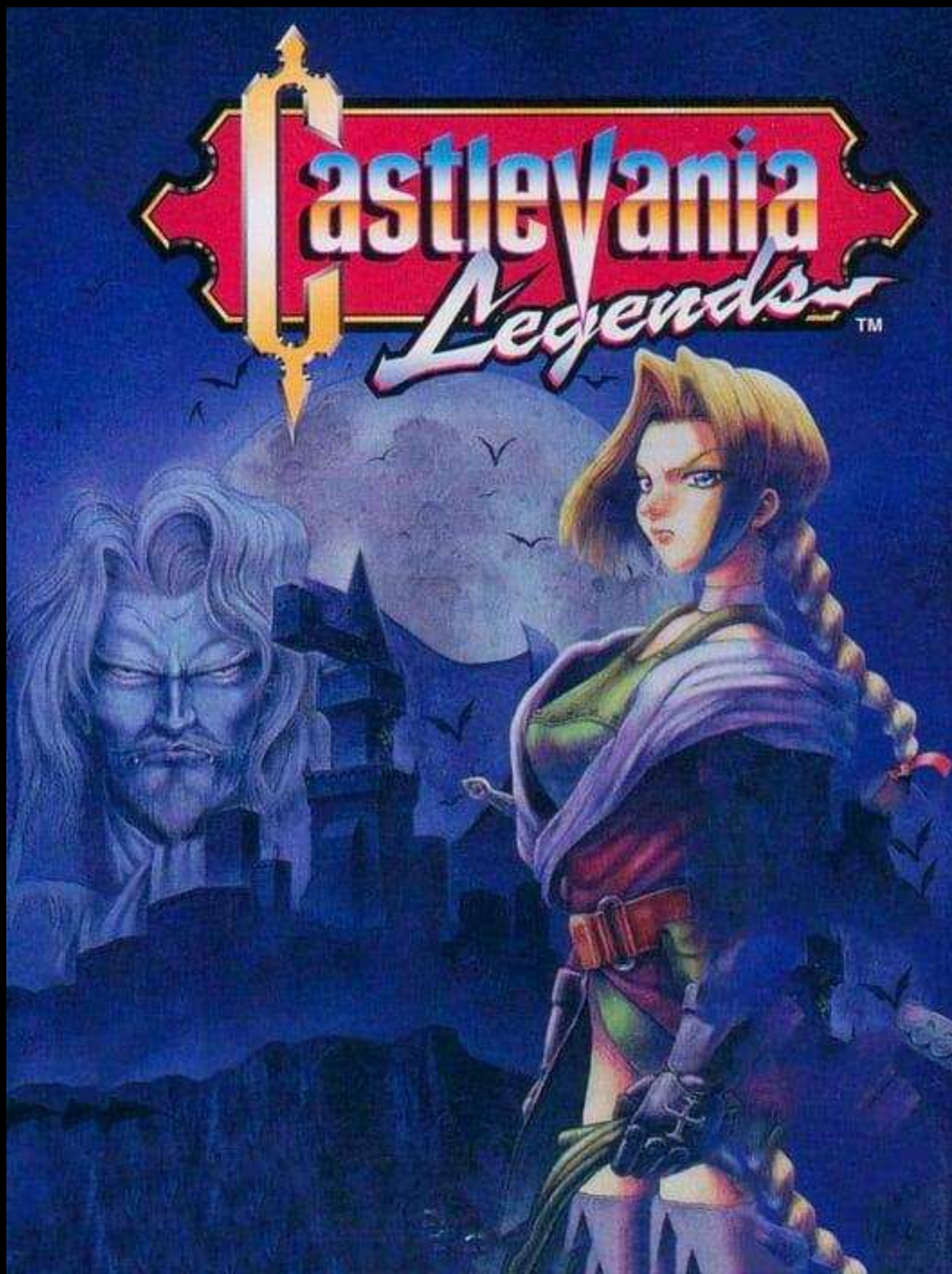




Castlevania Legends
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The year was 1433, and the forces of darkness had just been given a champion in the form of an exceptionally powerful Vampire. At the same time, the forces of light have also been given a champion in the form of a girl born with exceptional magical powers. Unfortunately for the balance of light and dark, the champion of dark is fully grown while the child will need time to grow - and that is time for darkness to run amuck unopposed.

