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## Dark souls timeline games

ARTORIAS as his four most trusted knights to wage war against dragons, creating miracles. IZALITH'S WITCH creates a fire spell. Creating and using TITANITE is the blacksmith deity and the sorceries of SEATHE, who steals the Primordial Crystal and swears allegiance to the newcomers. Many warriors were killed for every dragon brought down. 2. Complete destruction of dragons and most arched trees, except for distant related species and a handful of survivors, such as the stone dragon, who establishes the path of the dragon; NITO founded gravelord servants. The birth of neromance. 3. The age of the Ant is over, the age of fire begins. Furtive pygmy disappears. 4. Funeral of manus. 5. Founding LORDRAN, especially ANOR LONDO and IZALITH, followed by a number of other kingdoms, at the top of the former world. 6. The construction of the first flame, the depths and tombs of the giants; NITO is retreating to this area. 7. Founding of THE BLADES OF DARKMOON. 8. Birth of crossbred PRISCILLA (possible child of VELKA and Seathe), creation of the painted world of ariamis and his exile along with the CROW demons. 9. Disappearance/death of VELKA; GWYNDOLIN takes over DARKMOON'S BLADES. 10. Construction of SEN'S FORTRESS, Creation of Snake People, Creation / Slavery giants. The lowest parts of the depth become BLIGHTTOWN. 11. The founding of the new LONDO, the burg and parish, the construction of the bells of awakening; construction of catacombs on the tombs of giants. 12. Exile of GWYN's firstborn. The founding of the warriors of the sun. 13. The first flame begins to fade. 14. DARKROOT GARDEN AND POOL SHAPES; the founding of FOREST HUNTERS. 15. The Fall of the New LONDO. The founding of DARKWRAITHS. 16. The death of the blacksmith deity, the birth of TITANITE DEMONS. 17. WITCH OF IZALITH will try again the first flame, fail, become BED OF CHAOS; the birth of demons, the loss of fire with WITCHCRAFT, the birth of PYROMANCY from QUELANA. Human students have to leave LORDRAN driven into the great swamp. 18. The Fall of IZALITH. 19. QueELAG takes over a part of BLIGHTTOWN, begins to hunt people for humanity to heal its sister. THE ESTABLISHMENT OF SERVANTS OF CHAOS. 20. PINWHEEL attacks catacombs, steals the rite of kindling. 21. the ancient snakes. 22. Manus resurges in OOLACILE. 23. The Fall of OoLACILE. 24. The events of the DLC take place. 25. The outbreak of the curse. 26. Bishop Havel locked up in the Undead Burg. 27. Establishing the White Way. 28. Curse turns most LORDRAN people into Hollow; The human areas have been renamed Undead Burg and Parish, undead spread down to BLIGHTTOWN. 29. Seathe go crazy, Duke's Archives closed; young girls through LORDRAN. 30. Marriage to THE FLAME GOD FLANN and GWYNEVERE. 31. Many of the remaining gods and smaller deities escape LORDRAN as the Flame edd; Creating an illusion to maintain sunlight lordran and the princess's guard. 32. Creating bonfires to extend the life of the First Flame (insufficient). Different creatures charged with becoming firemen. 33. FIRELINK ALTAR AND SHRINE created. 34. GWYN connects the fire, he becomes lord of the Ashes; Creation of Black Knights. 35. THE MEG CREATION OF THE GENTLEMAN'S SHIP; the distribution of the prophecy. 36. THE CREATION OF LIVING DEAD ASYLUM. 37. Fall of BALDER and knight king of the undead curse. 38. The fall of BERENIKE. 39. The downfall of CARIM and its Earl, ARSTOR. 40. Circumventing the events of the first game. 41. Time paradox occurs when the Dark Age and the age of fire exist simultaneously; world doomed to a cycle of reincarnation of mr. soul, the kingdom, the undead curse and the prolongation of the first flame (the hell's gymnastics), while the Lords no longer rule the world, fell out of an unnamed race. 42. ABYSS becomes separate from reality, becomes the dark hassm of old; fragments of manus and creatures lost by darkness are scattered. NASHANDRA is the first to return to the world, followed by the species giants, who he is related to (potentially the reincarnation of ARCHTREES, as they turn into trees at death; or a hybrid of archtrees and LORDRAN giants who are now presumed to have been lost, or a tertiary hybrid in the dark.) 43. Lordvessel destroyed the 3 souls lords and fragments donated to Seathe and the four kings doomed to reincarnation. 