



Castlevania - Curse of Darkness
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The year is 1479. Isaac, a Devil Forgemaster and loyal servant of the great Count Dracula, plots the resurrection of his master. It would seem that the only ones able to bring Dracula back to life are Forgemasters - and far more worryingly, that the only material capable of withstanding Dracula's power is another Forgemaster. Because of this, Isaac has killed a woman of the faith by the name of Rosaly by arranging for her to be executed for witchcraft - a woman who also happens to be the wife of a man named Hector, a former servant of Dracula and the only other Forgemaster alive.

As Hector chases Isaac in order to exact his revenge for the death of his wife, Isaac is also goading Hector into reclaiming the power he swore to never use again, to become a more perfect sacrifice to revive Dracula with. As this battle of wits plays out, other parties are also drawn into the matter. A priest by the name of Zead seeks to cleanse the curse that hangs over the land. Trevor Belmont, one of the Heroes of Wallachia, seeks rumors of Dracula's rebirth and the means to put an end to them. A witch by the name of Julia seeks out both Hector and Isaac, in an attempt to put an end to both plots. And somewhere, Death lurks, never too far away from his master's castle...

As always, your own place in this battle of light and dark, of hope and despair, is yet to be decided. You could be a hero, a villain, a bystander, or someone completely uninvolved - though if that last one is true, I have to ask why you came here in the first place. Regardless, and as always, please enjoy the next ten years, and take these.

+1000 cp

Origins

Drop In

For most of humanity, life simply is. Some days are good, some are bad, and it's up to chance which are which. Others believe in god, saying that bad days are punishments for their failures, or are the work of the devil as part of some test. In truth, it doesn't matter who is right. You stand outside the normal order of things, able to judge and witness the struggles of commoners and heroes alike as events pass you by. But, what's the point in visiting such famous events, if not to interfere?

Witch

Oh my, how lucky of you - with how the church has been burning everyone at the stake in order to maintain some semblance of control over the populace the last few years, I'm surprised you've managed to stay alive. Are you out for revenge? To extract reparations from the obviously corrupt church for all the wrongs they've committed against you and yours? Or maybe you're just trying to survive, to keep your head down and attached to your shoulders.

Hunter

Three years ago, Trevor Belmont of the house of Belmont gathered up a small handful of allies and did battle with the forces of darkness, culminating in their duel with Dracula and his demise. To be a hunter of any real skill, I suspect that you're a distant family member of his, though you could always be someone who was inspired by stories about him and chose to take up the whip or some other weapon and try to hunt down the night.

Traitor

Three years ago, you defected from Dracula's forces. Who knows why - perhaps you were tired of living under the thumb of a madman like him and wanted to carve out your own little kingdom of fools amongst the soon to be conquered peasantry, or maybe you had a change of heart and began to doubt the righteousness of Dracula's war of extinction. No matter what happened, you fled, one of Dracula's loyalists chased after you, and three years later, they're still hunting for you.

Servant

Ah, finally, someone who knows the true nature of the world - Darkness. Some time ago you forsook such petty things as morals and the light of god, embracing Dracula and the safety he represented from the oh so murderous and judgmental gaze of the rest of humanity. But alas, all good things must end, and so Dracula was slain. You have since dedicated the majority of your time to working towards his resurrection, with a side order of ensuring that those responsible for his death last time are not in a position to do much of anything about him this time - killing them yourself, if need be.

Traitors and Servants receive 'The Devil's Forge' for free.

Location

Drop In's may start anywhere in the world.
All other origins start in or near Castlevania.

Age and Gender

Your age and gender may be chosen freely within
the bounds of what makes sense for your origin.

Discounts

100 cp perks and items become free when discounted.
All else discounts to half off as appropriate.

Perks

Drop In

100 cp - Millennium Man

New places and new faces, and so many sights to see while you're there. Luckily for you, no matter where you go you're seemingly right at home, the result of a truly extensive education. Sometimes it seems like you know such things so well because you've already been here before, but that can't be right - can it? Well, such impossibilities aside, you seem to know a dozen languages and more, and have a decent grounding in the culture, religion, and manner of dress appropriate to what seems to be every nation in Europe and then some. And, in various time periods. I'm not sure how you managed to learn dialects of French circa the 1500's, 1600's, and 1700's, all when it's still 1479, but never let it be said that your education wasn't thorough I suppose.

200 cp - Thrice Upon A Time

...Did Hector meet a strange man who gave him dire warnings. One of them might even have been you. Actually, I think I can see you over there now - which is quite odd, given that you're also over here with me. In less confusing matters, you seem to have an instinctive sense of the flow of time, able to detect those using it without much effort on your part. This sense is so fine that it even extends to what some people might call 'canon' - if someone is messing with history, or is about to make a mistake that will result in some kind of paradox, it will almost feel like an alarm is ringing in your head. Let's keep things on the rails, shall we? This universe isn't particularly kind to those who seek to change history, and that's not even accounting for the Watchers.

400 cp - Second Hand's The Charm

By and large, the vast majority of humanity travels forward through time at a rate of one second per second. A precious few might find a way to accelerate that number, or slow it down, and an even smaller number might find a way to stop it entirely. But you? You can do all of those things and more. For whatever reason the greatest tool in your kit is nothing other than the manipulation of time itself. Speed yourself up, slow an enemy down, or even stop projectiles mid flight to allow you to dodge easier. I'm personally fond of poisoning a man and then accelerating him so that he dies quicker. You may have different preferences, of course. And, beyond those tricks, you can even find entry into a place that never was, the Infinite Corridor, with relative ease - though you may find returning to the here and now to be something of an issue.

