same race, species, type, etc, will generally turn into the same type of demon, and can propagate this new type of demon species themselves if created in large enough numbers.

-----**(Deacon of the Deep)**-----

-(50CP) - "Aldritch's Ruby": "Aldrich, infamous for his appetite for flesh apparently had the desire to share with others his joy of imbibing the final shudders of life while luxuriating in his victim's screams."

This malformed ring causes you to heal somewhat whenever you personally deliver a vicious, usually fatal blow to an enemy.

-(50CP) - "Aldritch's Sapphire": "Aldrich, infamous for his appetite for flesh apparently had the desire to share with others his joy of imbibing the final shudders of life while luxuriating in his victim's screams."

The counterpart of the above ring, this malformed ring revitalizes the soul a bit whenever you personally deliver a vicious, usually fatal blow to an enemy.

-(100CP) - "Evangelist Garb": "Robe of an evangelist sent from the cathedral. These teachers, all women, came to enlighten inhabitants of the Undead Settlement and sent carriers on the path of sacrifice."

A bulky set of chainmail, leather and cloth armor/clothing. It offers good, rounded-out protection at only moderate weight, but due to its many layers can impede movement a bit.

-(100CP) - "Saint Bident": "A silver bident decorated by a holy symbol, formerly wielded by Saint Klimt. He discarded this weapon, that draws upon one's faith, on the day that he put his own faith behind him."

An ornate weapon, though not the strongest around. It becomes a bit stronger with the wielder's belief in it.

-(100CP) - "Saint Tree Bellvine": "Sacred chime for casting miracles of the Gods. A bellvine cut from a small saint-tree that has been meticulously tended to."

While not the strongest chime, the Saint-Tree Bellvine focuses the mind, allowing one to pull on the power of Miracles faster than other chimes.

-(200CP) - "Archdeacon Garb": "Presented solely to delegates of the gods, a sign of the Way of White's highest rank.

Of the three Archdeacons of the Deep, one (McDonnell) cast off his white crown and left the cathedral to stand by Aldrich.

Of the three Archdeacons of the Deep, one (Royce) stood over Aldrich's casket, with hope that he would return one day.

Of the Archdeacons of the Deep, one (Klimt) attended to Rosaria, Mother of Rebirth, whom he deemed a goddess."

These robes, once tainted and discarded, are no longer seen as holy, yet keep their old power. Surprisingly light compared to other forms of protection in these lands, they don't offer much physical protection, but do wonders for the wearer at protecting from the immaterial, especially curses and darkness.

-(200CP) – "Duel Charm": "Tool used in duels of judgement. Nulls effects of special area effects for a short time. Allfather Lloyd's knights lived in fear of his duels of judgement, in which verdicts were carried out by his Sword of Law."

You receive a bag with five inside which refills over time, one talisman per day. Cutting straight to the mechanics of the item, when you throw one of these charms it explodes into a cloud of dust on impact.

Anyone caught in the cloud will have any actively applied buffs stripped from them as part of a temporary effect.

Active buffs can come in the form of empowering spells or miracles, temporary transformations and things in that vein.

The effect lasts a few seconds, and those caught will find themselves unable to reapply or activate their buffs until it ends.

-(200CP) - "Archdeacon's Great Staff": "Large staff bestowed upon Archdeacons of the Cathedral of the Deep. The Archdeacon McDonnell's trespass, the sin of channeling faith for sorcery, transformed what was once merely a symbol of ecclesiastic authority into a catalyst of sorceries."

As it says above, this is a staff used for casting Sorcery, but is curiously empowered by faith, and is quite receptive of the force at that. (Sidenote: An ideal Sorcery staff for those who picked up "Twisted Faith".)

-(200CP) - "Sun Princess Ring": "Ring associated with Gwynevere, princess of sunlight and eldest daughter of Gwyn, the First Lord. Gwynevere left her home with a great many other deities, and became a wife and mother, raising several heavenly children."

A ring "scavenged" from the "abandoned" city of Anor Londo where Aldritch now resides. Those who wear this ring feel subtle warmth, and acquire moderate yet noticeable regeneration that repairs their body over time.

-(500CP) - "Deep Cathedral": You will find, at the bottom of a deep, dark hole, an abandoned cathedral. This cathedral belongs to you, though it's definitely seen better days.

The large structure is almost entirely made of stone, and has a rather dilapidated form of a standard church's interior lit by perpetual candle light.

The structure centers on a massive central room surrounded various smaller halls, passageways, stairways and siderooms tucked off to the sides on various levels, some being quite tricky to find or reach unless you know where to look.

The bottom floor of the cathedral and ground outside are covered in a couple feet of standing, stagnant water.

This water is the conduit of the Deep Cathedral's power, which mimics the properties of the Deep. In a broad area around the hole the Deep Cathedral is located, the heaviest dregs of the soul will begin to drip away.

These dregs will be pulled towards the hole the cathedral is located, allowed to sink into the water and slowly transform it into dark, vile sludge.

Touching the transformed waters of the Cathedral will spread a dark corruption similar to the Deep which breeds depravity through one's soul, and increase their affinity to darkness.

Those with prolonged exposure over long duration may see themselves transformed into something less than human, or perhaps "more".

You will find a similar pit and cathedral with these properties in each Jump, usually near your starting location or hidden just outside of a populated area.

-----**(Dragon Acolyte)**-----

-(50CP) - "Dragon Stones": "Stones imbued with the power of the everlasting dragons, used in a secret rite by dragon worshippers." Appears to be a plain sack of plain, albeit ornate, rocks. Some are marked with the body of a dragon, others with the dragon's head.

You can grant a pair of these stones to your followers, those who travel the path of dragon worship. Through prayer, meditation with the stones and your teachings on dragon worship, they will eventually be able to pull on the power of the stones and transform into a partial dragon.

They'll receive the equivalent of the the "Dragon's Body" perk upon finally reaching this point, and the power to breath fire.

