



Karenvania
Jumpchain by Cthulhu Fartagn

The Story Thus Far

You know the story of Dracula and the Belmonts. With the Lord of Shadows ever returning, and the vampire killers ever standing in his way. Eventually, a true and final death will await him, a grand battle held just prior to the turn of the millennium. But this is not that story. Nor, it seems, is it a story in which the Belmont will even be appearing. Not even one of their many offshoots or side families. No, instead the investigation of the unusual activity in Castlevania will be held by a young elven girl by the name of Karen.

Fortunately, it is years too early for the various seals that hold Dracula's spirit down to be anywhere near breaking, and so it is likely that yet another arrogant fool is seeking to usurp both his castle and his throne. I doubt they will be successful. Still, the villain this time around is Saori, a true succubus of a woman - whether she actually is one I don't know, but she certainly acts and looks the part. In her hands lies a mysterious black gemstone, one with the potential to "doom the entire world". As for what it actually does... Alas, I cannot say. Still, Saori herself used to be an ally to our new heroine - some sort of corruptive effect might be the answer?

Still, all of this tells us nothing of your own place in the world. Are you a wanderer suddenly called to heroics like our new elven friend? Perhaps you are a resident of the castle - either one who served the king in the past, or someone else seeking to take it over. Or maybe you are neither, an actual Belmont, come to see what all the fuss is about?

Ten years ought to be more than enough time to answer those questions, and to attend to any other business you might have in this world. Now, go. And, since it is such a horrible night, perhaps you should take these?

+1000 cp

Origins

Drop In

Ah. It was a joke before, when I suggested that perhaps you were truly a Belmont, but it seems you have at least some relation to them. Of course, as someone with a connection to that famous family, it falls to you to investigate Castlevania and to do something about the return of the dark lord - if he is returning at all. Wouldn't it be great if he wasn't?

Adventurer

Not a Belmont, not a vampire, not even vaguely related to the normal order of things. And yet, you have some reason to find yourself drawn into the castle of the night. Perhaps one of your allies from the past has gone mad with dark power and needs a good smack upside the head in order to see the light? Good luck with that...

Monster

Castlevania has seen many lords, some vampires and some not. But none are so famous or so difficult to kill as the king of the night, Dracula Vlad Tepes. In the past, he was your lord and master. Now, you merely live in the ruins of his once mighty castle. Or, perhaps, you seek to claim it for yourself? A difficult task at the best of times, but perhaps you have what it takes?

You may choose to be any kind of monster you wish, though boss monsters or anything particularly unfair to fight against are not allowed.

Age and Gender

In a world populated equally by humans and immortal monsters, age is irrelevant. You may freely swap your gender to female, or remain the same as your last jump.

Discount Rules

100 cp perks and items are free when discounted, the remainder discount to half off.

Perks

Drop In

100 cp - The Eclipse Is Not Yet Due

Solar eclipses are some of the Belmont families favorite and least favorite things. They can be used to seal away Castlevania for decades at a time, but every time one comes around it represents a chance for him to break free, to be resurrected, or for some vampire to otherwise make a nuisance of themselves. How fortunate then, that you have such things memorized. The next eclipse, the phases of the moon, the exact moment spring will give way to autumn - all of the 'important' dates and times when magic might be on the rise or otherwise be magically significant. Information can be a weapon, and knowing how long you have until your foe breaks free can be a great boon to prepare a warrior or counter with.

200 cp - Such Foolish Tactics

The Belmont clan is one that specializes in killing monsters in general, and vampires in particular. Some of them wear armor, some of them have magically fortified bodies, some of them are armor. But you will cut them down all the same. That much should be obvious, but what you may not have noticed is the complete lack of armor at the current moment. In fact, quite a lot of the monsters in Castlevania right now seem oddly human, oddly female, and oddly naked. Something you are more than willing to take advantage of. This allows your attacks to deal more damage the more scandalous your foe is. Perhaps that chainmail bikini was enchanted - under your blows, it blocks what it ought, very little.