44. Lordran is no longer a kingdom; new kingdoms are created through the different cycles of the curse, for countless years, for many millennia. 45. THE FALL OF VINHEIM, ASTORA, CATARINA, EASTERN LAND, FIVE FINGERS, GREAT SWAMP, THOROLUND. 46. The evolution of HELLKITE DRAKES into dragons (different from ancient dragons). 47. Ash Lake will be Things Betwixt, replacing the Crow and Asylum as the main entry for the Undead in the LORDRAN world. It becomes the calm of the firemen, who now become redundant. 48. Formation and charging of FENITO and MELFNITO by the Great Dead. 49. DEAD CRYPT created to keep the dead, the adjacent shrine was built in a root-covered cavity (NEW LONDO ruins flooded completely?) that worship the dead and Humanity. 50. Founding of LEYDIA. 51. Unknown party priests try to conquer Crypt, no, transformed into grave Wardens. 52. Unknown Party Imperious Knights tries to conquer Crypt and no. 53. Party LEYDIA PYROMANCERS tries to conquer Crypt and no, turning apostles and witches. 54. The fall of LEYDIA (NOTE: the parties referred to above may be part of the same kingdom/cycle/combined forces). 55. Mutant PYROMANCERS are making their way to NO-MAN'S WHARF, become DARK STALKERS (demons?); they live in deep caves. 56. Rise of heide, construction of tower of flame and cathedral blue, founding the road of blue and blue Sentinels. Some of the lords become old knights. 57. Heide crashes into the sea. 58. Somehow, Ornstein (damaged dark, his name forgotten) makes his way to the cathedral's blue ruins. 59. GYRM emerge, driven into exile by the people. 60. Unknown Undead (HARVAL?) casts themselves at a bonfire (links to the cycle?); respected as a saint. The tomb of the saints was built slightly above the remains of the catacombs and the tomb; decay is caused by the connection between the former BLIGHTTOWN and depths, now the channel over which gap is known as BLACK GULCH (part of IZALITH?). Rat King appears and then establishes the Rat King Alliance. 61. Deep pit built over the gutter/Grave/Gulch connecting surface. 62. Creating the sanctuary of winter, the long tunnel, portals dark divide of old, a tin of dark chasm. DARKLURKER appears (all this is potentially implemented in a winter kingdom, potentially obliterated by the Abyss, as only a few jet black memories remain, seemingly unaware of ancient snakes and dragons). 63. THE ESTABLISHMENT OF THE PILGRIMS OF DARKNESS. 64. Establishing the kingdoms of Alken and VENN over the LORDRAN/HEIDE ruins; although he shares a founder, he has diminished rivalry and malice. They're supposed to go to war with each other. 65. The fall of ALKEN and VENN. 66. Rise of OLAPHIS (location unknown, possibly over OOLACILE, definitely by LORDRAN). 67. Creating a LOST BASTILLE Kingdom, a Jailer (a lord? Undead prison guards are big enough). Create Ruin Sentinels. 68. STRAID PETRIFIED LOST BASTILLE. 69. The fall of OLAPHIS. 70. Unknown Kingdom (AKELARRE?) rises and then falls (possibly over Duke's Archives), creates shady trees and ruins; The spirits of the soldiers are still haunting the area. 71. SCORPION COUPLE, created by the Prince of the Past Cycle, lives in the shaded ruins. 72. LION CLAN appears, lives in shady ruins. Potentially worshipped by St. Elizabeth. This saint may be one buried in the Tomb of Saints. 73. An outbreak of a curse on the lands of THE LOST BASTILLE; He converted to an undead prison. Prison guards become undead. 74. VENDRICK defeats great old men in his cycle, establishes drangleic over LORDRAN/HEIDE/ALKEN&VENN/OLAPHIS (possibly AKELARRE) ALDIA; establishes the CARDINAL TOWER fortress complex, the KEEP and MAJULA complexes of ALDIA. Accept some gentlemen as royal knights under SYAN and one especially veldstadt, appointing his image as a throne watcher and protector, the dragon eggs taken from the Eagle's Nest of Dragonriders. It creates a powerful kingdom that lasts for centuries. ALDIA takes on many apprentices and begins its own experiments to study the undead curse and souls. He's going to war with LINDELT at some point in history. 