Upon such time they will absorb the stones. There are sixteen stones total, and any "spent" ones will be replaced next jump. The transformation is irreversible through any normal means.

-(50CP) - "Calamity Ring": "A ring made from the orange eye of a calamitous dragon. This ring has no useful powers, and is merely a symbol of dragon worship, a thing quietly passed down amongst its most fervent adherents, some of whom become convinced the task has been bestowed upon them as a sacred duty."

Despite what is implied above, the ring does have one special ability. It causes the one who wears it to suffer from greater pains and injuries whenever they're harmed.

Mostly useless for those not of a pain loving persuasion, but no one said the buyer has to be the wearer. . .

-(100CP) - "Drakeblood Armor": "Armor of the Drakeblood Knights, worshippers of the blood of dragons. The red cloth is said to symbolize their yearning for blood. Dragon worship has captured the hearts and minds of warriors across the lands for many ages.

Perhaps such warriors are attracted to doctrines of few words." Form fitting armor, well rounded protection with notable resistance to blades and getting cut in any fashion. On the downside, it's pretty heavy, and dense, which may interfere with precision of movement.

-(100CP) - "Ancient Dragon Greatshield": "A wooden shield bearing the image of an ancient dragon. The painting is the result of an exquisite but painstaking technique.

Lingering, undying traces of the ancient dragons can still be seen in their descendants, the man-serpents, though they have fallen far from grace."

While large, the greatshield only applies passable protection due to being made of wood. While on your person however, grants slow yet steady regeneration.

-(100CP) - "Ring of Steel Protection": "Ring of the Knight King of ancient legend. The Knight King was said to be lined with steel on the inside, such that even the talons of mighty dragons did him little harm." Strengthens the body, causing the wearer to receive less damage from purely physical attacks.

-(200CP) - "Dragonscale Armor": "Armor of a nameless king who was ally to the ancient dragons. Dragon scales are razor-sharp and cannot be burned. The golden crown, buried amidst long strands of bristling ash, is said to closely resemble that of the First Lord."

Average weight, rounded protection for the most part with notable strength against fire, and notable weakness against lightning. This armor is aesthetically unique in these lands, harkening to the old royalty of the gods.

-(200CP) - "Dragon Tooth": "Created from an everlasting dragon tooth that will never break. Left by Havel himself, along with his boulder-like great shield." This tooth, fashioned into a huge, sturdy club. It possesses a mysterious property as well, somewhat warding the wielder from magic and fire.

-(200CP) - "Drakeblood Greatsword": "Greatsword wielded by an order of knights who venerate dragon blood. This sword, its blade engraved with script symbolizing dragon blood." Resembles an ornate, but standard longsword. The engraving on the blade infuses it with the might of magic and lightning, infusing every strike made with the blade with the power of those forces.

-(200CP) - "Great Thunder Stoneplate Ring": "Stoneplates are symbols of true knights, and yellow stoneplates are granted to those who would become dragons." Those who wear this ring are warded against lightning, taking a great deal less damage from the glaring weakness of dragons.

-(500CP) - "Dragon Welp": Everlasting Dragons, rulers of a bygone era from before the Age of Fire. They were once driven to near extinction by the gods with only a few survivors that went into hiding, but have since resurrected in a weaker state.

By purchasing this, you obtain the loyalty and friendship of a dragon, a welp at any rate. The dragon you gain the loyalty of is young, no bigger than a rhinoceros.

It possesses hide like stone, a long, serpentine neck covered with twisting horns, flight and the ability to breathe long streams of flame.

It's an intelligent creature, though not quite as much as its ancient predecessors, and when it reaches maturity it will dwarf most other beings you find in these lands.

Although young, even at this stage it remains a formidable ally. It can be killed, having a particularly notable vulnerability to lightning, but will respawn if killed like after a week.

-----**(Miscellaneous Items)**-----

Unlike the above items, no origin receives special discounts for the items found below.

-(Free/50CP+) - "Salvaged Equipment": Depending on which Build Perks you decided to purchase, you will be granted a free, basic item that compliments it.

You can receive multiple if multiple Build Perks were purchased. You may also purchase any of the below items for 50CP if you're not already eligible for them.

Those who purchase "Rare Vitality" will receive a sturdy Knight's Shield. Those who purchase "Simple Solution" receive a well-crafted battle-axe. Those who purchase "Rapid Response" receive a pair of scimitars. Those who purchase "Miracles" will receive a Sacred Chime, used for casting Miracles.

Those who purchase "Sorcery" will receive a wooden staff, used for casting Sorcery spells. Those who purchase "Pyromancy" are granted a Pyromancy Flame. Those who purchase "Twisted Reality" are granted a Bandit's Knife. Those who purchase "Poised For Victory" receive a nice, heavy tower shield.

-(Free/50CP+) - "Estus Flasks/Ashen Estus Flasks": "The Undead treasure these dull green flasks. The journey of an Undead has always traced the bonfires, and no journey of import has been made without an Estus Flask./

/Undead treasure these dull ashen flasks. Quite befitting of an Unkindled, an Ashen Estus Flask turns a bonfire's heat cold."

You receive five flasks total, how you divvy this number up between normal Estus Flasks and Ashen Estus Flasks is up to you. Estus Flasks work like healing potions, healing the wounds of the one who drinks from them.

Ashen Estus Flasks meanwhile revitalize the soul, allowing one to cast more magic or use more special weapon abilities. Both types of flasks will refill when resting near a bonfire (or a normal campfire in other worlds).

Normally they'd only work for undead, but flasks purchased in this manner work for any form of being. You may purchase additional flasks at 50CP each.

-(50CP) - "Soapstones": Purchasing this grants you two items, a White Sign Soapstone and a Red Sign Soapstone. The White Sign Soapstone allows you to draw a glowing sign on the ground, visible to certain strong beings in overlapping, parallel worlds.

