Dracula

3 May, Bistritz. A solicitor by the name of Jonathan Harker has traveled all the way to Transylvania from London on behalf of his master to settle a matter of real estate. The purchaser of this real estate is one count Dracula, living in a castle high on a cliff surrounded by the hauntingly beautiful Carpathian mountains. Jonathan will soon come to realize his grave mistake in coming here - the count is no ordinary man, but an immortal supernatural creature, a vampire, one who has seen hundreds of years of war and conflict and studied magic under Satan himself. The count plans to move to Britain and spread his supernatural disease, in order that he may terrorize the thriving isles for centuries or even millenia to come.

Jonathan's fiancee, Wilhemina Murray, will soon be a target of the count, along with her best friend Lucy Westenra. Light must always rise against dark, and so a group of strong men will band together to stop these creatures - Dr. John Seward, who studies the mad in his asylum; Quincy Morris, a cowboy from Texas; Arthur Holmwood, future fiancee to Lucy; Abraham Van Helsing, a genius doctor in practically every field and the one who will expose the supernatural nature of the threat; and Jonathan Harker, having survived his encounter with the Count.

These men, along with help from Mina, will root out the count and his unholy minions from London and pursue him back to his home to end the centuries old monster for good.

You will arrive here a few days before Jonathan Harker reaches Castle Dracula. You can choose whether to start in Transylvania, possibly at Castle Dracula itself, or somewhere in Britain, be that London or the coastal town of Whitby where Dracula will first land. Will you help to eliminate the undead menace or are you aligned with the forces of hell itself? In either case, take this gift to aid you in all your endeavors.

+1000CP

Origins

Perks and items are 50% off for matching origins, except 100CP matching purchases which are free.

Gentleman

You are a man (sex not truly specified) of the times, hardy in constitution and noble in nature. You are also of an upper class background, such as a descendant of British nobility. Although it's likely you were born in Britain, you might be a cowboy from Texas or a Dutchman.

Lady

You are a woman (sex not truly specified) of the times, fair in appearance and nurturing in nature. Though the women of this time are known for being fragile, you may well have a will surpassing even the men around you. You are of an upper class background and are seen as a desirable bride. Beware, for the creatures of the night desire brides just as men do.

Thinker

This is an era of great change and people like you are at the forefront of these advancements. You could be a physician studying the minds of the insane, a philosopher or a professor studying matters both mundane and occult. Occult knowledge may well be needed to vanquish this evil.

Monster

There are evil beings in this world, vile minions of Lucifer who seek only to corrupt and destroy all that which is good. You are one of these beings - a vampire. You may have died, but through the kiss of another monster you became un-dead, rising from your torpor to torment the children of God. You may well be centuries old, as beasts of your ilk do not die of old age.

Perks

Free - Journaling

Jotting one's thoughts down has become quite the popular hobby these days. You have a particular "skill" for writing down your experiences. Once you sit down to write your experiences you can clearly remember everything that happened over the last several days in vivid detail. Your descriptions of these memories are just as vivid, having a firm grasp on the written word and evocative language. This perk comes with a free journal for you to write in which never exhausts pages regardless of how many you flip through.

Free (Mandatory for Monster) - Vampire

You look human, but you ceased to be such a thing long ago. You are a vampire, an un-dead abomination like a living corpse. Your teeth have become sharp and extended, your nails are like long knives and your eyes seem to nearly glow red. Having lost your humanity, you are no longer bound by its strictures - you have the strength of 20 men, can climb walls as a lizard does, have cat-like night vision, can no longer die of aging and possess other unnatural powers. These are in service to your nature as a predator of humans. You have an insatiable hunger for human blood and consuming it restores your youth. Though you cannot die of old age, you will still age.

Vampires possess abilities beyond mortal comprehension - you can disperse your body into minute particles to move about and reform yourself at will, manipulate the minds of people and entrance them, shrink and stretch your body to squeeze through gaps a pound couldn't fit through and heal from drastic wounds. It is near impossible for you to die except from consecrated weapons or by being decapitated and pierced through the heart.

The Lord did not leave man unable to battle your ilk. You have many limitations and weaknesses. Holy items terrify you and will burn you on contact; the same is true for garlic, though to a lesser extent. Blessed weapons can kill you like an ordinary man. You lack a shadow and a reflection. You cannot enter a man's house uninvited, nor can you cross flowing water under your own power. You naturally desire to sleep during the day, but can only rest in consecrated dirt. Though you do not truly need rest, in the morning sun you lose your supernatural powers and are reduced to little more than a man. You can spread your curse to others by draining their blood fully or by having them drink your tainted blood. Those you turn will serve you, and with time your evil kind could spread all over a nation or even the world.