400 cp - Alchemy Of A Kind

Alchemy is what made the Vampire Killer. Alchemy is what made Dracula so hard to kill. And now, alchemy will make you a new weapon and some armor. By taking simple weaponry and combining them with scraps of flesh, scale, horn, shards of armor, anything you can take from your defeated foes, you can upgrade your own weapons and armor - or even create a new one wholesale with enough material. Sadly this will only be as good as what you can find - a poorly made weapon combined with a trash mob will only be middling, and a fine steel blade with a more difficult foe will only push it into high quality. The finest weapons and toughest monsters in the castle would not even be able to make a weapon half as good as the Vampire Killer. Still, there's no reason to scoff at having choice in your arms, or at having spare things to sell off for more useful items.

600 cp - Initiate Hyper Violence

Are you sure that you are not a Belmont? You seem to be killing your monstrous foes just as fast as they would spawn, if not faster. Every weapon in your hands you seem to be wielding as if you had a year or two of training with it, and that's not even counting what you can do with a whip. You're even striking as though you had already fought all these monsters before, trained against them your whole life - did you find a book on them and memorize their weaknesses or something? The Belmont would keep such records, but that doesn't explain how you got your hands on it. Combined with the utterly ridiculous movements you make as you pass through the castle at breakneck speed and it becomes incredibly hard to not think that you'd been here before or something similar. With how often this place changes, it shouldn't be possible for you to do something like that, but here you are.

Adventurer

100 cp - Whip It Real Good

While there is no practical reason for it, the weapon of choice to fight monsters - or more specifically, vampires - has become the whip. The Belmonts influence upon history, no doubt. While your skills fall far short of their own, you do know how to hold your ground in a fight using one. More importantly, you're also familiar with a few... noncombat uses of the whip. Pulling arms and armor off your foes, tying them up and leaving them at your mercy... I believe Japan calls this shibari? Still, if you're inclined to tie someone down and have your way with them, well, there's an entire castle full of acceptable targets in your immediate future. Just be careful they aren't strong enough to break your weapon, yeah?

200 cp - Hunted In Equal Measure

Congratulations, fearsome adventurer, just as you hunt the monsters in the dark, so too do they hunt you. Perhaps at the orders of a higher power, but perhaps it is simply that your beauty - and yes, you are a beauty, on par with a lesser succubus at least - draws them to you and makes them want to make use of you? Yes, make use of you. They want to sleep with you. This works on monsters in general, and female monsters best of all. It even works on normal women, making all their various displays of dominance just as much a flirtation as a threat. With a broken weapon and at their mercy, you can expect them to extract a dozen orgasms from you before even trying to kill you.

400 cp - Scavenged And Gifted Gear

Mortal hands are always innovating, always creating, but I think you'll find that even a touch of magic in the process creates a vastly superior product. It should come as no surprise then, that short of the Vampire Killer itself, the best weapons you will find to fight vampires will be found in Castlevania itself. Normal fighters would slay a monster and make something from its corpse. You, on the other hand, sleep with them. Preferably you also dominate them in at least some manner, or perhaps even seduce them. As a payment of sorts, your conquests will scrounge up weapons and armor that past adventurers and hunters wielded. As ever, the better your performance and the stronger the monster, the greater your reward. Losing might mean rags if anything, but victory will almost always grant you something worthwhile.

600 cp - Unleash Your Inner Monster

If you were anyone else I'd call this a mistake of epic proportions, but because you're you it seems to have turned out well enough. For some reason, you seem to have ended up sharing bodyspace with part of a monster. Maybe you accidentally misaimed a summoning spell and it ended up inside of you instead of beside you, or maybe you accidentally drank a slime. The end result is that you now have a small selection of powers based on one of the monsters of Castlevania at your beck and call. I'll leave the details of what exactly you have inside of you and how it manifests to you, there's more than a few options for how it could have happened and what it could be. The good news is that your flub doesn't require you to share brainspace with it, the monster's mind doesn't seem to have come with it and so you are in complete control. If I absolutely had to, I'd recommend quaffing down a slime. The ensuing tentacle sex is likely to be incredibly kinky.