Beings who can detect the sign may temporarily summon you to aid them as a phantom with some kind of task or battle. A Red Sign Soapstone is similar, but broadcasts very different intent. A being that summons you from a Red Sign will oft be looking for a fight or duel.

You do not have much to fear from being summoned as a phantom, for you are operating through a proxy body and death of the phantom body doesn't translate to death of the real one. Useful for an adventurous outing, but little else.

-(50CP) - "Infinite Prismstones": "Warm pebble emitting a beautiful phasing aura of seven colors, with a very rare eighth." Prismstones, glowing crystals that can be used to leave a trail for you to follow backwards while exploring some uncharted area.

They also possess a secondary unique ability. The fragile stones can be tossed off a ledge, and if the fall would be fatal, they will fracture and let out a loud screech to alert you. The Prismstones can be pulled from your pockets, sleeves or anywhere else appropriate on your person.

-(50CP) - "Carvings & Knife": An odd set of items, we'll start with the carvings. Purchasing this grants you five wooden carvings resembling twisted heads, each letting out a few deep, bellowing words when dropped on the ground.

The carvings you have call out "Very Good", "Thank You", "Hello", "Help Me" and "I'm Sorry" respectively. You also receive a small whittling knife, allowing you to make more carvings like these.

Simply think on the one to three words you want it to say while carving a wooden head with an expression fitting for them. The knife doesn't do much else, but it'll stay strong and decently sharp.

-(100CP) - "Fleshbite Ring": "One of the bite rings native to Carim. The crafting of these rings is forbidden, perhaps owing to a fear of malleable stone. Clerics, however, dabble freely in the art." A ghastly looking ring, it hardens the wearer against all manner of curses and ailments.

-(100CP) - "Bellowing Dragoncrest Ring": "A special ring given to those who are deemed fit to undertake the journey of discovery in Vinheim, home of sorcery.

Apropos to the Dragon School, the seal depicts an everlasting dragon. A bellowing dragon symbolizes the true nature of the consummate sorcerer." Greatly empowers Sorcery spells cast by the wearer.

-(100CP) - "Sage's Ring": "A ring given to Farron's Undead Legion by one of the preacher twins, known more commonly as the Crystal Sages."

The sorcerers of Farron's Abyss Watchers were known to be lonesome warriors who would only rely upon more pragmatic spells." While worn, this ring can significantly reduce the casting time of spells cast by the wearer.

-(100CP) - "Ring of the Sun's First Born": "Ring of the Sun's first born, who inherited the light of Gwyn, the first lord. The Sun's first born was once a god of war, until he was stripped of his stature as punishment for his foolishness.

No wonder his very name has slipped from the annals of history." This ring greatly empowers the Miracles cast by the wearer.

-(100CP) - "Lingering Dragoncrest Ring": "A special ring given to those who are deemed fit to undertake the journey of discovery in Vinheim, home of sorcery. Apropos to the Dragon School, the seal depicts an everlasting dragon. A lingering dragon symbolizes the true nature of the consummate sorcerer."

This ring greatly lengthens the duration of spells that actually have one for the caster who wears it. Contrary to the ring's ties to Sorcery, it works with any kind of spell, including those of Pyromancy and Miracles.

-(100CP) - "Hawk Ring": "Ring associated with Hawkeye Gough, one of the Four Knights of Gwyn, the First Lord. In his later years, the giant Gough was blinded, but this did not prevent him from striking down a calamitous dragon with his Greatbow."

Imparts a mysterious ability on the wearer. Objects shot, tossed, thrown, lobbed or otherwise sent flying through the air by the wearer take longer before gravity starts trying to ground them. This effectively allows you to shoot/throw things at longer distances.

-(100CP) - "Carthus Milkring": "Ring worn by the warriors of the sand kingdom, Carthus. The sword technique of Carthus allows for fluid movement with a curved sword. Masters of the technique are said to dazzle their opponents by moving as weightlessly as a grain of sand.

They live for their High Lord Wolnir, conqueror of most kingdoms known to their people." Simply putting it on makes the wearer feel more nimble. Additionally, when dodging or rolling out of the way of an attack, the wearer's movement becomes hazy, clouded, making it harder to predict your path,

-(100CP) - "Obscuring Ring": "Ring bestowed upon the Fingers of Rosaria, invaders who seek tongues for their goddess. It is said that Rosaria, the mother of rebirth, was robbed of her tongue by her firstborn, and has been waiting for their return ever since."

Completely conceals the wearer of the ring to anyone more than ten meters away, making them appear invisible. They will appear clear as day for anyone inside that bubble though.

-(100CP) - "Brigand Twindaggers": "These paired daggers are the preferred weapons of the brigands of a distant land." Of exceptional make, the daggers refine your movements while wielded. They've also got potential for becoming extremely dangerous lacerating weapons if properly prepared.

-(100CP) - "Scholar's Candlestick": "A candlestick covered in ivory scales once used by the Scholars of the Great Archives. This served as their guiding light, as well as a tool of self-restraint. Even today, wielders of this weapon benefit from the resulting sorcery-strengthening properties."

While the dagger itself doesn't make an amazing weapon, it has several special abilities. When stimulated with the power of your soul, it can provide enough light to illuminate a room. It also empowers the wielder's Sorcery as long as it's held.

-(100CP) - "Gotthard Twinswords": "The hunters known as the King's Black Hands wielded paired weapons. These belonged to Gotthard, who fled the castle. Gotthard rose quickly through the knighthood, no surprise to those who have witnessed his swordsmanship."

A powerful pair of swords whose true potential reveals itself only when they're dual-wielded.

-(100CP) - "Valorheart": "Weapon once wielded by the Champion of the Undead Match. A special paired set consisting of a broad sword and a lion shield. The champion fought on, without rest, until he lost his mind. In the end, only his page and a lone wolf stayed at his side."

In addition to being a vicious weapon combo, the shield bears a special ability. When stimulated with your soul, you can empower the next shield thrust with the roar of a lion, throwing vulnerable enemies struck by the bashing attack flying backwards.

