历时1个多月完成的黑魂mod，黑魂文明与其领袖防火女。希望大家喜欢。

基本上本Mod的设定是基于魂1的，但是因为魂1的资料有限因此也混入了一些魂3的内容(比如领袖图标)

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[h1]文明特性：薪火之承[/h1]

无法训练任何军事单位，相对的你会拥有6个不死人单位。城市防御和远程战斗力会随着科技进程提高。

[b]\*\*\*请注意：远程不死人初始射程为0，在装备远程武器之前无法攻击\*\*\*[/b]

[h1]领袖特性：篝火守护者[/h1]

城市没有厌战情绪。可以通过信仰购买仅作用于不死人的专属装备。

[b][u]王器: [/u][/b]游戏开局可直接解锁快速部署与现代航空。

[h1]特殊城区：传火祭祀场[/h1]

黑魂文明的特殊城区，替代圣地。拥有所有普通城区的相邻加成。额外的国内商路产出。

独特城区计划 "防火女的灵魂"以及其他特殊计划

[h1]特殊单位：不死人[/h1]

被选中的不死人，黑魂文明的特殊单位，分为近战和远程两种。拥有特殊晋升树。

[b][u]元素瓶: [/u][/b]休息时能额外回复5HP，可以通过防火女的灵魂增加回复量(区域计划)。

[b][u]不死人: [/u][/b]死亡后将于首都重生。

[b][u]魂: [/u][/b]消灭敌方军事单位时获得等同于其50%战斗力的信仰。

[b][u]装备: [/u][/b]可以通过装备不同的物品提高自身能力，护送的单位享受与不死人相同的移动力。

\*\*\*请注意：远程不死人初始射程为0，在装备远程武器之前无法攻击\*\*\*

[h1]特殊单位：宝箱怪[/h1]

替代侦察兵。可用来运输装备。为1格以内的武器和装备提供1移动力

由于数量太多，各种武器和防具的效果还于游戏内查看。

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最后要重点感谢一同制作该mod的V大和SA。

V大为本mod的城区以及单位制作了精美的模型，SA为mod提供了精美的立绘和图标。

顺便贴一下两位大佬的mod链接：[url=http://steamcommunity.com/sharedfiles/filedetails/?id=969224970] V大 [/url] [url=http://steamcommunity.com/sharedfiles/filedetails/?id=959093223] SA [/url]

还有帮助设定和测试的群内众大佬们。

mod制作群：635450108 感兴趣的朋友可以加入互相学习

[url=http://steamcommunity.com/sharedfiles/filedetails/?id=957271150] 群内大佬们的mod合集 [/url]

The Dark Souls Civilization with its Leader Firekeeper. Finally, it completed after a few month work. I hope you guys like it.

Basically the background setting is based on Dark Souls 1, BUT because the data for DS 1 is too little so this MOD also have some content from Dark Soul 3 (like the FireKeeper image). Please understand it.

This MOD maybe still have some bugs if you find it please let me know I will try my best to solve it.

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[h1][u]Civilization Trait: Heirs of Cinder[/u][/h1]

Can not build any military unit, instead you will always own 6 Undead Units. City's Defense and Ranged Strength will increase with you Technology.

[b]\*\*\*PLEASE NOTICE THAT RANGE UNDEAD UNIT CAN NOT ATTACK UNTILL EQUIPPED WITH RANGE WEAPON\*\*\*[/b]

[h1][u]Leader Trait: The Guardian Of Bonfire[/u][/h1]

Cities do not incur war weariness. Can purchase Undead's Exclusive Equipments by Faith (Equipments only works on Undead Units).

Lordvessel: Civic Rapid Deployment and Tech Advance Flight will unlocked at the beginning of game.

[h1][u]Unique Distrait: Firelink Shrine[/u][/h1]

Replace Holy Site. Enjoy ALL the Adjacent Bonuses of other normal districts. Extra Domestic Trade Route bonuses.

Unique District Project "Firekeepers Soul" and other Special Project…

[h1][u]Unique Unit: Undead[/u][/h1]

the chosen undeads, unique to Dark Souls, have both melee and ranged types. Both of them has special promotions.

[b][u]Estus Flask[/u][/b]: Provides 5 extra HP healing, can be upgraded by Fire Keeper's Soul (Distrit Project).

[b][u]Soul[/u][/b]: When defeating an enemy unit, gain Faith equal to 50% that unit's base Combat Strength.

[b][u]Undead[/u][/b]: Will resurrect at player's capital city on the next turn once they get killed.

[b][u]Equipment[/u][/b]: Can be strengthened by Equipments and escorted units will enjoy the same Movement speed with Undead.

[h1][u]Unique Unit: Mimic[/u][/h1]

Replace Scout. Using for transport equipments and Weapons. Provides I movement to Weapons and Equipments within 1 tire.

Because there are bunch of weapons and equipments, so please see the detail in the game.

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Thanks for furion1986’s beautiful models and Sakemy for adding all the pictures in game.

And everyone who has helped me for this MOD.

Here is the link to [url=http://steamcommunity.com/sharedfiles/filedetails/?id=969224970] furion1986 [/url] and [url=http://steamcommunity.com/sharedfiles/filedetails/?id=959093223] Sakemy's [/url] mod