The year is 1450, and the patriarch of the Belmont clan, Gabriel, lies dead at the hands of Dracula and his army of demons, undead, and nightmares. His granddaughter, Sonia, is all that remains to take up the fight, and so she grabs her family's whip from the ground and marches out to do battle in the name of peace and sanity.

...In a moment that will never come to pass, the year is also 1666, and a vampire countess seeks to perform a ritual that will bring Dracula back from the dead by physically invading Hell. This warping of space and time will give the light a chance to counterattack, and so Sonia will also do battle in this far flung future alongside a distant descendant of hers.

However, that story will effectively erase itself due to the warping of time, and so it is of no concern to you. Instead, please focus upon your own arrival into the world in 1450, and think a moment upon where you will be spending the next ten years, as well as these points.

+1000 cp

Origins

Wanderer (Drop In)

Did you fall out of the temporal distortion I mentioned a moment ago? A traveler from 1666 who somehow ended up in 1450? Or maybe even further, from 1882 or somewhere around there? Or, maybe you're one of those strange men, the guardians of time? Well, I suppose it's not particularly my business how such a thing occurred, only that it did and you're now here.

Hunter

Perhaps a Belmont, perhaps not. Sonia would likely be thrilled to not be the last of her family at the very least. Either way, you are now a hunter of monsters, someone who stands between the beasts of the night and the innocent. Given that your homelands are currently hosting a war between the forces of peace and chaos, this is a very dangerous and very needed profession.

Hunters may freely swap their gender to female.

Monster

Foul creature, must you trouble this world with your presence? A thousand others of your kind already roam the land and do as they please with all that they see, raining down destruction on Dracula's orders. Though, perhaps there may be a spark of light in you? You standing against Dracula despite your own dark nature is something this land would rejoice at if you weren't so terrifying.

Location

All origins begin in or near Castlevania.

Age and Gender

Your age may be chosen freely, and your gender is the same as the last jump, or may be swapped for 50 cp.

Discounts

100 cp perks and items become free when discounted.
All else discount to half off.

Perks

Wanderer

100 cp - I Am No Belmont

Some people, when born to a clan or a noble house, are proud of their inherited wealth and talents. You on the other hand, seem to hold nothing but loathing for such things as you try your absolute hardest to pretend you're not related and that you inherited jack shit. This stubbornness is so strong that you can even disable any of your perks or powers that would relate to such a thing - born with a talent for ice magic? Not any more. Inherit a talent for the whip? Fuck that. Dad was a monster and you inherited some of his powers? Not on your life. While you're suppressing such things you even fail to register as even having them in the first place, such that you'd share no blood with your own parents. Funny how that works, isn't it?

200 cp - Bringing Balance To The World

Light and dark exist in a strange balance, often building up power until something snaps, and some terrible disaster or wonderful miracle strikes. Rarely, if ever, do they act in unison. And yet, Sonia Belmont was born at the same moment Dracula became the Lord of Shadows. Strange, isn't it? While you may not yet have any ability to manipulate this balance, you are aware of it and can thus predict the cycles of the world with startling accuracy. And, while the power often goes to champions chosen by God and Chaos, you will find that when your side becomes weak, you become slightly luckier.

400 cp - Last Child of Lisa

Well here's something interesting. You are a very distant descendant of the Belmont clan - somehow, despite this being the era of their prominence - and of Alucard, Dracula's own son. Not quite sure how that works when there's no possible way for it TOO happen, but whatever. What matters is that this combination of lineages gives you a remarkable insight into vampires. Their strengths and weaknesses, how and why they became vampires, how to slay them, how to seduce them - all things relating to vampires are something you have already mastered. ...Yes you can seduce the vampire if you want to, it's surprisingly easy for you. As is killing them, which is probably a better use of your time.

600 cp - This Never Happened

I do believe I touched briefly on the events of the year 1666. To be frank, I'm not quite sure what happened with that because they kind of retconned themselves out of existence. With that said, you seem to have been part of it somehow, and those events have left their mark on you. That's why you now possess the ability to nullify just about any kind of temporal manipulation. Saint Germain's Pocket Watch would fail to slow you down. The Time Rift would fail to snap you up. Perhaps more importantly, in the event that time should break in a similar manner as it... didn't... in this world? You can forcibly shut down the provocative events, effectively erasing whatever caused the break from existence. A certain vampire countess would just... never have the idea to kick off a time breaking ritual, so on and so forth.