Gentleman

100 - Solicitor

In such a formal era, it's no wonder that those talented with contracts and legal matters are desired heavily. This is a talent in which you excel, negotiating and parsing through page after page of legal documents and drafting up contracts. You are also a notably fast reader, which can only help speed up the more tedious aspects of your calling.

100 - Courtship

Nothing is so beautiful as the love between a man and a woman, though it must be done in the "right" way. You've mastered all the courtship rituals needed to sweep a woman off her feet in these times. Not only do women find you desirable, but you have a mastery over poetic language to further woo them and bind your hearts together. True love conquers all and whatnot.

200 - Steel Will

A man finds his worth when faced with danger. It is in these times of trial where you excel and rise to the occasion. Scaling the perilous stones of an old castle wall over a massive void which means certain death should you lose your footing is well within your power if that is what's necessary for your survival, as is joining a party to battle with supernatural evil.

200 - Flight

Though there is a time to battle evil, there is also a time to flee from it. This is especially difficult when in the belly of the beast, but for you it is far from impossible. If need be you can creep about silently and perform acts of great athleticism like scaling walls to slip out of even the most ironclad prison. You can also conceal your actions to deceive your captor.

400 - Devil's Plaything

Those who covet evil are far too common. Much less common is the man who is coveted by evil. The forces of darkness have a strange fascination with you, a wicked fascination which affords you lenience from their assaults. A vampire is unlikely to harm you, but rather keep you as their pet and amusement. The same would apply to all such evil beings, though eventually they will tire of this flight of fancy and treat you as they would any mortal. Their lenience will also waver should you take up arms against them.

400 - On The Hunt

To eliminate these demonic hunters of man, men must become hunters of monsters. You are healthy, vigorous and strong and have a breadth of experience in hunting. Your aim is true, be it with a blade or a rifle, and when equipped with the correct weapons even a vampire could fall by your hand. Killing is simple enough, but your ability to track and trap a target is even greater.

600 - Grace of God

In our darkest hour we have only the almighty to turn to. The Lord seems to protect you in these times, sparing your life from what seemed to be certain death. You might miraculously escape from Dracula's castle in a way even you don't fully remember or understand with only a temporary case of amnesia as consequence. This good fortune will follow you throughout your life, though even this blessing may run out if you tempt the Lord too much.

600 - Good Fellows

The greatest gift a man can have is not wealth, power or fame, but a group of good friends. You have been blessed to encounter all sorts of good friends wherever you go, the types of men who would ride into hell itself alongside you. These friends often make their entrance into your life when you are in greatest need. A group of fellows perfectly suited to mount an offensive against vampires may happen to meet you just as you're under attack from one.

Lady

100 - Secretary

Though a woman's primary calling is as a nurturer, many are also gifted in the field of management. You have quite the talent for parsing through information and organizing it. You could easily take disparate journals and scraps of newspaper to create a coherent timeline of events, as an example. Perhaps you could even turn them into a book if the mood struck you.

100 - Let Down

A lady may have many suitors, multiple of whom they consider close friends. Unfortunately, God has ordained that one man is meant for one woman and so all but one of these men will face the harsh reality of rejection. Though the blow is brutal, you have a level of tact and gentleness which greatly eases it and leaves no hard feelings behind. You could even remain friends.

200 - Loving Rock

Woman was made to be man's helper, his support and encouragement. Your words are powerful tools which can bolster the heart of a man, steeling his resolve or comforting him from pain and strife. A man in inconsolable terror could come to his senses with just a hug and some kind words from you. Love can solve so many problems.

200 - Beauty

Of all the beauty in creation, none can match that of a beautiful woman. Your appearance is lovely enough to stir the heart of any man who sees you and even instill jealousy in the fairer sex. Should you choose to flaunt your appearance it would not be uncommon to have multiple suitors confess their feelings for you all in one day.

400 - Pleasant

Charming scarcely begins to describe you. People are incredibly pleased just to be in your presence and speak with you. Even the most bitter and hateful old man or the most vicious lunatic would act incredibly kind towards you and tell you anything you want to know if you merely ask. The "kindness" you project spreads to those you interact with, changing them for the better the more you spend time with them.