Monster

100 cp - The Manner Of The New Mistress

With a Succubus in charge of the castle for the time being, the first thing that should come to your mind is your new form. A fragment of her lascivious power trickling down into the castle's brickwork, and into those that live inside of it. Some monsters, such as the undoubtably masculine ones, cannot be saved, but the rest - such as you - will find themselves taking on a much more feminine form. Mortal women are put to shame by even the ugliest of the newly made monsters, and anything short of the most skilled of whores would be unable to resist or replicate what you can now do to a man's body - or, preferably, to a womans.

200 cp - In The Presence Of Evil

It is one thing entirely to know that the being in front of you is your enemy, and to try to cut them down. It is another entirely to feel their beautiful hand in your mind, dragging you closer, your clothes off, and into their tender mercies. Maybe it's simply the charming magics of a succubus, or maybe it's true - if limited - psychic powers granted to you by your level of power, your right to dominate the minds of mortal men and women. Either way, it's trivially easy to defeat the hunters who would kill you when they literally cannot think of attacking you. Just be warned, this is by no means an absolute defense. Someone who would never sleep with a monster would simply shrug this off, and even the ones that would do so will likely try to kill you afterwards if they manage to exhaust you in bed.

400 cp - Curse Upon Curses, And Yet More Curses

Heroes are so annoying, are they not? Always uptight and righteous, and shining with holy power meant just to fuck you over - and not in the fun way. How lucky for you that they walked right into your place of power. You see, you're now a master of curses, poisons, psychological warfare, all those creeping ailments that they might not even notice until it's too late. Even better, you can parcel out this particular skill to any loyal minion you might have, to harass your foes inch by inch even if you are nowhere nearby. A curse or two here, a drop of aphrodisiac there, only letting them face foes that will molest them instead of mulching them as they fight their way to you... Why, by the time the poor dear reaches you, she might just try to molest you back as her opening move, and that's assuming she's even in any condition to 'fight'.

600 cp - Demon Keeper

Saori, the Succubus, current queen of Castlevania... I have no idea if she actually is a succubus, or if she's merely that thirsty for Karen. You, on the other hand, are most certainly not. On the other hand, you are a spellcaster of no small amount of power - enough to take over Castlevania, even! With that said, your true talent lies in the usurpation of things, and even more specifically, in demons and devils. Not in the normal sense that you would have made a deal for power, but more in that you somehow managed to make the demon yours - all your contracts with it are in your favor, and they seem to genuinely love you for your command over them. Once in command of them, you can even 'steal' bits and pieces of powers that should have been an intrinsic part of them, like a succubus's beauty. With enough gathered minions and 'borrowed' power under your thumb, you might even be able to make Dracula's most loyal servant, Death himself, bow to your whims. If only for a time.

Items

Drop In

100 cp - Retro Gaming

How on earth are these supposed to help you fight vampires? Honestly, they just seem like a massive waste of time. What are they? Well, it's Castlevania - or at least, all of the games in the series and all the equipment needed to play them. I wouldn't try using the map from one of them to help you navigate, Castlevania likes to change every so often, but maybe there would be something of use to be learned from these games? If not, at least they're entertaining? You could always try to publish them yourself as a method to keeping the Belmont family afloat during the years where Dracula is either dead or sealed away.

200 cp - Holy Water And Rosary

No warrior of god should ever go without at least a few trinkets of favor and demon smiting. Actually, when it comes to Castlevania, nobody should go without them, period. That's why these two items have found their way into your hands. The first is a small vial that will convert any water placed into it into holy water, taking only a few moments to purify it. Drinking said water will offer a temporary resistance to dark magics, weaken curses, and take the edge off poisons. The second is a Rosary, a chain of beads with a cross attached. The chain can extend to many times its normal length, and can be used to tie down and restrain monsters. The cross itself, if you have any talent for magic, can emit flashes of light that will stun most foes, giving you the time needed to tie them up.

400 cp - Cross Chainsaw

To be perfectly honest, this weapon barely belongs in this age and possibly not even in this world. Still, it would be extremely useful for you to have. This overly large sword, made in the shape of a cross, holds two features. The first is that it is in fact a holy chainsaw of all things, and will quite literally chew through the arms and armor of the creatures of the night. The second is that the center of the cross can emit a massive ball of holy flames, something no monster wants to be on the receiving end of. Rather than requiring a large amount of magical energy, the cross will actually recharge itself from a trickle of your energy, taking anywhere from minutes to hours to be ready to explode again. Thankfully it's function as a chainsaw is separate from that energy cost, or it would likely be completely unusable for a time.