Hunter

100 cp - The Equal Of Any Man

You can't expect a woman in this day and age to get much in the way of respect. You should be at home with a kid on your hip or in your belly, being domestic. Let your husband do the hard work. As for you? Well, somewhere along the way you said "fuck that" to all of those people and decided to outdo them. That's why you're a prodigy on the field of battle, possessing an amazing level of skill at brawling, the sword, the whip, and a few other weapons besides. Best of all, through this might, you can force people to acknowledge you. After going a few rounds with you and losing all of them, they won't bother saying such incorrect things about you ever again, no matter how much they may dislike it.

200 cp - Maiden To Matriarch

So, a funny story that you probably won't hear about for a while? Sonia is in fact about to go into battle while pregnant. God knows what kind of blows she's going to take, how injured she's going to get, but by the end of it they'll both be fine. And much like her, you're a sturdy fucker who can take hits and just keep going. Pain tolerance, will power, whatever you want to call it, you have it. But perhaps the most important part is that you tend to have fewer side effects and complications than other people do - imagine for a moment, someone hits you hard enough to break a rib, and then the point of that rib pierces something important inside of you. Terrible, right? And yet, it doesn't happen to you for the most part. Strange, but useful.

400 cp - Burning Heart And Bloody Tears

Inside of you there is something smoldering, waiting for the day it can become a rampaging wildfire. Your passion, your love, your hate, all these things and more all mixed together into a fire within your soul. It is something you can draw passion from, if you let it out. This is something you were born with, known as Burning Mode. As you might expect from the name, it involves setting yourself on fire - don't worry though, it's holy fire, so it will only hurt any monsters foolish enough to touch you. You can also run faster, jump higher, abuse convection and air currents to float briefly, and the fire will coat your attacks, allowing you to smite with holy might. As a drawback to this, actually using it is utterly exhausting to the point where you'd be lucky to muster up enough power for it more than once a week.

600 cp - Loved By The Light

Well now, isn't this an unusual turn of fate? It would seem that you were born with a special power thanks to the influence of God, the Light, and all that is Good in the universe. As for what power you got out of it? ...Well, you seem to have a variation on the Power of Dominance, one of Dracula's own powers. This allows you to steal the souls of exceptionally powerful monsters - boss monsters, if you will - and use part of their powers for yourself. It's not as robust or as useful as Dracula's own version, likely the difference between a human trying to use it compared to a several hundred year old vampire, but you have it nonetheless.

However, you do not need to *keep* it. In future jumps, you may choose to be born with a similar power in echo to whomever the greatest villain of the era is. Your own version won't be as powerful or as refined, but it will offer you a leg up and a chance. ...Assuming, of course, that you intend to embrace your position as a champion of the light. A villain - a champion of darkness - would see very little out of this.

Monster

100 cp - Monster Minion Master

Have you ever wondered where the swarms of bats come from? Or maybe the endless trails of Medusa heads? Or the hives of giant insects? Well, it turns out they come from you. For whatever reason you've learned a somewhat... unique skillset, how to best care for and breed a specific kind of minor monster. Maybe you're a gardener for a vampire tree, determining exactly how many humans need to be slaughtered over their roots so that they'll grow up to be nice and murderous.

200 cp - Master of Traps

Castlevania decides its own layout for the most part, but it can only work with what it actually has - it won't just generate an extra long hallway, someone needs to actually build it. That's where you come in. As far as architecture goes, you might as well be the devil - false walls, collapsing floors, secret doors and switches, even the ever famous 'bottomless' pit, you know how to build them all. Why, you can even shove an entire monster into a candle - and given how the Belmont's are always going after those, that's guaranteed to trip them up. Won't that be a sight to see.

400 cp - Through The Damn Floor

Have you ever wondered how you could be even more of a pain in the ass to your local Hunter than you were just by existing? Well, do I have the thing for you! Thanks to some nonsense alchemical technobabble, you can now attack through the walls of Castlevania. Stab your sword into it and it'll just pass through. Throw an axe, it'll fall until it reaches the basement. Shoot a fireball? It'll stay lit right up to the edge of the castle. Now, aiming may be a problem, it's not like you can see through walls, but as long as you're in your domain - or something akin to it - you can just launch attacks at Hunters from far far away. Just be careful not to hit your allies, all right?