400 - Pure Soul

Though your body may fall to evil, your soul is firm. Evil can find no root in your mind or your heart, as even if you were transformed into a creature of the night you would bear no more ill will towards man than you did previously. Your heart and soul can't be corrupted by evil except that which you were already naturally inclined to.

600 - Beloved

Love is the most powerful force in this world, far greater than fear or rage. Those who are close to you truly love you, to such an extent that they will go to incredible lengths to protect you. Friends you made only weeks or days ago would battle the forces of the un-dead merely to protect you from their wicked machinations. Those close to you seem to have great fortune in regards to your protection, leaving you well defended even against the most vicious evil.

600 - Beacon of Good

Just as the darkness cannot comprehend the light, evil has no quarter in the presence of good. Your goodness is so profound as to protect even others from evil. Your mere presence can snap others out of vampiric mental influence and corruption. This same effect would occur against other mental manipulations attempted in your presence, with the exception of those you allow to occur. Merely thinking of you can produce a similar result.

Thinker

100 - Psychologist

Doctors who treat the mind are just as valuable as those who treat the body. You have expertise in this field, deciphering the twisting mazes that are the minds of the insane and understanding them nearly as well as you could a rational mind. It takes you very little time to decipher even brand new or unique mental illnesses and figure out some form of treatment.

100 - Open Mind

In these times of science and empirical observation, men are far too quick to disregard any explanation which ventures outside the current paradigm - what have supernatural beasts to do with the reality all the current sciences point to? It is exactly that arrogance and narrow-mindedness which you reject. You do not callously toss away the wisdom of the simple folk in days gone by or reject certain hypotheses out of hand simply because they sound "outlandish". On the contrary, you take even these things into account and are willing to upturn your entire way of thinking if that's what the facts point to.

200 - Folklore

Despite the many advances man has made in the past several centuries, the wisdom of the simple folk is not to be discarded. On the contrary, you've studied all manner of folklore from all over the world, learning of everything strange and supernatural. You've equipped yourself with the knowledge of how to overcome nearly any supernatural threat or issue through your studies, including the dreaded vampire. You know their history, their strengths and weaknesses and how they've been defeated in the past. The same goes for all supernatural creatures and you'll find it easy to acquire such information in future worlds.

200 - Professor

It is not enough to know, but with knowing comes a duty to share that knowledge and pass it on. This is a field in which you excel. You can pass on even the most complex of ideas within your understanding and make them simple enough that nearly anyone could understand. This is easy, but what is more impressive is your ability to shatter the preconceived notions of those you teach and get them to accept ideas they'd have never entertained otherwise. You could prove a supernatural threat so thoroughly that even the greatest skeptic has no choice but to accept it.

400 - Leader

In these dire times someone has to take charge, and the task has fallen to you. You can bring order to even the most panicked and chaotic groups. Your confidence and force of will is so great that those following you would gladly charge directly into a den of monsters confident of their victory. This confidence is merited, for you can rapidly adapt and react to the schemes of your foes and create counter strategies to overcome even the cleverest of men.

400 - The Doctor

You have the power to save a life. You are a medical doctor and surgeon of the highest skill in this day and age. You're nearly a miracle worker, able to perform the most dangerous operations even in the field and save lives that were surely consigned to the reaper. Not every life can be saved, but if they can be then you will be able to do it.

600 - Polymath

Though many intelligent men live in these times, none are quite so strong of mind as you. You excel to a great degree at every intellectual pursuit - medicine, psychology, philosophy, theology, historical and folklore studies and any intellectual pursuit you could imagine is as simple to you as breathing. You've even mastered the art of hypnotism, which is quite real and effective.

600 - Vanquisher

This evil that plagues the Earth has gone unopposed for far too long. You have been chosen by the almighty as the one who will end these monsters! Though you may not be a warrior, your heart is ironclad and completely immune to fear even in the face of the most evil beasts. The power of the Lord is with you and so holy items are more effective against evil in your hands. You have an instinct for understanding the minds and behaviors of all evil beings such that you would be several steps ahead of them at every turn should you come into conflict. Should you embrace your destiny and bring peace to these evil souls you will gain a reputation as a warrior against the night, even if you merely guide others to smite evil themselves.

