

# Trial of Champions

The Trial of Champions (□□□□) is a Location in Dark Souls. It is accessible via Oolacile Township.

## Information

The **Trial of Champions** is an online-exclusive PvP arena introduced in the *Artorias of the Abyss* DLC. This area offers structured competitive battles across various formats, allowing players to test their mettle against others. The arena is conveniently located near the **Oolacile Township Bonfire**, just past the area where **Knight Artorias** is defeated. Players can participate in battles ranging from one-on-one duels to chaotic free-for-all.

## Rules

### Arena Options

- **Stages:**
  - **Arena:** A circular platform.
  - **Ruins:** An open area with cover for strategic battles.
- **Matchmaking:**
  - Level 1-50
  - Level 51-100
  - Level 101-200
  - Level 200+
- **Modes:**
  - **Duels:** One-on-one combat lasting 3 minutes.
  - **Co-op Battles:** Two-on-two team matches lasting 6 minutes.
  - **Free-for-Alls:** Four players battling for dominance over 6 minutes.

### Starting a Match

- Enter the **holding room** to the right after exiting **Knight Artorias's arena** toward **Oolacile Township**.
- Interact with the **blue bonfire** in the holding room to select a stage and match type.
- Once transferred, wait behind a **mechanical gate** until the match begins. Standing in front of the gate designates you as the host.

### Victory Conditions

- **Crown System:**

- A **large crown** indicates the player with the most takedowns when the timer ends.
- A **small crown** is awarded in case of a tie.
- **Scoring:**
  - **Duels:** Only personal takedowns count.
  - **Co-op Battles:** Takedowns are shared among team members.
  - **Free-for-Alls:** Takedowns of any player add points for everyone except the fallen.

## Key Rules

- Matches are timed (3 minutes for duels, 6 minutes for team battles and free-for-all).
- Falling behind in kills results in no loss of streak; only defeat resets a winning streak.
- Returning to the holding room or quitting the game resets the streak to zero.
- Special recovery and durability items like **Repair Powder** or **Repair spells** are essential to sustain longer matches.

## Restricted Items

Certain items are not usable in the Trial of Champions:

- **Healing Items:**
  - Estus Flask
  - Humanity
  - Twin Humanity
  - Goddess's Blessing
  - Elizabeth's Mushroom
- **Online Tools:**
  - All multiplayer interaction items.

## Mechanics

- **Safe Period:** Players cannot take damage immediately after dropping from the mechanical gate at the start of a match.
- **Ring Indicators:** A red ring floating above a gate signifies a player is waiting behind it, reducing matchmaking priority for that gate.
- **Persistence:** Buffs, such as weapon enchantments, persist even after being defeated.
- **Death Reset:** Losing does not turn the player hollow in the Trial of Champions, ensuring players remain in human form throughout matches.

## Items

- **Purple Coward's Crystal:**
  - Usage: Allows the player to leave the match and return to their world.
  - Availability: Always provided when participating in the Trial of Champions.

# Notes

- Players should strategically use **Repair Powder** and durability-restoring spells to maintain weapon and armor effectiveness during extended sessions.
- The **purple crystal**, obtainable in the arena, allows players to leave matches early without penalty.

# Trivia

- Rankings displayed on the **Heroic Monument** in the holding room reflect the most recent performance of a character. Switching characters does not update the displayed record.
- The arena offers a unique opportunity for strategic and thematic PvP battles, with players able to use a wide variety of builds and equipment setups.
- Although healing items are restricted, players can prepare for long battles using **Repair Powder**, spell buffs, or other means to maintain their edge.

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