600 cp - What The Fuck Are Your Attack Patterns?

You're big! You're strong! You might just be dumber than a bag of rocks! Congratulations, you're a badly programmed boss monster. People straight up cannot read you in any way shape or form, not until you're already moving. People might know intellectually that you, say, like to attack with fireballs, but half the time that you actually go to do that they'll screw themselves over by being in position to dodge a punch. Even if people have memorized your attacks, even if they can outright see the future - they can't predict you. Hell, depending on if you really are that stupid or if you're just faking it, it might be that not even you can predict you. Now, make sure that the uppity hunter gets a good thrashing, alright?

Items

Wanderer

100 cp - Tools of Treachery

The truth of this world is that no matter where you go, you're going to need a weapon. Also that you should never get into a fair fight if you can help it - always stack the deck in your favor. That's why you now have a small collection of weapons. A small six shot pistol, some knives, a whip, to anyone else there would qualify as holdout weapons that are only to be used after your main weapon was taken from you, but, well, you can't quite afford to let things reach that point. Beyond simply having these, you may designate one of these as your "real" weapon, at which point people can search you for it all they want, they won't find it unless you want them to. Useful in an emergency, no?

200 cp - Deck Of Cards

What's a man of ill repute that's low on cash to do, if not cheat someone at cards to make a quick buck? Luckily you, you've got just the thing. This deck of cards isn't rigged, isn't marked, and doesn't have any tells whatsoever. What it does have is a very mild curse on it that makes everyone else feel a vague sense of unease. Just enough to make them uncomfortable with their hand, just enough to make them fold early. It won't actually make them a worse player, just... put them off their game. Though do be aware that when the game is over and the money is yours, depending on how condescending you are they might just accuse you of cheating.

400 cp - Magic Arms

You know, for a guy that isn't related to the Belmonts in any way shape or form, you have an awful lot of things in common with them. Somewhere along the line, you've acquired a suit of armor made out of some weird kind of crystal. It's several times harder than iron despite its otherwise fragile appearance, and has a minor enchantment on it which makes you stronger and faster when wearing it. Also included is a chain whip made out of similar material, which has the trait of being able to shrink or lengthen as required, allowing you to use it as a belt or pull off some really fancy tricks with it. Assuming you knew how to use a whip, at least. You're not a Belmont, after all.

600 cp - Anno Domini Sixteen Sixty Six

In the year 1450, nothing happened. In the year 1882, nothing happened. And in the year 1666, *nothing happened*. But, in theory, if something did happen... Well, Six hundred and sixty six is well known to the devil's number. I bet that year would be absolutely fantastic for all number of satanic rituals, summoning demons out of hell, you know how it is. That's why there's now a small distortion made of an unknown energy in your warehouse. Touching it will see you sucked up into a strange not-space, before depositing you back in time, in the year 1666 - or in a similarly effective year, should you be much further into the future or past than I'm expecting. During this time you can, you guessed it, perform demonic rituals and have them be massively more powerful than they would be any other time. On the flip side, you can also NOT do such a thing. If you don't, you'll soon find yourself embroiled in another cult's attempt to do so in your place, as well as end up meeting one of your ancestors who got dragged into things by another distortion. Meeting said ancestor will cause you to have a revelation of sorts that will solve a problem you've been having - what kind depends on the issues you were facing before you went on this particular adventure, but is sure to leave you in a better place.

Hunter

100 cp - Magic Crystal

What a nifty little thing you've found. This magical crystal absorbs ambient energy from the environment and from slain monsters, and stores it for later. How much later? Eh, about a hundred monsters or so? At that point, when you press it to a weapon, the energy will cause the weapon to be mildly enhanced for a few days at a time. Not much, but notably so. Sadly, this item can only be used on a weapon twice - trying to use it a third time will just cause it to time out and immediately cancel the prior two, leaving you right back where you started.

200 cp - Concept Arms

Did you raid your family's supply closet for anything that would look even vaguely useful for the fight against Dracula? You must have, I'm not sure where else you would have found these. I'll describe three armors to you, of which you may pick one. The first armor is a traditional hunters outfit, mostly leather with a few metal plates at key points, and has the trait of actually increasing your skills by a small amount. The second armor is a mages outfit, something that will increase your magical power and the power of your spells. The third is a half built suit of crystalline armor - what it covers is VERY defended and the armor is enchanted to increase your strength, but on a woman it's absolutely indecent due to it's incomplete state.