-(100CP) - "Hollowslayer Greatsword": Greatsword used for a lifetime by a masked knight. Harbors the fears that lurk within the mind of Hollows, and is particularly effective against them. Bestowed to a proper Mirrah knight long ago."

As above, the weapon is a glaring weakness for all hollow-kind, dealing significantly more damage against them compared to similar weapons. It remains an excellent standalone weapon outside of this ability too.

-(100CP) - "Black Knight Sword": "Greatsword wielded by the Black Knights who wander the lands. Designed to face chaos demons. The Black Knights constantly faced foes larger than themselves, and this sword's unique attack greatly reduces enemy poise."

You may stimulate the sword with the power of your soul while raising it into the air, granting you a few seconds where it's far harder to halt your advance or attack. The sword also hurts demons more than similar weapons.

-(100CP) - "Astora Greatsword": "This greatsword, bestowed only upon elite knights, is a relic of the ruined land of Astora. Designed for a focus on thrust attacks, this sword is hard and sharp, but not unusually heavy."

The lightest weapon in its class, Ultra Greatswords, but otherwise doesn't appear to be all that special. In truth, it has great hidden potential, and it's in your hands how to bring it out. (The weapon shines most when infused, excelling no matter which path it's pushed down.)

-(100CP) - "Pontiff Knight Curved Sword": "Curved sword wielded by the Pontiff's knights, frigid spirits that linger in Irithyll. The large blade appears to be eaten away by insects, making it lightweight but also brittle."

When stimulated with the energy of your soul, it will temporarily be infused with the power of cold. The first slash after this power has been infused into the weapon releases a large blade of ice.

-(100CP) - "Crescent Moon Sword": "Ringfinger Leonhard's weapon of choice, a type of shotel imbued with the power of the moon. Leonhard set out on a journey of rebirth, but decided instead to serve the goddess as a knight, and inherited this weapon."

An odd weapon infused with magic, its unique shape makes blocking it with a shield difficult. If the stimulated using the energy of your soul, you can project crescent blades of magic with it.

-(100CP) - "Exile Greatsword": "Bloodstained greatsword wielded by one of the Watchdogs of Farron, who preside over the slumber of fallen warriors.

The blade is a reminder of the exile's past misdeeds. Inhuman strength is required to wield this heaviest of curved greatswords." True, it requires incredible strength to wield, yet its power more than makes up for it.

-(100CP) - "Carthus Curved Greatsword": "Large curved sword wielded by swordsmen of Carthus." The lightest of all weapons in its class, and possibly the longest to boot.

This greatsword was crafted with the creation of deep, lacerating wounds in mind and it excels at it. Holds excellent potential for development.

-(100CP) - "Onikiri and Ubadachi": "The hunters known as the King's Black Hands wielded paired weapons. These belonged to Kamui, who looked after the prince.

Kamui brought Onikiri with him to the Undead Settlement, where he forged Ubadachi, and was finally prepared to join the ranks of the royal hunters."

These paired weapons of Eastern design are excellent at creating lacerating wounds and are light and thin enough for agile movements to be performed even in the midst of pitched battle.

-(100CP) - "Bloodlust": "Katana of the old Mound-maker. The Mound-maker piled sacrifices upon the altar, but became the final offering himself, leaving this katana as a gift for his dear family." Appearing to be made of bone, this weapon holds a dark power.

Should the wielder of this weapon injure themselves and bathe it in their blood will temporarily grant it uncanny sharpness, making it far more dangerous than usual.

-(100CP) - "Crow Quills": "Thrusting sword wielded by Corvian Knights, and a special paired weapon. In their infatuation with Sister Friede, the Corvian Knights swore to protect the painting from fire, and to this end, took to the execution of their own brethren."

In addition to the thrusting sword, this weapon includes four special throwing daggers meant to be wielded like claws in your off hand.

Stimulating it with the energy of your soul allows you to throw temporarily insubstantial illusions of the knives in your hand. (Allowing you to use them for their purpose without discarding them.)

-(100CP) - "Eleonora": "A strange weapon found among malformed inhabitants of the Profaned Capital. The Profaned Flame was triggered by the curse of these women, relatives of a certain oracle, but despite their culpability, they went on living, without any cares."

You may stimulate this weapon with the energy of your soul while waving it above your head to release the sound of an ominous bell.

This infuses the weapon with a warping blade that causes jagged, lacerating wounds and recovers a bit of your damage with every attack. The "buff" lasts half a minute, plenty of time to make use of it.

-(100CP) - "Earth Seeker": "This large twin-bladed axe forged with bronze is a ceremonial weapon normally used in sacred rites. Millwood is a land of primitive earth worship where chieftain knights served as high priests."

This great, heavy axe can be thrust into the ground while being fueled by your soul to trigger tremors and earthen explosions around you that can throw enemies up and around, pummeling with large stones at the same time.

-(100CP) - "Black Knight Greataxe": "Greataxe of the black knights who wander the lands, used to face Chaos Demons."

The huge, heavy axe can cause more serious wounds against demons compared to similar weapons. Even by itself against non-demonic enemies it's a force to be reckoned with, in the hands of those who can swing it anyways.

-(100CP) - "Gargoyle Flame Hammer": "Stone torch hammer wielded by gargoyles of the Profaned Capital. The Profaned Flame, which never goes out, imbues this weapon with a fire attack."

By stimulating the hulking weapon with your soul, you can project a dangerous stream of flames. The fire burning within this weapon is empowered by the same forces that strengthen Pyromancy. (The power of your mind, and the strength of your faith.)

-(100CP) - "Smough's Great Hammer": "Twisted great Hammer associated with Smough, the last knight to remain at his post, guarding the ruined cathedral."

This godly mallet belonging to the executioner of the gods is heavy, but extremely strong. Every strike delivered with it can help recover minor wounds on the wielder. Nothing too notable, but it can really stack up over time.

