Nosferatu: Wrath of Malachai
By TechnicalWafer

The year is 1912, and you have just received word that your sister Rebecca is to be married to the son of a wealthy Romanian count at Castle Malachai in Transylvania. As you travel to the castle, however, you get a strange feeling of unease, as if something sinister is afoot. When you arrive, you find only your family's luggage, and decide to head into the castle to find them. The next 12 hours prove to be one of the most shocking, nerve-wracking, and twisted nights of your life. God help us all.

You get 0 CP

Drawbacks

(+0, Mandatory)
Castlebound
You are stuck in this castle until dawn, and have to save as many of your family as you can.

(+100 CP)
Shadowing
It becomes much darker, and you have to be careful moving around

(+100 CP)
Scared Stiff
While you can still run around, you definitely won't be fighting back too much now. You can defend yourself to a point against some of the small fry, but the bosses will truly test your character.

A Lack of Sense
Your senses are not nearly as sharp as before. You'll have to be extra cautious when running around here.

(+200 CP)
Ghoulfriends
Twice as many minions for you to deal with now. While not impossible to handle, you should make sure that every shot counts at range and that you are truly gifted and skilled in melee.

Broken Sanctuary
Sanctuary is no longer good for your relatives, they will come under attack by monsters if not protected for too long. The more of them gathered there will increase the time they can be left alone as well as their ability to defend themselves, but you should still hurry nonetheless.

(+300)
Unholy Hordes
There's a awful lot of these critters, aren't there? The worst part of it is that they're all twice as strong, fast, and durable. Hope it's worth the CP.

Red Dawn
With this Drawback, you have to save your family, or they will be sacrificed one after the other as the night goes on. If too many are slain, then Malachai will rise up and kill everything on Earth. If you save them though, your relatives will gladly give you items to help you out.
Wandering Bosses
Normally you can trust that the big threats in this castle are in one place so you can prepare for them. Now though, they will be moving around the castle from the start. They will still be around their own areas, but they will be unexpected to you.

However, for 300 more CP, you can have Malachai himself running about from the start. This makes the other monsters about twice as strong and much smarter as well.
Perks
(Free)
Strapping Young Lad
You aren't coming here completely helpless. You have all of the skills a young British noble would know in 1912, and also have impressive skills at fencing(good enough for the Olympics). Your body is your best attribute though, being strong enough to beat people to death with your bare hands, nimble enough dodge and weave through flying arrows, and tough enough to tank multiple gunshot wounds, stabbings, beatings, or whatever else a mundane gentlemen may face and run around a castle at full tilt for hours. However, you aren't immortal, and can fall if put under enough pressure.

Skilled (**100 CP)**
This gives you some decent skills at shooting, hand to hand, and sword fighting

Always A Chance (100 CP)
Sometimes it appears that evil always finds a way to hurt you and those you love in irreparable ways. A perk like this will help prevent that from happening so long as you really put in the effort. This allows you to defy fate and ensure a good outcome for you and those you love when they are in danger.

Ease of Mind (200 CP)

Castle Malachai is filled with terrors that attack not only the body, but the mind and soul as well. This allows you to stay calm and relaxed when under extreme circumstances, as well as allowing you to handle these issues that come afterwards.

Good Doctor (200 CP) While not yet at the level of Dr. Seward, you are still adept at fixing people up. This can also apply to yourself as well as others, which will be helpful in sticky situations where you are all alone.

Thanks for the Help! (300 CP)

It would be a shame if you never got anything from your trials, right? This will ensure that whenever you help people,

Holy Man (300 CP)

It seems you may have learned something useful and non-evil from an ancient tome, from some special brotherhood of monks, or even that which is taught in the shadows of the Vatican. With this you have a truly powerful connection with the Holy Trinity. This will allow you to bless items to purify them of evil or strengthen them against it, and establish safe zones from the forces of Satan on both an individual and community level. While you won't be blessing anything larger than a castle at most for now, this can grow slowly in time to cover the world so long as you are pure of heart.

Blasphemous (300 CP)

Oh? It appears you really have fallen from the light now. This certainly has its downsides; you will be an outcast from polite society and just about anything with good moral standards. But that's a price you were willing to pay. With this, you can call on any sort of dark and twisted spirits and creatures to your whims. This also allows you to corrupt and contaminate both the land, sea, and sky as well as all that dwell upon them.

Items

You're going to need all the help that you can get in here, and while your family may not be able to take up arms, they can still supply you with vital tools. Post Gauntlet, the items that you get

from your family can be freely upgraded to their better form. You can also scavenge for these items around the castle, but they may not be as readily available. All CP-bought items have infinite ammo, are unbreakable, can be summoned from BodyMod, and gain a special upgrade after the Gauntlet.