400 cp - Vampire Killer

The magical whip of the Belmont family. I wish you had not needed to see your family slain before your eyes to inherit this, but it is yours nonetheless. The whip possesses its own hatred of vampires, and so deals extra damage to them or their minions, but the whip's true power right now is that it can unleash blasts of fire with every swing of the whip. These balls of fire are proportional to your own health - at full health, they can incinerate a zombie in a single hit - however, should you be injured and on your last legs, they're almost not worth bothering with. Still, damage is damage, and perhaps the hit might knock an attacking monster off their groove. This synergizes excellently with Burning Mode, if you know how to use that.

600 cp - Change The End

Though Sonia may be a prodigy in the art of magic and combat, she is still young, still not fully trained. There is something missing from her journey - a set of subweapons. She doesn't have any, and instead uses her mirror of Dracula's power to serve as their replacement. So, here's a set for you - but there's a catch. Instead of just handing them to you, they are scattered on your path. You'll have to look for them. Why? Because possessing these weapons enhances your will, firms your heart, and allows you to push through what would otherwise be crippling fear or sorrow. The more of them you have, the more this intensifies. If you manage to collect all five, axe, dagger, holy water, cross, and pocket watch, then the universe itself will become braver, become filled with light. Perhaps your child will be born without a single complication or issue, or perhaps Dracula's plans to return will run into a sudden error. You can of course opt out of this and just gain a set of normal subweapons, but, well. Let there be light.

Monster

100 cp - Executioner's Axe

Some weapons are made to be durable beyond all else. Others are made to hit harder at whatever costs are needed. This weapon was made to be cruel. Its blade is wickedly sharp, but is not straight, and hooks adorn the edges. This is the executioner's axe, and it was made to extract every last *ounce* of misery it can from those you fight. Make no mistake, the axe is sharper and more durable than it has any right to be thanks to alchemical construction, but it possesses no enchantment beyond a tendency of leaving torn up wounds that will hurt more than ordinary ones. It's a simple thing, but it does its job well.

200 cp - Creature Chamber

You know what's great fun for a bored and lonely madman? Taking to lesser monsters and alchemically fusing them into one singular and screaming whole! This small laboratory is just the place to do that - it's got cages for unwilling guests, shelves of reference materials about which animal can be used to gain which trait, some nice big ritual circles for actually fusing things together, and a trap door leading to a bottomless pit just in case you can't control the resulting abomination. ...Maybe don't use bats, they tend to be able to fly back up the pit. But hey, no matter what you make it'll be right at home here in Castlevania!

400 cp - Hidden Stage

Castlevania is full of twists and turns, and while the Belmont have an unnerving habit of moving towards Dracula in the closest thing to a straight line they can manage... doesn't that mean there are entire swaths of the castle they will purposefully never enter? Funny how that works out. Still, you've been given dominion over a small swath of the castle that Belmont's tend to ignore. This place serves as an extra bastion of sorts - as long as it remains unconquered, all the other monsters of the castle are just a little bit stronger. Additionally, there are a small handful of items and armors stored here that are of exceptional quality, though a big strong monster like you probably doesn't need something like that. Maybe bribe a cultist with them?

600 cp - Soul Of The World

There is much to be said for demonic pacts, souls stitched together from a thousand sinners. But such things are costly, and often inefficient. To that end, another path to power is desired. You have stolen a small portion of the spirit of the land itself - a swamp, a plains, a fragment of the spirit of Wallachia itself. Mother Nature, subdued to your whims. If you have a castle then I'd recommend you take the spirit surrounding it, but ultimately it's up to you. What matters is that this fragment of the Worldsoul grants you increased strength, speed, magical power just for possessing it, and again while inside your area of influence, as well as giving you a thematic power for the area you control - wind magic for a flying monster, for example. Of course, the world will hate you for it, but what's that matter compared to power?