-(100CP) - "Quakestone Hammer": "A Stonehammer wielded by the Millwood Knights, with a head of naturally-formed stone. The Knights of Millwood would fight hand-in-hand with the earth itself, and this weapon, among the oldest in Millwood, is symbolic of that relationship."

Bury the weapon in the ground with a mighty slam while fueling it with your soul, and the upheaval will be infused with an explosive shockwave that throws surrounding enemies up into the air.

The head of the weapon will also fly up faster from the explosive burst, becoming more dangerous for anything in the way.

-(100CP) - "Crow Talons": "Talons used by Corvian Knights. Inflicts five perpendicular slashes, causing heavy bleeding. In their infatuation with Sister Friede, the Corvian Knights swore to protect the painting from fire and to this end, too to the execution of their own brethren."

A pair of claw weapons, each consisting of five long, dreadfully sharp blades. They're dangerous to the wielder in the hands of the clumsy, but far more dangerous for others while held in skilled hands, able to cause numerous deadly wounds that could spell the end of someone who slips for even an instant.

-(100CP) - "Gargoyle Flame Spear": "Stone torch spear wielded by gargoyles of the Profaned Capital. The Profaned Flame, which never goes out, imbues this weapon with a fire attack." Resembling a great lance with a burning, lantern-like core it paints an intimidating image.

Fueling the spear's flame with your soul will make it explosive, volatile, causing the very next strike you to deliver with the spear to be joined with a dangerous, fiery boom. As with the Gargoyle Flame Hammer, the flames of this weapon are empowered by the same forces that strengthen Pyromancy.

-(100CP) - "Winged Knight Halberd": "Halberd wielded by the Winged Knights, who swore themselves to the Angels. The thick, heavy, bloodstained blade can only be swung by one with inhuman strength."

A weapon of excellent craftsmanship, but strange design. The polearm seems to have the ideal shape lopping off arms, legs or heads. . .

-(100CP) - "Dragonrider Bow": "Longbow of the Dragonriders, who served the Old King of Want. The Dragonriders were the Old King's royal guard, and great strength was demanded of them. Merely drawing this bow calls for inhuman strength.

The worthy few who can master this bow, however, use it to devastating effect." Although it takes someone of great strength to draw and fire this bow, it's well worth it. With strong enough arrows, the bow can send them straight through an enemy's shield.

-(100CP) - "Millwood Greatbow": "Greatbow crafted with black oak and wielded by Millwood Knights. Only specialized great arrows can be fired from the bow. It is said that the Millwood Knights used these to face their sworn enemy, the Abyss Dragon."

Fueling the massive bow with the power of your soul and a simple prayer will infuse the next arrow shot with great power. When the arrow buries itself in the ground, the ground will rumble and shake before exploding in a shower of dirt and rock, blowing nearby enemies away.

-(100CP) - "Storyteller's Staff": "Staff of a heretic storyteller who shares tales of the Painted World to forlorn souls. The storytellers, too, are wretched beings with no place to go. Their bodies, souls, and even their staves are all tainted through and through."

Although it is a fine staff for casting Sorcery, it also has a secondary "very" notable ability. By feeding the parasites your spiritual energy, they'll expel a purple cloud of poison from the top of the staff.

This poison is unique as the absolute most lethal in these lands, highly dangerous for all manner of enemies from undead to drakes.

-(100CP) - "Court Sorcerer's Staff": Catalyst used by the court sorcerers of the Profaned Capital. The court sorcerers laid claim to the legacy of the renowned Big Hat Logan, going so far as to emulate him with copies of the staff he used"

Although looking simple and baring no real secondary abilities, this humble piece of timber is one of the most powerful Sorcery catalysts you can find in these lands.

-(100CP) - "Crystal Chime": "A sacred chime, once the possession of Gertrude, the Heavenly Daughter, and defiled by the scholars of the Grand Archives.

The power of crystals granted the scholars a degree of success. In this case, their work enabled this chime to be suitable for casting both miracles and sorceries."

As it says above, this is one of the rare tools in this world capable of acting as a catalyst for both Sorcery and Miracles, drawing on both Faith and Intelligence, and it's quite strong at its job.

The primary drawback of the bell is how weak "Dark Sorcery Spells" or "Dark Miracles" are with it, leaving those who practice these heretical disciplines looking elsewhere.

-(100CP) - "Canvas Talisman": "Medium for casting miracles of the Gods. Canvas talismans are austere items carried by heralds." Although simple, it's a very powerful tool for casting Miracles, and helps focus the mind to cast them without faltering, even while under attack.

-(200CP) - "Moonlight Greatsword": "Legendary dragon weapon associated with Seath the paledrake. Oceiros, the Consumed King, was infatuated with the search for moonlight, but in the end, it never revealed itself to him."

A sword infused with powerful magic that translates itself in every strike. Particularly strong slashes unleash crescent blades of magic. Stimulating the weapon with your soul can allow it to release powerful, crushing pulses of magic that can smash the enemy's guard or throw them off balance.

Beware of drawing on the power of the weapon without supplying it energy, as this can cause the weapon to degrade. Keep it repaired and in good condition, and you'll have a powerful sword by your side.

-(200CP) - "Corpse Control Bar": A bizarre, gnarled tool made up of three, dusty sticks nailed together. It resembles an uppercase H with the horizontal stick extending past the vertical ones. Although not as powerful as a Pyromancy Flame, the bar can be used as a medium for Dark Pyromancy.

Its true power lies in a very different ability though. The bar allows you to raise decayed corpses from the grave as loyal minions. Their newly animated movement and the steadily progressing rot usually leaves these minions as skeletons before too long.

Corpses raised in this manner have a bit of their old skills in combat, but are a shadow of their old selves. Although you can usually only target humanoid corpses with the control bar, there is one special type of minion you can create.

By dumping numerous corpses in a pile before targeting the lot of them with the Control Bar, you can raise a "Corpse Ball" or "Skeleton Ball".