Sword (Free)— This is the sword you arrived here with. While somewhat basic and may soon become obsolete, it is still an effective weapon for one who can use it. Post-Gauntlet, this sword becomes a holy blade, which can channel holy energies to use for various purposes.

Stakes (50 CP)— Obviously, given the vampires all around here, these are kinda mandatory. These can be used to permakill vampires or be used as torches. This gets you 10 stakes per purchase. Post-Gauntlet, they can be summoned at will, and are effective at piercing any defense, even against ethereal ghosts, healing-factors, and even straight up immortals like gods. They only really work at close ranges though.

Crucifix (50 CP)— This is an incredibly powerful tool, and you'll need this for many threats here. With the crucifix, you can punish vampires, wraiths, and other creatures of darkness as well as create holy water. Post-Gauntlet, this allows you to make copies of this crucifix to share with others. While they work best with those of good and pure hearts, they are still effective at protecting people against the forces of darkness.

Father Avril's Notes (50 CP)— this is a collection of pages on supernatural creatures made by Father Avril. These will give you some vital information on the creatures in the castle. Post-Gauntlet they will become pages that give you information on every creature and hostile entity in the current Jump.

Keys (50/100 CP)— These keys are able to open up a variety of locks and doors in the castle. Post-Gauntlet, they are able to do this for any locked door in your way, even if a lock doesn't exist at all.

Armor (100 CP)— While wearing this armored chestplate, all damage to you will be reduced to around 60% of normal, which really improves your odds of survival. Post-Gauntlet, this becomes part of your Body Mod, can be summoned at will, and can copy itself endlessly to give to allies.

Flintlock Pistol (100 CP)— This may be old fashioned, but it is commonly used by the gypsies, so you have plentiful ammo. It helps that it can hit pretty hard too, taking out ghouls with one shot. Post-Gauntlet, this doesn't change its appearance, but can fire energy blasts at the same strength without any need to reload.

Revolver (200 CP)— While you're not in the Wild West, a revolver is certainly a good option for you here. You can fire five times before reloading, which combined with its excellent accuracy makes it good in a firefight. However, it isn't the strongest gun, often requiring 3 or more shots for just one foe. Post-Gauntlet, the shots become much stronger, with one bullet being able to take down an elephant. More importantly, the ammo regenerates at around a round a minute, making it much easier in firefights.

Musket (200 CP)— Just like the flintlock, the musket is slow to reload and somewhat inaccurate(but a much better range), but it is twice as powerful as the flintlock and will take out almost any physical threat it hits. Post-Gauntlet, this can be freely upgraded into a Winchester rifle, providing a vastly superior reload, accuracy, and range. It can also be given a bayonet for close quarters combat, although it's no sword.

Machine Gun (300 CP)—This high-tech, fully-automatic weapon is perfect for making mincemeat out of the castle's primitive undead screw-heads. The machine gun does almost as much damage as the revolver, but you need to be careful, as it fires quickly and it's ammo is scarce. Post-Gauntlet, this gun becomes even stronger, about four times as powerful, and can be used to attack the incorporeal.

Ancient Chalice (300 CP, requires Crucifix)— A single hit from the holy water it carries will kill any lesser monster, and even the mighty Malachai will fall to this with enough time. It requires holy water as ammunition, so you need to bless pools of water with the crucifix to refill your chalice. Post-Gauntlet, this gets a major upgrade, able to not only hold an endless supply of water, but also spray like a riot hose.

Consumables

Consumables are naturally found in the castle, but you can stockpile those bought with CP up and they will replenish after 5 minutes. These become available for your BodyMod after completing the Gauntlet.

Garlic — The garlic is used for repelling unholy creatures like vampires and ghouls, leaving your hands free to do other things. Lasts for 6 minutes.
Regenerative Potion — This potion slowly regenerates your health up to 100%. Lasts for 6 minutes.
Stamina Potion — This potion makes you much more energetic, losing half as much stamina as you normally would when completing an action. Lasts for 6 minutes per use.
Speed Potion — This potion increases your movement and reaction speed, about twice as fast as normal. Lasts for 6 minutes.