General

50 cp - A Single Golden Coin

By all accounts, this is exactly what I've told you it is. A golden coin, one of. Might be enough to buy a meal somewhere, but it might not. Depends on how pricey the place is. What matters however, is that every time you flip it around, the symbols and images embossed onto the coin will change. It might be a Greek drachma, a Roman aureus, or perhaps even an American gold eagle? Yes, I'm aware that the last one won't exist for several hundred years. As you might imagine it tends to create an odd level of obsession in whoever has it. Oh, they can be shaken out of it fairly easily, but they'll always want to spend at least a minute or so freaking out about "the coin, it changes!".

50 cp - Wall Turducken

...So. You may or may not have known that some of the castle guardians were actually science experiments - the Bat Creature, a human and a bat fused together quite painfully, and the Flying Wolf, a bat and a dragon fused together. No, there's no wolf in there. Still plenty dangerous though. But someone has gone and defiled wall meat by alchemically fusing a chicken, a turkey, and a duck together to create... this. It's actually quite tasty once you actually eat it, but the whole thing is visually unappealing in the extreme.

Companions

50 cp / 300 cp - Companion Import

When he fought Dracula, do you think Trev - wait, hang on, got my notes mixed up. This world isn't big on cooperation, it's more likely to fuse two people together into one monstrous fusion than actually let them team up, but you aren't this world, so maybe you'd like to import some of your companions? You can import one person for 50 cp each, or up to eight of them for 600 cp. They gain a tidy sum of 600 cp and all the choices you do, but cannot take drawbacks or buy companions of their own.

50 cp - ~~Companion~~Sonia Export

...Look, I don't really want to imply anything about you personally, but let's be real here - there's a grand total of three named characters in this game, and only one of them has tits. You can totally use this option to companion any canon character you want, actually having a name not required, for 50 cp a person. But that's not what I expect you to do.

100 cp - Madwoman Without A Box (Discount Wanderer)

Time is a bit more wobbly than everyone seems to think it is. Take this young woman for example. She seems to know a little bit about everything, from sword fighting to painting, from music to blacksmithing, from science to outright magic. If asked how she knows so much, she'll demurely tell you she dabbles. What she probably won't tell you - or will have already told you but you ignored - is the fact that she's from the future. There was an event that *never happened*, and she ended up in a place with no time, that was connected to everywhen. And she thought it was the most beautiful thing she'd ever seen. Unlike others, she has no desire to rule the world - just seeing it is enough for her. Oh, make no mistake, she'd love to go to one of Mozart's concerts, or get a painting by Van Goh - not that she'll explain who those are - but really, she just wants to see as much of everything as she possibly can.

100 cp - Succubus, Incubus, And The Virgin (Discount Hunter)

A few years back, there was a big hubbub over in France about this one witch who kept interfering in people's battles, trying to reduce the death toll of the war. Unfortunately, after both sides tried to assassinate her she was forced to flee, which is how you came across her. The witch possesses a Succubi and an Incubi as a pair of familiars who taught her the majority of her technique and skill to compliment her raw power. ...Unfortunately, in a twist of irony, the specifics of her contract with them means that if she ever loses her virginity, she loses the majority of her powers to them. And this is with them liking her. Still, it would probably be worth it, if she'd managed to save enough lives and didn't need them any more.

100 cp - The Not So Shining Knight (Discount Monster)

On the side of the road one day, you'll stumble across a man in armor, clutching his chest in pain. If you've any inclination towards the dark, you'll see his form rapidly twist and warp into a beautiful woman due to his pact with the Black Goat... who will promptly inform you that her patron desires grandbabies. If you've any inclinations towards the light, the mere act of helping him will cause the pain to fade, and he'll offer to fight at your side against the demonic invasion of Wallachia. It's almost inevitable that his body betrays him due to the nature of his pact, but at the very least his mind will still be fully intact thanks to your aid. In any event, you'll have the loyalty of a daughter and priestess of an Outer God - I don't think I should need to explain the benefits of this. Just... make sure to help her fulfill the terms of her pact.

Drawbacks

+0 cp - Innocence Lost

It's been 350 years since Matthias fled Leon, and while the family has never stopped searching for him, they never found him either. It's like he's vanished into the aether. They did find Dracula though, for all the good it did them. Perhaps they also found you? It's vanishingly unlikely, but if you have a history in this world then it's likely that Dracula and the Belmont clan will both remember you for your past actions. Hopefully this doesn't earn you too many enemies, or at the very least nets you an ally or two in the process.