75. ALDIA discovers the remnants of LORDVESSEL under THE MAJULA, launching further research into immortality, bonfires and the nature of the soul (the primary focus of his brother, who wants to tighten the cycle and avoid the curse of which he is very afraid and still exists (without new sacrifices) from the previous cycle by preventing his meeting on the throne of desire). 76. PHARROS establishes the pharros doors. Rat-Dogs is an ally within the RAT KING. 77. GYRM settle the doors. 78. Duke Tseldora establishes brightstone cove tseldora (above Crystal Caves). 79. Duke and ALDIA collaborate in the discovery of the Dragon Corpse in a vast cave deep beneath the city flooded with parasitic spiders; Duke's taking his study there, next to an ancient bonfire. Duke will be obsessed with strange spiders, ALDIA with dragons. 80. The founding of ALONNE (presumably above IZALITH), the creation of IRON KEEP around an ancient bonfire; Mining the harvest valley of undead people and lords as slaves ore and useful poison spore bugs, refined on earth KEEP. The heirs of the sun were formed above the ruins of the altar dedicated to the warriors of sunlight. 81. Volgen rises to the ruins of ASTORA, accepts the heirs of the day, and hires the Falconers to protect his interests. Melfia rises in the ruins vinheim; LINDELT rises to the ruins thorolund (LEYDIA?), adopts the ARCHDRAKE SECT, and begins the pilgrimage shrine AMANA to worship the MELFNITO (possibly going to war drangleic over possession of what they see as the holy land instead?). The founding of MIRRAH on the eastern mainland. 82. The demon of the song, discovered in the adjacent passage, the priestess of AMANA devotes lives to curbing it, so that her hypnotic song does not attract any more victims. 83. TSELDORA converts FREJA into a tramp ruin; outbreak of parasitic spiders kills most brightstone COVE. Mining over the city remains operational, although guarded by a contingent of soldiers. 84. The founding of AUROUS JUGO (CARIM/BALDER?), the founding of VARANGIA, the founding of LANAFIR (zena?), the founding of FOROSSA (on BERENIKE?). 85. The emergence of NASHANDRA; He kills King, convinces him to steal something from the Giants. It seems that the human/a lord is due to the king's lack of Giant's Kinship, which reveals its true form. 86. King returns from overseas with the ability to create sems that he uses to create the castle and includes structures for the Kingdom and King passage, as well as stone soldiers and horse-headed statues. 87. The subject of debate is his brother's method of research (he avoids the use of the undead, he is potentially horrified by what his brother created, while ALDIA is strongly distrustful of the new queen). Limiting him to Keep, he continues his experiments, becoming lord-like, to the veganism of the ancient Lord of Sunlight (hiding his own soul and old armor deep in the sanctuary, you can only open yourself up as a man). He accumulates thousands of souls to compensate, continues his research. 88. Giants pass through the sea of retribution, at war with DRANGLEIC for many generations. 89. ALDIA discovers an eternal Dragon skeleton deep in the Eagle's Nest, and takes Ashen Mist Heart from it, establishes ARCHDRAKE sect, dragon remains and DRAGON SHRINE surrounded by petrified dragon eggs, obsessed with recreating dragons (Beginning of Dragon Acolytes) from the equally lifeless undead. It creates looking glasses (links to other worlds), revives and imprisons NAVLAAN (to learn resurrection magic), research basilisks, leprechauns and ogres (one surviving in the Age of Ancients throughout cycles and others indigenous to things betwixt), to spore mistakes (unnatural growth), and manipulate souls. 90. Imprison an aerie dragon (he no longer holds a real dragon) to research how to recreate the real ancient dragons. He creates the Primal Knights, Mutant Dogs, Ant Queen and Enhanced Undead over various investigations, using his guards/dogs/undead victims until they are used up. Ant Queen and most mutant dogs thrown gutter, Primal Knights lost, and some Enhanced Undead manage to escape, but rounded up and put on the Sinful Rise. 91. ALDIA ventures into TSELDORA, enters the memories of the Ancient Dragon, learns how to recreate an ancient dragon. He takes on lords as Drakekeepers. 