Skeleton Balls resemble a boulder made out of the compacted bodies of the ones used, and have the power to autonomously roll around and crush anyone who gets in their way. They can even grab anyone who gets close, yanking them underneath the crushing ball.

-(200CP) - "Profane Coffers": This provides three seemingly normal strongboxes overflowing with treasure. Gold, silver, jewels, the stash has great monetary value, yet it is stained in blood and sin. The treasure in these coffers have two distinct abilities.

When the treasure is donated, offered freely or otherwise given away in a charitable manner, the one who gave it away will experience good luck that fades over time.

The greater the show of charity, the longer this luck will last. Those overcome with greed or avarice have another thing coming however.

The treasure carries a curse that will feed on the sinful behavior of hoarding or stealing the stealing the treasure for personal gain.

Simply keeping it will not trigger the curse, but keeping it to one's self when it would knowingly be far more helpful in someone else's hands would.

Stealing even a coin of it from someone who needs it would. If the person with a piece of the treasure in their possession does not repent for their harmful actions, the curse will trigger.

Fire from the sky, visible only to the one overcome with greed, will burn them black, leaving their surroundings untouched.

The greedier one's actions are, the stronger the flame and the quicker it will come. As a rule of thumb, the more treasure in the equation, the stronger the resulting effect, though there are exceptions.

If one of your coffers ends up completely depleted, you will find it full again at the beginning of the next jump.

-(200CP+) - "Fashionsouls": There are simply too many armor pieces in these lands to count, many wanderers seem to love them for their aesthetics as much as, if not more than, the protection they offer. For people like those, this option is presented.

By purchasing this, you may select and obtain any four armor pieces in the game, one for each of the armor slots, Helmets, Gauntlets, Torso Armor and Legwear. These armor pieces do not have to be part of the same set, and they don't even necessarily need to match.

For an additional 100CP, you may select another four armor pieces, one for each of the armor slots. You may continue to make additional purchases of four pieces of armor for 100CP each as many times as you wish. You may not purchase armor pieces from sets mentioned in other parts of the Item Section.

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-----**(Companions)**-----

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-----**(Imports)**-----

-(100CP) - "Single Import": You may import a single companion of your choosing, granting them a free origin in this world and 800CP to spend on whatever perks they want.

They receive the same discounts and freebies you get, but cannot spend their points on items. Can be purchased multiple times.

-(300CP) - "Friendly Phantoms": Purchasing this allows you to import three companions with all the benefits of the above import.

Additionally any companion imported using "Friendly Phantoms" gets a special aura of light that coats their body like a second skin, and can be toggled on and off. The aura evokes certain feelings in onlookers depending on its color, which is selected on purchase.

Each companion may choose from a "white aura of relief", "red aura of frailty", "light blue aura of safety", "dark blue aura of fear", "gold aura of jolly cooperation", "purple aura of confusion" and "red tinted blue aura of doubt".

-----**(OC Companions)**-----

-(200CP) - "Displaced Abyss Watcher": Time is inconsistent in these churning lands, and sometimes wanderers find themselves displaced.

This undead was once a member of the Abyss Watchers who was dropped off in this time before the group cast themselves into the First Flame and became Lords of Cinder.

Although he is not a lord, lacking a connection to flame, the Wolf's Blood still flows through him. He's highly resistant to the persuasion of the Abyss, wears the signature garb of the Abyss Watchers and wields the standard knife and greatsword common among its members.

His loyalty to those he deems his comrades is unquestionable, and his skills in combat are much the same.

-(200CP) - "Giant Slave": A member of a race of great beings far larger and far stronger than humans. They were once allies of the gods, but many of the giants in these lands have been enslaved by the Pontiff Sulyvahn, as well as the Aldritch Faithful.

The larger they are, the stupider they tend to be, though fortunately this giant is one of the smaller, smarter ones and can actually hold a conversation. Whether you choose to exploit the giant's broken will and command it as a servant, or treat it as a friend, it will stay loyal either way.

Although excellent for manual labor and capable in combat using only their strength, Giants also have incredible eyesight and a legacy of being great archers. Time, training, encouragement and large enough equipment can see this one reach similar heights of skill.

-(200CP) - "Hollow Horde": Hollowed humans are a sorry sort, looking like desiccated corpses that can walk. They're completely mad, either repeating actions common from when they were alive or attacking whatever is nearby with random implements nearby, usually sticks.

For some reason, around forty or so of these mindless, shambling individuals have decided to follow you around.

Garbed in tattered rags, armed with random pieces of lumber, heads flopping as they run with a gait like their pants are a bit tight, the horde obeys any command simple enough for them to understand.

While they're definitely lacking in personality, and intelligence, and strength, they're fantastic as mobile distractions and meat shields, fearless ones at that. You can send them to fight anything and they'll happily give it their all. They're remarkably resilient as well, taking a great deal to put down.

When not doing anything, they usually start slowly beating their head against a nearby wall, find a place to sit down (usually a corner) or pace around the area aimlessly.

While usually passive unless ordered to attack, they will defend themselves and come to each other's. They count as a group companion, with perks divided evenly amongst them.

-----**(Canon Companions)**-----

While this allows you to take the bellow as companions, you must attempt to establish some kind of working relationship.

If you make them your enemy, they may refuse to come along entirely. That said, paying the price to take them along helps your chances.

-(100CP) - "Siegward of Catarina": Siegward, of the knights of Catarina! Siegward is a jovial, proud fellow who likes to take things slow and think things through. That said, he isn't the most clever of sorts. While he's quite skilled in combat, he tends to get himself stuck in a variety of sticky situations.

He travels these lands in armor resembling an onion with singular purpose, to carry out a promise to an old friend, Yhorm the Giant. This promise will see him journey deep beneath the ground, to the Profane Capital, where he must face his old friend in combat.