+100 cp - Touched By Darkness

There's just something about you, jumper. Maybe it's a dash of blood on the edge of your cape, a slightly too pointy tooth, a pale complexion, or something else entirely - but more importantly, it marks you as strange, as something other. As monstrous. Literally everybody and their uncle Bob is going to be suspicious and untrusting of you from the very get go, and even personally saving them from a small army of monsters will only earn you a smidge of goodwill. It's even worse if they're actively religious. Hopefully you aren't a social person.

+100 cp - Sudden Death Round

Around five times a day, you will come to the realization that there is an imaginary timer in the back of your head. By default, it sets itself to ten minutes, though depending on the task at hand it may be shorter or longer. That time is however long you think it will take to accomplish a given task, such as eat a meal or milk a cow, or even walk down the road to town, plus a small bit of wiggle room. If you fail this timer, then you will experience pain. Perhaps eating slowly would give you hunger cramps, while not making it into town on time would make you feel as though you had blisters on your feet for a moment. The more important the task, the more painful this becomes - and yes, if the task at hand is dire enough, it can absolutely kill you through sheer pain. Just... don't get distracted, and remember to always give it your all.

+200 cp - This Is No Place For Someone Like You

Gosh, and I thought Trevor's allies had issues with teamwork... Congratulations, you do not understand the concept of teamwork in any way shape or form. Or maybe you do, and you're too proud to ever accept that you might need help. Could be any number of reasons, but the important part is that you don't do it. If your family offered to help, you'd tell them to fuck off. If your lover tried to help you in a fight, you'd pause said fight just long enough to beat them up. On a grand adventure to restore the light of hope by slaying the prince of darkness... you would absolutely go it alone and try to solo the entire army of evil.

+200 cp - Whips Are For Men

Congratulations, regardless of your actual opinion on the matter, you are now a woman! And let me tell you, in this era, women get absolutely no respect. People haven't even invented the sandwich yet and they're still telling you to get back in the damn kitchen. As you can probably guess, this will make dealing with anyone and everyone... pretty damn irritating. Don't get me wrong, a man won't hit you for being uppity or anything, but the verbal sewage you'll be hearing from him about your 'true' place in life will probably more than make up for it. If that's not enough, you're also three months pregnant, and will be having a kid in another six. And while abortion is an option if you want to, it will severely increase the severity of everything else you'll be dealing with.

+300 cp - The Resurrection Of The Legend Of Dracula's Curse of Darkness : Labyrinth of Love Sequel, prequel, sequel to the prequel but not to the original game, spinoff to the sequel... Time can get awfully confusing sometimes. And this is just going to make it all that much worse. In the year 1666, a vampire countess is plotting to resurrect Dracula by physically invading hell, an act that would have temporal consequences. You'll need to stop her. In the year 1476, Dracula was supposed to come back and be stopped by Trevor Belmont - it'll happen early, as soon as you're done with the time travel nonsense. In the year 1479, a pair of Devil Forgemasters would have a fight and one would try to resurrect Dracula, again - if you guessed that it would happen early and you would have to deal with it, you were right. Even more irritatingly, at random points throughout this entire clusterfuck, you'll find your entire skillset abruptly *shift* as the world realigns into one where combat is carried out through slot machines or via games of pachinko. Don't ask me how that works, I don't even want to know.

+300 cp - Trapped In A Moment That Never Ends

Sonia Belmont, lover of Alucard, and the first of the Belmonts to fight Dracula, the woman who would take the Belmont name and make it the standard to which all who hunt the night are held to. A woman destined to be utterly forgotten, if not outright erased. Your time in this world will be watched, your actions and passage shadowed. You will see men and women in fine suits out of the corner of your eye and missing a split second later. Perhaps the Count Saint Germain will even stop by to speak with you? The truth is that your time in this world is a threat to the safety of all, and so the watchers of time and the strange Aeon have come to see you slain. For every victory over the guardians of time you achieve you'll find yourself skipping forwards in time, ever closer to the next jump and a place they cannot follow. Every loss will see years of your life, skills you have learned, and even the powers of other worlds stripped away from you. You do not need to make a mark upon history, all you need to do is survive your judgment.

The End

Stay Here
Move On
Go Home

Notes

Q - In the Wanderer description, the hell is a guardian of time?

A - A reference to Saint Germain and Aeon, not something that actually matters outside of one drawback and some background lore for one of the companions.