600 cp - Vampire Killer

The famous weapon of the Belmont clan, a weapon you have no claim to. And yet, it seems to have found its way into your hands. Just in time too, if the rumors about the stirrings within Castlevania do herald his return for the upmteenth time. Still, while a potent weapon, its power can only be unlocked by the Belmont. Or at least, that was before someone put a lesbian succubus in charge of the castle. You see, the whip is powered by the soul of a young woman by the name of Sara. Her soul, tainted by vampirism, is what powers the whip. By entering its memory you will be faced by the memory of past wielders - or at least, you should be. They seem to be missing. Instead, Sara herself will appear before you. Seduce her, pleasure her, earn her favor, and the power of the whip will rise. With love and lust that burned hot enough, you could even surpass the normal heights of her power. Just be warned, as you are not a Belmont this will sap your life and energy - she is, after all, a vampire.

Adventurer

100 cp - Snakeskin Whip

Guarded by a Lamia in the dungeons beneath the castle, this whip was made as an emergency weapon by an alchemist in ages past during one of the many wars it held center stage in. Sadly, while the weapon is perfectly fine, the Alchemist was not exactly a fighting man and so fell in battle. Beyond its nature as an excellent weapon, it will serve as proof of friendship with snakes and snakelike monsters - a Lamia such as the one that gave it to you might hold off attacking to question you on its nature, and simple snakes would not bite you. Of course, this only holds true so long as you do not strike a snake - or sufficiently snakelike monster - where they can see.

200 cp - Feisty Familiar

A small imlike creature that you likely defeated and bound to you in the past. Nominally a monster, she can sneak about Castlevania more or less uninterrupted, scouting and spying for you. Her own magical talents are simple, but not nonexistent - creating keys from magic, simple illusions, even a spell or two meant for the bedroom. Still, her place in battle is to harass and distract - unless you plan on giving her a truly enormous amount of power, she will remain no bigger than your hand. If you have that energy to spare... Well, she would grow quite nicely.

400 cp - Convenient Nun

I know what you're thinking. A nun. A holy woman. In the middle of Castle-fucking-vania, the home base of every dark and nasty creature in the last hundred years. ...Yeah, I got nothing. And yet, it seems this holy woman is in fact a holy woman, and not some shapeshifting monster trying to get you to let your guard down. Maybe the Church sent her to help you? Regardless, she has a tendency to show up in the oddest and most unexpected places to offer you her aid. Healing magic in general, and a specialty in removing curses in particular. She can also make and will sell you basic potions and elixirs. Her prices are fair, but she would be more than willing to lower them in exchange for your tender caress for the night.

600 cp - Vial of Monster Extract

No, this is not simply a vial of fluids that you 'extracted' from the monsters you've been sleeping with, this is a vial of alchemically treated and purified monster essence. Drinking from the vial will see you temporarily take on the traits of those monsters - a minotaur might make you much stronger for a brief period, a witch would see your magical potential rise, a fishman would let you breathe underwater for a time, so on and so forth. These powers aren't quite as powerful as you could be making them, but they're much safer than, say, trying to give yourself a futanari dick by swallowing an entire slime. As for how many you have and how to get more? ...Okay shut up, maybe they are just the fluids from the monsters you've been sleeping with. Just take your liquid bounty and pour it into the vial, it will automatically purify them for you. You also have a functionally endless supply of more normal potion bottles, for pouring the finalized extract into once it's finished.

Monster

100 cp - Legion Of The Lustful

Normally one would assume this to be the legion of the damned, but that doesn't suit Castlevania these days. This small army of ghosts are utterly shit in a fight, but quite frankly that's not what they're for. Instead, these ghosts are meant to go out and... distract your visitors. Instead of letting loose the screeches and wails of the damned and tortured, they will moan and groan in pleasure as your 'army' quickly turns into an orgy. Let's see a Belmont fight through that without at least getting an erection. Sadly, the problem with ghosts is their lack of physical form, and so this also comes with a lesser succubus as their commanding officer of sorts, in case you want someone you can actually enjoy the new ambiance with.