Monster

100 - Charmer

A true predator hides its fangs until it's ready to strike. You can project a facade of a perfect gentleman, polite and harmless. So positive an impression you make that someone who lived alone with you for weeks would only just barely start to catch on to your true nature. Even then, they would only notice if you started acting unusual.

100 - Housekeeper

Certainly an odd skill for one of your kind. You are a peculiarly talented butler and servant. You could prepare dinner, clean up afterwards, keep an entire section of a castle near and tidy, ready the fireplace and have it all done with such efficiency that one could be fooled into thinking you possessed a highly skilled staff of servants attending to the matters for you.

200 - Evil Incarnate

To call you merely a monster is to grossly downplay the severity of your wickedness. You are darkness, hatred, the Devil in the flesh. Your eyes are portals to the depths of hell itself, your voice the whisper of death’s angel. Such terror you inspire in even the hardiest men that they would dare not oppose or disobey you alone even if obeying your orders meant certain death.

200 - Retreat

You are a vicious and horrific beast, the most fearsome predator man could face on God's earth. Yet even the most fearsome beasts can be slain and, to avoid their gruesome fate, take flight from danger. Not only can you escape death by the skin of your teeth with alarming consistency, but you can plan and arrange a full escape to another country so quickly that those hunting you wouldn't realize you'd fled until you were halfway home.

400 - Deceitful Visage

Much is availed by a beautiful face. Your appearance evokes not only feelings of attraction, but projects such innocence that even those who set out to end you would find themselves faltering at the critical moment. Only those with the coldest hearts or strongest wills could callously slay you without hesitation, and but a moment is all you need to end the fool where they stand.

400 - Wisdom of Ages

Who are you? Some meager human peasant living a mundane existence? No, you are a ruler, a warrior, having fought countless battles and armies and ruling a land for centuries! You have gained not only the experience of a great warrior and strategist, but a mind for such things as is near unrivaled throughout the ages. You are among the cleverest of people in all Europe, your schemes near impossible to subvert except by those just as sharp as yourself.

600 - Lord of Darkness

The night is your realm. You can hear your children howling at the moon and fluttering through the night sky and scratching beneath the floorboards. They are your servants, these "meaner" animals and all things that could be considered unclean or vicious. The wolf, the bat, the rat, the fox, the owl, the moth and all such creatures can be summoned and made to do your bidding over great areas, even all the city of London. Not only will these beasts mindlessly follow your will, but even the mentally insane and creatures of darkness like vampires will obey you, though in the latter's case only if your power surpasses theirs.

600 - Student of Satan

The powers under your command go far beyond a mere wampyr. You have studied in the Scholomance, a school of occult magic wherein you trained under Lucifer himself. You've mastered many occult abilities - you can command the weather, conjuring powerful storms, controlling the waves and forming a thick fog which you can meld and disperse your form into. You also have command over the sleeping and can hypnotize humans, creating a link through which you can use all their senses. You can conjure blue-hot flames even at a distance from you and use them to burn things, possibly even your enemies. You've even learned how to take the form of a bat or wolf and change back at will. You have an innate talent for magic, learning it far quicker and to a much higher level than most could hope.

Items

Gentleman

100 - Letters

This is a large stack of envelopes which you can use to send mail around the world. This mail has a special attribute of reaching your intended recipient far quicker than it normally would. It's also nearly impossible for the mail to fail to reach your target.

200 - Weapons

These are the tools which you shall use to hunt the damnable un-dead. You have various blades and firearms, including a Winchester rifle. All these are capable of at least staggering vampires, and though they are resistant to mundane weaponry they can be eliminated even with ordinary weaponry through being decapitated and pierced through the heart.

400 - Properties

You own many properties in Britain, several of them former estates or castles. Although the theoretical value of these properties are high they would have to be fixed up, as most of them have fallen into disrepair. Surely someone has a use for these?

600 - Inheritance

You are descended from British royalty, having fully inherited your family's holdings and become a titled lord or lady. You now have great wealth, which is always increasing due to your family's many business interests, as well as some level of political power and influence. You will retain these benefits in future worlds, placing you in a noble family in that world.

Lady

100 - Family Recipes

A collection of recipes from your homeland for food and snacks of all sorts. The food will be very delicious if prepared properly and they all come in a recipe book. Should you find new recipes or create your own you can add them to the book.