Help him survive his quest, and he'll likely be more than happy to join you on yours. Outside of combat and raising spirits, Siegward is an excellent cook.

During his many years of adventuring as an undead, he's found out how to brew estus soup and a type of alcohol ("Siegbrau") that even works on undead like him.

-(100CP) - "Company Captain Yorshka": Yorshka is the younger sister of Dark Sun Gwyndolin, son of Gwyn. After her brother fell ill, Sulyvahn wrongly proclaimed himself Pontiff and had them imprisoned, Gwyndolin within Anor Londo's cathedral and Yorshka within a tower.

Yorshka acts as the leader of the Darkmoon Blades in her brother's absence from her place in this tower, a hollow title as the covenant has long since lost its last knight. To the one who visits her in her tower, and aligns themselves with the Darkmoon Blades, she will surely be most grateful.

Yorshka is a naive girl, behaving as curious young lady who knows little about the world around her, despite the responsibility she weighs herself with.

She is a god, though clearly different in some way. Rescue her from her imprisonment, and she will likely join your adventures, no longer having any ties to keep her here. . .

-(100CP) - "Anri of Astora": Anri is an enigmatic individual, whose existence and fate do not seem set in stone. Upon spending your points here, determine whether "this" Anri is a boy or a girl. Anri of Astora is an unkindled lordseeker, and a hollow. They travel these lands with their friend Horace in pursuit of Aldritch, a Lord of Cinder.

Their adventure will be met with tragedy no matter which route you help them along, for their close friend Horace will completely hollow and go mad, killing Anri unless he is killed first.

The loss of their friend will be a deep blow, plummeting Anri into despair. Become the new person to support Anri, or they will surely go mad themselves.

Anri is a softspoken, gentle individual with a past that has scarred them emotionally, likely relating to Aldritch in some way as they are resolved to slay the Lord. As a member of the Blue Sentinels, it is likely they also felt responsible for protecting the weak, a just individual indeed, if one with fragile will.

-(200CP) - "Karla": Karla is a self-described monstrosity, as well as a "wretched child of the abyss". Karla is locked deep within the bowels of Irithyll's dungeon, accepting her fate. Should you offer her a way out, she will humbly accept you as her savior and offer you her gratitude and company.

Karla has a self-loathing a mile wide, though that isn't to say she's meek, in fact she can be quite bold, and often likes to playfully taunt those around her.

Although the witch cannot fight, her knowledge of the dark is truly expansive. She has the power to teach you all manner of dark Miracles, Pyromancy and Sorcery if only she had the proper reference material.

Karla will offer her knowledge if you desire it, content to take you as a student or continue to sit around if you decline her offer.

Even if you do not wish to learn dark spells, her knowledge of human darkness can be informative all the same. Despite her taunts, she has a softer side to her, for the one who saved her from her dark fate.

-(200CP) - "Andre of Astora": Andre, humble smith of Firelink Shrine. He has worked in this place for time immemorial, always dedicated to his craft and helping his fellow man preserve the flame.

He's a kind man, willing to teach others about how he can help and what he knows of the world around him. Though he is a smith, the extent of his skills do not end at simple metallurgy.

He's capable of improving your equipment, repairing something as complex and fragile as an estus flask with naught but a hammer and a few coals or infusing your equipment with the power of various magical gems.

He needs certain tools for certain tasks however, and some are not currently in his possession.

Although he may stubbornly refuse to leave his place in the shrine, if you can somehow convince him to come with you on your adventures, you will never find another man more dedicated to the forge.

He may serve, but he is no slave, he will not work for those who cross him. Even death does little to frighten him, so be careful not to draw his ire.

-(200CP) - "The Fire Keeper": A kind woman with an enigmatic past whose purpose is tending to flame. She resides in Firelink Shrine, awaiting a champion of ash who will return the five lords to their thrones, and restore the First Flame that brings light to the world.

Whether she chose this fate, or it was placed upon her, she is now part of the cycle and granted great responsibility.

Deprived of light as all Fire Keepers are, if you find a way to restore her sight, something forbidden for Fire Keepers, she will be able to help with a great betrayal.

A break from the cycle, the end of the Age of Fire. The Fire Keeper is a vessel for darkness, yet also has the ability to influence the embers and flames of this world.

Her body can act as the host of sovereignless souls, allowing them to take shelter in the darkness, far away from flame.

From there, she can guide them to a new vessel to empower it, though it's a process which takes numerous souls before results become visible. When her duty is complete, she will be receptive to finding new purpose.

-(300CP) - "Dancer of the Boreal Valley": She was once the distant daughter of the formal royal family. When Sulyvahn came to power however, she was ordered to serve as a dancer, and then as an outrider knight, the equivalent to an exile.

He bestowed upon her armor of an Irithyll Knight, a pair of cursed rings and a pair of swords like his own. One is imbued with dark magic, while the other holds the power of profane fire. The only item kept from her former existence is an ethereal veil.

Once a god, the curse of the paired rings slowly transformed the Dancer into a giant in size, and a beast in mind.

Little of her old self remains, and she now hides within Lothric, waiting to obstruct the advance of the Unkindled Ones, an order from the Pontiff she still hangs onto on some deeper level.

For you, she seems less inclined to attack, even listen somewhat, though it is far from obedience. Maybe there is a way to reverse the curse's hold on her mind in these lands, you'll just have to find it.

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-----**(Drawbacks)**-----

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You may gain a maximum of 800CP through drawbacks. Any further drawbacks taken will cease to grant any benefits.

-(+0) - "Phantoms of the Past": In addition to the normal summoning signs you may encounter, you'll occasionally find a summoning sign that will allow you to temporarily reunite with an old friend or ally.

They'll be around for a few hours or until the two of you vanquish a particularly notable or powerful foe. Their sign will move afterwards, preventing you from simply keeping them summoned.

Not all is so pleasant however, for you may clash with old enemies as well. They will invade the world as red phantoms from time to time attempting to kill you, and can only be banished through defeat or being killed.