Rewards

For stopping the reign of Malachi, you have gained the perk **Monster Hunter.** Oh, now this is a big one, and here's why. This allows you to find and locate beings of evil and/or traces of dark magic, so that they can't scatter and hunt the innocent. This also gives you the skill and training to hunt every type of monster, from ancient terrors of mythology to the most eldritch, alien, and technological threats, and even beasts in human skin like slashers and tyrants. To help with the more tricky ones, you also get a good mind and soul shield that can hold up to a universal-level entity. This also gives you a mighty aura of leadership and charisma that you can share and foster in others, in order to spread your knowledge and screw with any dark beast that tries to put the moves on you or your allies. For critters that like to phase in and out of reality or just happen to be indestructible to mortals? Well, you can now go straight through that stuff and can

affect them however you choose. With this, you can make the creatures of the night learn not to mess with mankind.
You also gain a mighty weapon Vampire Slayer whip attached to Body Mod

If you are able to save everyone in your family except Rebecca, you can gain all of them imported into a single Companion slot. If you were also able to save Rebecca, then you get the Exorcism Kit. This is a very useful tool that contains:
Holy Water: small containers of holy water that can be thrown at demons and demonic activity to dispel it.
Salt Spray: sprays a mix of salt and earthy minerals that can damage certain demons more effectively.
Bees Oil Lamp: provides light for you to see that cannot be extinguished or blocked by anything other than your own will. Has infinite fuel.
Crucifix: Use by brandishing at demons/forces of evil, will take time to affect them but can damage anything associated with shadows and/or evil.
The kit comes with upgrades that are earned for each boss defeated, listed below:
Source of the Nile: Upgraded holy water, a blessed water from the source of humanity, use it to extinguish the fires of hell and prevent it from burning anything else. Against evil forces it burns like fire.
Bees Resin: upgraded oil lamp, A rare sap found in tropical climates. Burns at a much slower rate than traditional oils and is also much harder to extinguish.
Sacred Earth: upgraded salt spray, A holy mineral thought by ancient civilizations to draw out spirits, does double the damage to demons and can petrify evil in stone.
Divine Bronze: Upgraded Crucifix, an ancient glowing metal that contains significant power, forged to inlay a holy cross. Does double damage to demons and can be attached to a wielder's soul so that it is always available. (becomes part of Body Mod)

A Man's Castle is His Home

If you were able to keep the broken Sanctuary from being overrun and your relatives slaughtered, you can get Castle Malachai itself as a property that you can modify or fuse with other properties. It will be available in BodyMod, but will appear without any fusions. You can use this as a minion hive, for which it already comes served by 50 minions, 25 mid-bosses, and 10 boss level entities. You can summon the castle as a whole castle or specific parts of it.

Phantom Blood
While beforehand you would have been the only family member to show up late, it seems you aren't alone now. Your adopted brother, Deu Sabie, appears just as you approach the door of the castle. While Deu is charismatic, brilliant, and athletic, he is also a straight-up sociopath,

egotist, and complete asshole. While you two weren't exactly friendly, this situation has led you to form a temporary truce. After you save at least half of your family members, he will disappear after telling you that he thinks there may be more weapons elsewhere in the castle.

Reward: Hamon mastery and unlimited potential, on par with Johnathan and Joseph Joestar. This also grants you the ability to instill an unlimited Hamon potential, plus an beautiful talent at training your students in anything, but it works far faster when teaching in either martial arts or spiritual energy (ex. Magic/Ki). You also gain the stand Hermit Purple. This mass of purple vines allows you to see into the future or to distant objects/places, enhances your Hamon, and you can use the vines as a tool and weapon. All rewards apply to your Body Mod.

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Of course…
You can always decide to sacrifice everyone in your family regardless. I mean, this whole situation was so sketchy, and they decided to marry your sister off anyway. Plus, immortality looks really nice on you, right?
For this scenario, you have one important benchmark to cross. You must kill not only every monster and foe in this castle, but also every single member of your family. Alas, Rebecca will be sacrificed to bring up Malachai, but so long as he is slain as well, you will be alright. If you go down this route, you basically are dooming your family (and all of mankind), but the reward shall be great indeed. You will have the powers of Malachai himself, and all the forces of evil shall obey you. Up to a certain extent anyway, anything that can take out an entire country would be a struggle, and would be useless on a planet threatening force. Anything below that though, you can dominate and copy the powers of a la Castlevania Dracula/ Soma Cruz.

Notes
This is one where I decided to make a good reward ready, and added extra details because the game is pretty short all things considered.

Ok so I decided to add a lot more stuff, and it's honestly a lot more like a mini Jump.

Up to a certain extent anyway, anything that can take out an entire country would be a struggle, and would be useless on a planet threatening force. Anything below that though, you can dominate and copy the powers of a la Castlevania Dracula/ Soma Cruz.

I decided to add in the Exorcist Legion kit since that document wasn't going anywhere helpful, and it fits within this Gauntlet well enough.

Items that family can give you:

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