200 - Garlic Necklace

What a potent stench! You have a necklace made of garlic, specifically for the purpose of repelling vampiric assault. It may seem absurd, but should the necklace remain intact a vampire would not dare touch you due to their natural revulsion to garlic. Beware, for even the slightest break in the necklace will allow the vampire to attack.

400 - Estate

You have acquired your family's manor. It's quite a lovely sight, containing a beautiful garden and many rooms, including ones for the live-in servants who dutifully clean your home and attend to the household chores. There's even a highly skilled chef to prepare your meals for you. One couldn't ask for much more in a home.

600 - Coastal Town

Your own little getaway. This town is a beautiful and peaceful place, for the most part, with a bit of a shipping industry and many pleasant people to interact with. It does have a tendency to attract some supernatural forces from time to time, though if you keep your head down you should be alright. Perhaps due to some link with the mayor you get a sizable cut of the town's shipping and fishing industries, giving you a big stream of income perpetually.

Thinker

100 - Phonograph

A slightly different way of recording the events of your daily life. You can use this phonograph to make audio recordings and keep journals. You could use this to create your very own audio diary, create logs for studying asylum patients or whatever other tasks you see fit.

200 - Fine Wine

A glass of wine may be the best treatment for an ailing man or woman. This wine has peculiarly potent medicinal effects - just by drinking the wine or inhaling its fumes someone suffering from severe blood loss or bodily injury could be healed enough to save them from death. The same holds for nearly all forms of ailments, though the salvific effects are far from foolproof.

400 - Asylum

The house for the mad. You have your own asylum filled with multiple mad people of many different sorts. This asylum is of particular use to those who wish to study the mind as you only seem to encounter more and more bizarre and insane people of every kind imaginable and many more kinds beyond imagination. They're surprisingly pleasant most of the time.

600 - Holy Tools

You are now equipped like a holy warrior. You've gathered nearly every weapon needed to defeat vampires or most other supernatural creatures if you encountered them. You have crucifixes, rosaries, garlic, communion wafers, holy water, blessed silver bullets and blades and even certain plants like roses which can affect the creatures of the night. Every holy thing, especially crucifixes and the host, will cause vampires to flee for their un-lives and burn them horribly upon contact. The blessed bullets can kill them as easily as a normal bullet could kill a man, garlic also repels them and placing a rose on their coffin prevents them from leaving. This evil will be thoroughly exterminated.

Monster

100 - Coffins

The beds of the un-dead. These coffins placed in hallowed ground are the only places where a vampire can sleep, otherwise forced to stay awake and vulnerable in the daylight. They are quite sturdy and made of iron so they're very difficult to tamper with.

200 - Ship

A vampire cannot travel over moving water except through external means such as this. You have a small but fast vessel with a crew. Whether they are aware of you or not is irrelevant as they always seem coincidentally to be going wherever you would have wanted to go. The ship is small enough to sneak you into a country relatively unnoticed.

400 - Meat

You've acquired some food for you and your ilk. This is rather simple - it's a sack with a child inside. You can consume their blood to sate your malevolent hunger and once you've had your fill they will immediately be replaced by a new child. Does your evil know no limit?

600 - Castle

This is your ancient and imposing castle, centuries old and emanating pure malice. Your castle is located in a scenic and incredibly defensible location to make it as difficult to infiltrate as possible. Your castle is filled with centuries or history - artwork hangs on the walls depicting yourself (most of which was likely made centuries ago) and in your hidden inner sanctum you have a massive pile of gold and jewels amounting to a ridiculous fortune, spoils of war acquired over the course of nearly a thousand years of battle. More treasure somehow keeps finding its way into your horde over time, increasing your ludicrous wealth.

Companions

100 - Friends New and Old

You can import/create two companions per one hundred CP spent on this option, granting them each an origin and six hundred CP on whatever they want. Alternatively, you can import/create just one companion per one hundred CP spent, granting them the same benefits but one thousand CP to spend instead of six hundred CP.

Free - Come Together

Should you have formed a strong bond with someone you encountered on your travels here, you may bring them along with you as a companion in future jumps. All that's needed is for you to extend the invitation to them and have them accept.

100 - Brides

These women are infatuated with you. You've acquired three beautiful and youthful brides - eternally youthful, for they are the un-dead. They are vicious and heartless creatures, though in equal measure attractive and sensual. Despite their violent and mischievous nature, they will obey your orders and do your bidding as best they can, though it may take some discipline.