92. The ALDIA acolytes use the captured corpses of giants to create a Giant Soul; Aldia moves to Dragon Sanctuary, becomes an ancient dragon of the soul. 93. ALDIA DECRYPTING SHANALOTTE is a dragon egg as a way to prevent the next undead epidemic, but fails. Nevertheless, he proved that (souls? is humanity?) can be used to change himself. 94. VENDRICK goes TO KEEP acquiring dragon eggs from the Eagle's Nest to rebuild the DRAGONRIDERS; discovers Looking Glasses, and research Primal Knights. Recreate the Primal Knights and create the Looking Glass Knight. Attempts to hatch new dragons in Castle are not despite plating the treasury of gold and fill in gold and jewelry (is it possible that dragons just hatch near TITANITE; high concentrations of crystal lizards in the eagle's nest, possibly scavengers/food baby dragons?). One of the remaining three DRAGONRiders ventures into HEIDE. 95. The events of memories play out. A ruined in the war and swept away by the curse. Cardinal Tower will be a fortress A FOREST OF FALLEN GIANTS. The giants the king has recovered have made more beklems. 96. The vengeance of the giants comes into the kingdom; Only two were lost deep beneath the Black Gulch. 97. Lost Bastille rediscovered the next giant falcon began nesting in the ruins of the forest. Some Of the Ruin Sentinels taken to guard the castle, the pursuer created ALONNE based on them, the sole purpose of hunting down and abolishing the undead (possible contact with Falconers; attack the PC as soon as they started NG+, Pursuer carried around a giant hawk and fought twice, potentially the first boss). 98. Old IRON KING/VENDRICK captures the crew of VARANGIANS, soldiers force them to do hard work no-man's Wharf. The Dark Stalkers are raiding the area, some survivors have made hollow. Area recovered a large lantern installed, and the VARANGIAN ship enchanted ferry Undead to the Lost Bastille with the prisoners. It's lost when the kingdom finally collapses, or when the Bastille is overrun. 99. Lost Sinner (presumably Princess Alonne) tries to ignite the first flame, fails, banished the guilty rise of a contingent of royal swordsmen; construction of Belfries of Iron Keep and Bastille that she can communicate with her distant lover (The King? A prince?). BELL KEEPER's was founded, maintained by an unknown species of small creatures dedicated to the lovers. 100. Old IRON King dedicates Huntsman's COPSE to undead hunts; Artificial Undead and torturers created to drive undead hollow, followed by total death; captured undead sent to Undead Purgatory to be constantly killed until he was completely abolished by the executor (unsuccessful). AIONNE's presiding masters will become undead, skeletal lords. 101. Establishment of the BROTHERHOOD OF BLOOD in Purgatory. 102. Mytha go crazy with the Iron King ignorance, banished from earth to keep. He creates manikins and grave wardens and desert witches as his servants. COVETOUS DEMON forms from her admirer. 103. Magma eruption swallows the IRON KEEP; Smelter demon kills the old iron king, changes his soul into a demon. 104. The Fall of AIONNE. 105. Duke and survivors in Brightstone Bay turn hollow. 106. Cavities forced into trench forests and gutters; was Latvian Goblins. 107. CHANCELLOR WELLAGER becomes a ghost, almost all DRANGLEIC undead; the king recognizes his queen's tricks as an attempt to stop him from winning the throne of desire until the curse breaks out once more, thus avoiding the new cycle; He flees with royal knights and other soldiers, but remains his queen. His posts on Looking Glass Knight kill anyone who follows and takes the King's Ring with him as the only way to open the door to the throne (as well as access to the Giant Kinship, which somehow prevents NASHANDRA from bypassing the door). It reaches the Undead Crypt and isolates itself where the strong The Dark eventually turns him hollow and makes the Aegis, and the other guards, injured in the dark and/or become undead. 108. The events of the second game play. Out, out, out, out,

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