200 cp - Skeletal Furnishings

Another group of minions for you, and this time with a great deal of hard bones for you to enjoy. Well, sort of. Boner jokes aside, they actually are skeletons. Under normal circumstances you could probably consider them as ambush specialists or something, with them shaping themselves into various pieces of furniture or other simple shapes. Not that you care about that, you're probably more interested in the fact that their shapeshifting power means they can turn into a wide variety of sex toys, from large things such as stockades and wooden horses, to more personal and handheld things. They can even vibrate! Just imagine some unwary vampire hunter sitting down on one of these, that would be a good laugh.

400 cp - Don't Fear The Reaper

In ages past, Dracula, then known as 'Matthias', found a way to bind Death to his service. While he lacked a great deal of the powers one would expect the reaper to possess, unable or unwilling to use them in the manner Dracula commanded him to. Despite that, Death has served as his most loyal servant, friend, confident, even butler at times. In your hands, Death will be abandoning the traditional form of a skeleton in heavy robes, and taking the form of a young woman in what I can best describe as a cross between punk rock and goth clothing. Or a maid outfit, depends on how exactly you plan to use her. As your servant, she knows almost everything about the castle, or any other properties you own, seeming to simply know the rough status and location of every creature inside the walls, living, dead, and undead. And also the status of your laundry.

600 cp - Black Stone

Not the Crimson Stone that Dracula possesses, nor the Ebony Stone by the Lord of Shadows prior to him. No, this large and beautiful gem is something completely unique. It constantly puts out an energy that can best be described as the best thing a succubus will ever taste, and turns anyone who goes too close to it into one. Or at least, something extremely similar to one, though the details may vary depending on both the user and the target. It also promotes the user to develop a taste for the female form, as well as various dominating tendencies. Taking over the mantle of dark lord for the explicit purpose of taking a decade long vacation with your ex-lover where neither of you need to stop to breathe is the kind of thing that would sound like a great idea if you use this thing too much. I'd suggest drawing on its power in moderation... or don't, it's up to you.

Companions

50 cp / 300 cp - Companion Import

By all accounts I probably shouldn't be letting you do this. The Belmont clan almost always sends a single man to lay waste to Dracula's forces, and even times when the Belmont are not available you would see at most two people fighting against the lord of the night. Still, for every 50 cp you spend here I shall allow you to import a single companion into the world, to help you defeat the succubus queen, or to help you overthrow her. Each one receives 500 cp to buy perks and items with. If you decide to purchase a full eight, you'll receive a slight discount and will only need to spend 300 cp to import the lot of them.

50 cp - Canon Companion

Perhaps you came to this castle for the same reason our heroine did, a sense of duty and the hope of 'curing' a former lover gone mad with power? Or maybe you just want to fuck a succubus. There's no shame in that, they are supremely good in bed. Still, if you're willing to pay a small charge of 50 cp I can arrange for you to quickly end up in bed with an individual of your choosing through one means or another. If your 'accidental' meeting and following time together is agreeable, you can offer them the chance to come with you as a companion.

100 cp - Sepia Belmont (Free to Drop In)

I thought that there were no Belmonts prepared to fight against the forces of darkness, but it seems I was wrong. This young lady is the current scion of the Belmont family, and is more than ready to lay down the pain. Dressed in a nuns habit - heavily customized to contain her bountiful chest - and wielding her own unique weapon, the Holy Cross Chainsaw. Well, probably unique, you might have a lesser copy of it. Additionally, while she does not actually have it on her, she is in fact capable of wielding the Vampire Killer at its full power without risking her life the way a branch member would. If you were to help her find it, I'm sure she would thank you most graciously.

100 cp - Sweetest and Sensual Sister (Free to Adventurer)

Castlevania is currently utterly overrun by succubi and succubi adjacent monsters. Specifically lesbian succubi, because the current master of the castle has it down bad for a certain she-elf. So you should be a bit wary when this young hunter in a light blue dress approaches you, because she's also a succubus. Despite this, she seems to delight in pretending to be human, an illusion that is strengthened by her odd resistance to the traditional answers to demons and vampires. On the other hand, if you stop being so hostile and admit that she might be human, she'll immediately pivot to being excessively sensual as possible. Throughout all of this, the woman is surprisingly useful, both able and willing to teach an aspiring hunter some useful skills and tricks... if you can accept her calling herself your big sister.