200 - Llamarcia

You shall be charmed to meet this one. Llamarcia is an Austrian noblewoman, and quite good company. She at once comes across as polite, upbeat and subtly morbid in her temperament. She loves to wax philosophic about the fragility of life and at times comes close to blasphemy in her callously humorous mockery of God’s creation. As for the supernatural, she seems oddly familiar with the subject and speaks on matters of history dating back nearly two thousand years ago as though she were there to witness them (Caesar was quite a bore, apparently). In reality she is a vampire, one with power, cunning and mastery over magic surpassing even the count himself. The two seem acquainted and not on good terms as she toys with and demeans him each time they meet. You met one day and she found you interesting enough to follow out of boredom.

Drawbacks

+0 - Alternate Version

Though this jump is for the original novel, there are many versions of this iconic story. You can use this toggle to travel to an alternative version of the Dracula tale such as the various film or video game adaptations. This applies as long as it's a mostly direct adaptation.

+100 - Skeptic

Vampires? Who would entertain such a ridiculous notion? You only accept pure empirical truth, none of this supernatural nonsense! Regardless of what you may have thought before you will not accept a supernatural explanation for anything without absolutely irrefutable evidence. Even then it will still be a difficult reality to accept.

+100 - Sleepwalking

It seems you've gained quite the unfortunate habit. You have begun to sleepwalk. Nearly every night you will rise from your slumber and wander out of your home, going to the most odd places such as an old cemetery. This is worrisome at the best of times, but incredibly dangerous at worst, especially when vampires are lurking in the darkness.

+100 - Hapless

Your powers of perception may have dulled a tad. You seem oblivious to even the most overt warning signs of danger. An entire nation of people recoiling in terror at the mere mention of their count, offering you holy trinkets and then meeting the man himself only to see his viciously sharp teeth and burning red eyes still would not instill in you even the slightest inkling something nefarious may be occurring. May the almighty have mercy on you.

+200 - Child-Brain

In all things the vampire takes his sweet time. Why hurry when you have an eternity to figure things out? Regardless of if you are a creature of the night or not you share this psychological weakness. You are slow in nearly all things - slow to act, slow to experiment, slow to take risks. Even with centuries to test things you would not have bothered to gain a full understanding of the limitations of your vampiric weaknesses and by what methods they could be bypassed or subverted. So it shall follow in all your endeavors.

+200 - Captive

You have wandered directly into the lion's den and been ensnared in the clutches of the count. Indeed, you are all but explicitly now a prisoner in castle Dracula, high on a precipice surrounded by a forest far below and the Carpathian mountains all about. Within and around the castle is the count and his three brides, ready at a moment's notice to recapture you should you attempt an escape. Opposing the count directly is out of the question as you've been filled with such a fear of him that you would never attack him even if he were helpless. You must find some way to escape, for in a month the count will finally consume your blood and end your life.

+200 - Delicious Skin

You are now a favorite target of the un-dead. They will pursue you above all others and go to great lengths to sink their teeth in your supple flesh. Hiding from them is out of the question as they have a sixth sense for your whereabouts and will stop at nothing to get to you. Your only option to stop these creatures is to have them slain, either by your hand or your companions.

+300 - Fragile Heart

What an unfortunate case. You have a very frail heart due to prior medical issues. It's in such a state that all it would take is one great shock to send you into a heart attack which almost certainly will end your life. This applies even if you are one of the un-dead.

+300 - Half-caste

Evil has planted its seeds in your flesh and tainted you. You have been forced to drink the blood of the count and are now halfway to becoming a vampire. Already you loathe the morning sun and sacred items burn your flesh on contact. He can see through your senses and manipulate your dreams. If he is not slain within a month you will become his minion for the rest of your unnatural life and lose your chain.

+300 - Mad

Your mind has been given over to madness. Some peculiar mental illness now dominates your thinking, such as a desire to feed creatures to increasingly larger creatures and then eat them yourself. This madness makes operation in normal society nearly impossible and makes you very easy to mentally manipulate, especially by evil minions of Satan such as the count. They're far more likely to target you for this very reason.

The End

And so the last reports of your journey here have been written up. Hopefully you've been jotting your adventure down. I imagine it would make for a fascinating novel. Regardless, it's time to make your final choice.

Go Home

Stay Here

Next Jump

Notes

- **Your vampiric form from this jump becomes an alt-form post-jump**

- **Thanks for using my Jump! God bless you!**