-(+100CP) - "Pilgrim, Exile": You have been punished, cursed to carry the weight of a large stone chained to your back as a form of repentance. No matter how strong you may be, this stone will feel heavy and likely force you to hunch over just to walk straight.

The stone cannot be destroyed or removed, and neither can the chains keeping it there.

-(+100) - "Directionally Challenged": One could hardly blame you for getting lost from time to time on your journey, with the shifting landscape and numerous twists and turns. One could however blame you for taking this drawback, which completely ruins your sense of direction.

For the next ten years, unless someone is holding your hand and manually guiding you, you could get lost in a straight hallway. Getting where you need to go during your time here is going to be difficult to say the least.

-(+100) - "Aldritch Aesthetic": Taking this drawback causes you to appear much like many of Aldritch's followers. That is to say, you look like you stuffed yourself to death at an all you can eat buffet.

In simpler terms, your body looks like it's at an advanced stage of decay and you're obscenely fat to go along with it.

Other than impairing your ability to walk, your body (comparable to a bloated pig's corpse) doesn't hinder you much physically. You'll just have to deal with being obese and hideous for the next ten years.

-(+200) - "Poise Deficient": As if having some kind of inner ear infection, you have a serious problem with keeping your balance. Sure you can stand and walk normally most of the time, but even the weakest of enemies could send you stumbling backwards with a lovetap.

All enemies being able to knock you around and make you vulnerable is dangerous, but if you stop getting hit and start getting good, everything should work out, right?

-(+200) - "Lacking Sense": Many qualities are helpful for surviving in this land, but arguably the most important one is knowing how to think things through, foresight. This drawback throws that quality, to make logical predictions, right out the window.

Deciding to take cliff-side paths without looking around every corner, starting a fight with the aggressively straightforward approach and trusting your old friend Patches all probably sound just fine until you manage to refine your instincts to razor sharpness. The only question is if you'll live long enough to do so.

-(+200) - "Nibbling at your Flesh": You've been submerged in the abyss, and the experience has had lasting effects. First of all, you have had your sight stolen from you, leaving you in a world of darkness. Blindness can be debilitating at best for those formerly reliant on it, but there's more.

In addition to your newfound disability, you will find whenever you begin to rest, a subtle pain will slowly spread over your body. The sensation is like numerous small insects biting and tearing at your flesh, and will fade when you begin to move once more.

-(+300) - "Cyclical Decay": A vigilant observer of the world can notice a cycle to the events within. Taking this drawback forces you into a very twisted, unnatural form of one. At the end of each year, you will find you have returned to the start of the year, only things are different.

Things appear more ruined and decayed than when you last viewed them. Enemies seem more brutal and powerful, as well as aged and mad. Events will appear like warped versions of the originals, and everything will continue to grow this way each cycle until the end of the jump.

-(+300) - "Phantom Mess": Ordinarily you would see invading phantoms rarely, having some sort of warning when one began to enter your world. Now, phantoms are almost as common as normal thread, running about on the hunt for you or fighting each other to the death, constantly.

Death does not truly stop a phantom however, for it is only a proxy body for the true invaders. These true invaders, safe in their own worlds, will be able to use the experience of fighting and falling to you in battle to learn, adapt and, if you're not careful, overcome.

-(+300) - "Darkness": You will see no Unkindled or Lord of Cinder. You will not bear witness to the linking of the flame. By taking this drawback, you have been deposited in a very different place. A time, a world, where the flame has faded and all that remains is darkness.

For the next ten years, you will live in an "Age of Dark", joined by the abyssal creatures festering, rotting, waiting in the corrupting darkness. The darkness will slowly take root in your soul if you do not stay vigilant, having the potential to drive you mad, or worse.

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-----**(End Choices)**-----

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No matter what series of events may have played out, you survived this world for a decade and have earned the right to make a choice.

-Stay: You see a future for yourself in this world. Whether it's as a ruler or a wanderer, whether you wish to perpetuate the cycle here or use this place as your final resting place, you wish to stay. Time will unfreeze in past worlds and your journey will end upon picking this choice.

-Go Home: You have endured all that this world has to offer. Now, whether it has made you crestfallen or homesick, you wish to end your journey. You do not wish to stay here, you do not wish to brave new worlds, you have decided to finally go home by picking this option.

-Go On: You have endured, you have reaped your rewards, now you wish to continue your adventures somewhere new. This world was one of many yet explored, and by picking this option you shall travel somewhere new.

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-----**(Notes)**-----

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-1: When you've Hollowed quite a bit and have a Hollow Weapon in hand, you get a minor luck buff. Dark Sigil also gives a minor affinity for darkness based abilities.

The ones you can acquire through the Hollow Bible are an example. It wasn't an integral part of the perk though, and got left out of the description.

-2: Details on "Painted Worlds" here that couldn't go in the long, drawn out description. Time passes roughly two to four times more quickly inside the painting compared to outside. This fluctuates from painting to painting.

No need to fracture your soul before painting. Its essence, your spiritual energy, can be found in trace amounts in your blood. You just have to get some of your blood basically. I have no idea what happens if you have special blood or irregularities in your soul. It may do nothing, it may influence things to some degree, but it drifts into the realm of fanwank for the most part.

If the ashes of the old painting are used in the creation of the new painting, beings burned in the destruction of the old Painted World will be reincarnated in some way in the new one, becoming part of the cycle. Sapient life cannot be smuggled between worlds through the painting.

-3: The body alteration on "Outrider Knight" is a onetime thing allowing you to somewhat customize your body to resemble the eerie or bestial Outrider Knights present in the game. The equipment adapting part is a persisting passive that works no matter what form you take.

-4: When I'm saying stuff about "Stimulate it with your soul", "fuel it with the power of your soul" and things like that, I usually mean it requires spiritual energy in some way.

-5: In case you have any questions in the future or needed to know who the creator of the Jump is, I go by "NuBee".

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