100 cp - Yuki Okama (Free to Monster)

In a castle ruled by a lesbian succubus, most monsters have been given a makeover. There are very few genuine men left, something which brings a great deal of delight to this particular crossdresser. Having long since desired to become a woman, the fact that he is now a she is only a good thing. The fact that she still has a rather large dick between her legs is more confusing than anything else. Still, if you want a loyal right hand then look no farther, because this Yuki Okama will go to great lengths to keep you in power if this is what she can expect as her health care package. She's also a remarkable seductress of both genders, and has more than a small amount of talent at ice magic.

Drawbacks
No Limit

+0 cp - Steel Donuts

Karen's story is an odd one - and yes, she does actually have a story. It touches upon other lands and times, drifting between worlds as she wanders the lands. And... I'm afraid that is all I can really tell you about her - you'll have to seek out additional information on your own. Still, those adventures, allies and enemies old, things that ought to have been incompatible with the return of Castlevania to its lustful new mistress... Well, they happened, or will happen. It depends on your point of view, though the result will not change.

+50 cp - Get An Editor

Ah, ye olde butchered english. How I hast not missed thou. ...I'm sorry, I really am. I just needed to set the tone, you know? Suffice to say that there's something subtly irritating about the way people talk. Just enough of an accent to need a second take, flowery speech when they need to be clear and concise, spelling errors in the worst places when you try to read. Nothing horrible, not even a minor nuisance let alone life threatening. Just irritating. Always irritating.

+100 cp - Lovers Today, Frenemies Tomorrow

Congratulations on your success in the past on seducing women and sleeping around. It's about to come back to haunt you. You see, a number of the 'important' people in your life right now all seem to be past lovers of yours. Some of them you parted peacefully from, others not so much. And unfortunately for you, all of them seem to want to get back together with you. The kind breakups won't be too much trouble, merely wanting some romantic gesture out of you before assisting you in your monster hunting duties, while the more painful ones will have made a contract with darkness to make you theirs and theirs alone. Or maybe I'm wrong and you're the monster, in which case your 'friends' are merely quite petty, and your jilted ex lovers are holy warriors who want to purify you through kinky sex.

+100 cp - Fragile Flesh

Are you some poor innocent soul who has never felt the touch of a woman's hand upon your body? Or perhaps what you lack is not experience but confidence, with that touch reducing you to a wreck? No matter the specifics, I'm afraid that you have very little ability to resist the advances of others. Your body betrays you to give into pleasure when you need to fight, or perhaps your mind simply shuts down, unable to focus on your weapons. It would honestly be easier for you if they were trying to kill you instead of trying to get inside your pants. Alternately, if you are not some poor maiden and are instead a monster, you might suffer from the opposite of this, diving into slaking your lusts when the woman before you fully intends - and more importantly, can - cut you down in a single blow. Weak to sexytimes, inconvenient boners, etc all.

+100 cp - The Other Karens

I speak not of our pink haired elven friend, but of just about everyone else you will be meeting. You see, it seems that there's just something about you that draws people to complain about your actions, your manner of fighting, your manner of dress, your everything. Your rescue was not heroic enough, was too slow, who let a fool such as you try to rescue them in the first place? Unless you somehow manage to be perfect, you'll likely spend a great deal of time listening to the people you are sworn to protect bitch and moan about the low quality of your protection. If you happen to be a monster, then the new queen will likely place you on shit duty for quite a while, and take a great amount of pleasure in pointing out all your various failings.

