

DARK SOULS RULES VARIANT

UNDEAD

The undead in Dark Souls are quite unlike the undead of other fantasy roleplaying settings. While the undead cannot truly die, they gradually undergo a process called Hollowing as they die again and again, which ultimately robs them of their mind and spirit. Generally, an undead will continue being lucid and will not hollow completely while it still holds a deep purpose or mission.

When you are reduced to 0 hit points, you die without making any death saving throws. You then return to a bonfire and become partially hollow. Your maximum hit points decrease by 10 each time you die, to a minimum of half your hit point maximum. Consuming a humanity restores your hit point maximum.

HUMANITY

A tiny black sprite found within living humans, humanity is an enigma to the residents of Dark Souls. It is certain, however, that all undead lack humanity, and find it fleeting. Consuming humanity reverses hollowing, but does not cure undeath; it merely postpones hollowing until the undead dies again. Powerful creatures, and sometimes the very lowliest, can be harvested for their humanity. It is said that humanity can be found in the deepest pit of the Abyss, but why it can be found in abundance there is a mystery.

BONFIRES

The lands of Dark Souls are lined with singular points of heatless flame, each marked with a coiled sword and a heap of undead bones. These bonfires link the world and provide moments of respite for countless undead. When you take a short or long rest at a bonfire, you regain all expended hit points and refill all your estus flasks. Estus flasks and bonfire healing replace Hit Dice; you cannot rest apart from at a bonfire or recover hit points by expending hit dice.

ESTUS FLASKS

The undead treasure these dull green flasks, which promise survival in a land dominated by death. Estus flasks provide swift healing, and are replenished at bonfires.

You have a number of estus flasks equal to half your level, rounded up. You can drink an estus flask as a bonus action, which restores hit points equal to $1d6 +$ your Constitution modifier. All empty estus flasks restore when you rest at a bonfire.

LETHALITY

Because of the more abundant healing, and because Dark Souls is renowned for its considerable difficulty, all enemies deal twice as much damage. Especially dangerous enemies, like those which drop humanity upon their deaths, deal three times as much damage.