+200 cp - Forgot About Your Powers

I said this before, but allow me to say it again. Short of the Vampire Killer itself, the best weapons to fight Dracula with are almost always found within Castlevania itself. And as it turns out, so are all of your powers. Perhaps you have forgotten how to use them, lost some critical part of your gear that rendered them useless, or simply don't have permission to use them. Either way, you will need to adventure out into the world - or rather, into the castle - and reclaim them. This will come in the form of items taken from defeated foes, just the reminder you need to reclaim your usage of a particular power. Perhaps defeating 100 flying demons would restore your own wings, or locating a holy chalice would grant you whatever holy powers you possess back to you. As a monster, this will not greatly change, though you will find more triggers on potential invaders or out in the world than you will in the castle proper.

+200 cp - What A Horrible Night For A Curse

It seems you've been cursed somehow. Maybe it was a spell cast by a witch, maybe it was an almost poisonous touch from a monster of some kind. The means matter not, for the results are the same. You are slowly being drained away. Your magical energy will slow in its regeneration, and eventually even drain you. Your limbs deliver blows slower and with less force, and your magical powers contain less oomph to them. If you let this drain far enough, you'll find yourself an empty headed slave to the one who cursed you - or worse, the new queen of Castlevania. This can be beaten back, potions and tonics temporarily granting you your normal power, healing magic and holy water reducing the drain by quite a bit, but no matter what you do you will never be cured of this until the jump is over. As a monster the effect is the same, but you will need to find your cure elsewhere, likely in deals with devils, or using the souls of humans to shore up the induced flaws on your own.

+200 cp - A Bottle Of Slime Extract

Well this is something of an awkward situation. You must have picked up a bottle thinking that it was a healing item of some kind, only to discover that what you'd just chugged down was in fact a slime monster of some kind. You now have a slime living inside your body, attempting to use you as a cross between a shield against its natural predators and a breeding cow. You're going to have to be careful with how often you sleep around, as "overfeeding" the slime will see it take over your body for short periods of time and potentially infect anyone around you with the baby slimes you give birth to. Flushing it out sadly isn't an option, as it's tied itself far into you that simply not having sex, in addition to being somewhat impractical at the moment, will see you dragged down with it - holy water will also fail to work, or worse, injure you. I suggest moderation. Keep it fed, but not too much. You might even be able to work with it if you're very careful.

The End

Stay Here

Go Home

Move On

Notes

Q - This setting is nothing but lesbians isn't it?

A - Pretty much, yeah.

Q - What does 'particularly unfair' mean?

A - Instant kill attacks, require a specific item/spell to kill, or only show up in one room in the entire game. That last one is a bit iffy since there are 'normal but rare' monsters, so use your best judgment.

Q - What exactly does the Initiate Hyper Violence perk do?

A - Grants all the movement abilities, weapon skills, and knowledge on the monsters. Somewhere between New Game Plus and Speedrunning tactics.

Q - How does the Monster 100 cp perk work if I'm male?

A - You either become a ugly(or simply not beautified) monster with a hentai dick or a futanari.

Q - What kinds of curses would I know with the Curses Curses Curses perk?

A - In game it drains MP and seals off skills, so mostly this would be sapping away at various attributes, though a few perverted things like 'can't cum' or 'extremely sensitive' would also be reasonable to know.

Q - Who is Sepia Belmont and why does she have a chainsaw?

A - She's from one of the Bomberman games - Bombergirl, to be precise.

Q - The heck is up with Steel Donuts?

A - Karen is the commissioner of Karenvania's OC. I didn't look into her other appearances very far, but she does have them.

Scenario - Queen of the Hill (Requires 'Monster' Origin)

For almost one thousand years, Dracula has lived, died, lived again, and died again at the hands of the Belmont clan. This cycle has repeated more times than I can count, more times than I want to count. But, every so often, instead of some insane cultist or 'loyal servant' trying to resurrect the Lord of Shadows, they will instead try to steal Castlevania for themselves. As you might imagine, this almost never goes well for the individual in question, both because of the inevitable intervention from the Belmonts and their allies, and because Dracula himself does not want to stay dead, and will not put up with some measly mortal trying to usurp his throne.

It follows then, that doing just that will be your task. Be you a monster that followed him in the past, some crazy fool born at the moment of one of his many defeats, or a magician who has delved far too deeply into unholy powers and dark secrets, the end result will be the same. There is only one place left for you to go, and it is Castlevania.

At first, you will need to fight your way through the castle, locating and claiming various important artifacts and parts of the castle in order to bind each part of it to your will. Be warned, the castle will resist you. The path you took in will almost never lead to the same place as you started from if you try to retrace your steps. You would find it much easier, I think, if you had a guide of some kind, a creature old and dark who knew the castle quite well. On that same track, it would probably be better to say that you need to fuck your way through the castle, dominating the various residents just as you bind the castle to you. It's what you're more equipped to do after all.

When you have traversed as much of the castle as you think you can, and once you've bound as many monsters as you can find, you will need to make your way to the throne room and desecrate it. Do it on the throne. Do it on the bed, and on the rugs, and on the windowsill, and on the floor, and every piece of furniture that you can find and then spill more milk and semen just for the hell of it. If you can find a way to do it, literally fuck the castle. If that somehow is an actual option, you'll find its spirit is named Elisabeth and is fiercely loyal to her master.

At that point, the castle is yours - for now. Dracula himself still needs to be dealt with. Find and finish a ritual to bring him back and use all his forces that you've claimed for yourself to lay him low one final time. Rip the Crimson Stone off his chest and destroy it if you can, or seal it away if you cannot. Perhaps Death could be convinced to damage it in some way? With the king well and truly dead, I would suggest an orgy to celebrate... And yet, there is something else that needs to be dealt with.

I mentioned before that being born on the moment of Dracula's many defeats was a path to power. And right now, there are four such people that can claim that feat. An elderly woman in a white suit who boasts immense magical talent. A vain woman who flits between mirrors. A crass woman who controls fire. And one teenager in a heavy white coat who wants nothing to do with this Dracula nonsense and just wants to screw her shrine maiden girlfriend.

Sadly, leaving them in peace is not an option. You will need to claim the powers they were born with, probably through killing them and stealing their soul. Though, binding them under so many contracts that they cannot even think of betrayal or anything but loving you would also work. Still, you need to claim their powers in order to solidify your claim to the throne and to prevent Dracula from reincarnating and/or being resurrected one more. If you wait too long, they will seek out Castlevania under their own power and maybe even become an actual threat to you - try not to let that happen.

Your reward for doing all of this is Castlevania, as if that was not obvious. A grand and changing castle, sometimes hidden inside a solar eclipse, sometimes hidden inside a dimension of pure shadow, and often in Transylvania. Your harem - excuse me, army of monsters will also be coming with you. Long live the Queen.

Scenario - You Don't Belong In This World (Requires Drop In or Adventurer)

The fact of the matter is that why you choose to enter Castlevania is almost irrelevant. Duty and an Oath, a simple whim, or a chance to prove yourself. Dracula is on the rise, and once more, a Vampire needs killing. Or rather, that's what you would have expected, except that a Succubus of some sort has taken over and turned the castle into a whorehouse, a perverted parody of itself. Fun? The lack of clothing will probably make things easier in the long run, just be careful not to have your own armor ripped off or to slip on all the... fluids.

Whether you choose to fight, fuck, or fight and fuck your way through the legion of monsters is up to you. As long as you realize that sleeping with a Succubus Queen is a horrible idea and can bring enough force to bear on her, how you get that force, and how you reach her, is up to you. I would recommend a more bloody path, if only because leaving her minions alive is probably a poor decision in the long run.

Compared to the effort she likely expended to take the castle over, your task is much simpler and much shorter, unless you manage to screw up massively. Kill her, preferably before her actions bring about the resurrection of Dracula, intentional or otherwise. And if you fail to do that, kill him too. For good if you can manage it, but simply buying a few more decades for the Belmont to prepare would be more than enough.

Your reward for this is twofold. First, should you possess it, you will be granted the right to wield Vampire Killer as the Belmont would, without fearing for your life being drained away. And secondly, a clan. Perhaps the Belmont themselves, perhaps not. There are a handful of offshoot families and allies of many many years. No matter which clan you end up with, you will become its new leader - or its scion, if you prefer. In future jumps, this clan will exist as professional monster hunters and vampire slayers. As a small genetic quirk, this clan will also output significantly more women than it will men. Perhaps you should look into alchemy to help keep the numbers up?

Sepia Belmont and the Cross Chainsaw, for the curious.