600 cp - Kill Me Once, Shame On You

Allow me to let you in on a little secret that I'm sure will infuriate anyone and everyone who tries to fight you - your death is recorded nowhere in the annals of history. Even those who live outside of time do not know when you are fated to die, if you are at all. And that, my friend, is something you can abuse the hell out of. Your control over time has elevated to a new level - no more than thrice a decade, you may even convince the world that you have not died, that you have not taken a fatal blow, had your soul ripped out, or even been outright disintegrated. The world will almost seem to glitch, your body will move in reverse as time flows backwards to correct the 'historical inaccuracy' of your death, and you'll find that for a brief period, any rules and regulations that held your magic back - something like 'don't push time too far lest you break history and create a paradox' - will hold vastly less sway over you. After all, if something can do that to you, you really need to cut loose, don't you?

Witch

100 cp - In Loving Memory

That face, that smile - could it be... her? Ah, but my apologies, it seems I've mistaken you for someone else that I once knew. A situation that I suspect you will find yourself in more often than not. You have a kind and graceful air about you that someone reminds people of better times and lost loves. Most men, upon viewing you for the first time, might mistake you for their own mother or wife for a brief moment, the faint sensation of better times making them feel at home in your presence, if only for a few seconds. I suppose it also helps that you're quite beautiful in your own right, without borrowing the love they feel for other women. It also means men are strangely willing to take your advice, though that does have its limits.

200 cp - Expected Accusations

Two years ago, Dracula cast a curse upon the nation, one that spread suspicion and misfortune wherever it went, and caused a great deal of chaos as it did. In a failed attempt at stopping it, Spain began to root out every possible black magic user as they tried to find the source, not realizing Dracula was already dead. And you, for one reason or another, found yourself on the wrong end of this inquisition and were forced to flee. It's an unfortunate talent that you have picked up, but skulking about unseen and quietly fleeing from anything that might do you harm is a surprisingly useful skill set. You also have a modicum of talent for disguising yourself as a priestess or a nun, though one should hope they don't ask you to quote more than the handful of verses you have memorized.

400 cp - Sister Of The Dark

Ah, how foul. For all that you play the role of a kind and caring sister of the faith, the truth is that you are far more at home in the darkness. You see, you once possessed a brother, and his speciality was something horrid. You have no talent for the forging of devils like he did, but you did briefly serve as a remarkably competent assistant to him, before you parted ways. Actually, as fate would have it, you're an excellent assistant, period. If a blacksmith handed you a dozen weapons, you'd find maintaining them or polishing them up properly for sale to be a trivial task. And if a Devil Forgemaster handed you a dozen of his 'innocent devils', you'd somehow be able to care for all of them and direct them about with relative competence. Really, any dark wizard or evil sorcerer would be lucky to have your aid.

600 cp - Sister Of The Light

Well this is a bit strange. For someone steeped in darkness and foul magic, you're oddly good at healing. So much so that you can even muster up a spark of holy energy and heal someone with nothing but prayer - in fact, you may outright be an ordained nun. Though, while that is a fairly cost effective manner of healing, it is rather slow. You may wish to turn to quicker ends, such as your darker education and the knowledge of magical potions that it has left you with. Being able to hand someone a bottle of health is ever so convenient, after all. Lastly, this knowledge of the dark arts has given you the means to cast a number of curses, from poor health to bad luck... and by extension, the means to defeat them. The greatest of these is the fabled Death Doll, a creation that is similar in nature to a Voodoo doll, though somewhat more complicated to make. Still, for something that can allow the person it is made in the image of to cheat their way out of debilitating wounds or even death, even a small fortune in reagents is quite cheap. Unfortunately, a person may only benefit from one of these dolls once per jump, though you may make as many as you wish.

Hunter

100 cp - The New Heroes

Three years ago four heroes did battle with Dracula's army and slew the lord of shadow, thus saving the land... or, at least, I wish I could say that. Dracula's curse was far more pestilent, and has ravaged the nearby lands ever since. You've been investigating rumors of this curse and how to break it, but...

Well, you were likely on the original team and as such the remnants of the Poenari garrison are warned against you. I'd call it a hostile environment, but that would imply that Castlevania, or any monster infested castle, were any better. Still, you'll find that when old enemies return, you'll inevitably find yourself with new allies. A widower chasing revenge, a witch seeking redemption, a man out of time just watching events unfold... They all have their own reasons for getting involved, and they'd probably all love for some advice from a professional vampire hunter.

200 cp - Holy Bastion

Poison. Curses. Infection. A thousand and one plagues, both mundane and magical. Even Dracula's curse of darkness that currently shrouds the land. You've downed so many antidotes and anti-curse potions, been purified of this and that so many times that this magically enforced cleanliness has started to linger on you and grant you a level of immunity to these things. Mundane poisons and many magical ones, curses below a certain threshold, even magical effects of insufficient strength will all fail to affect you at all. Moderately powerful ones will last for a few seconds at most before your newfound resistance to them burns through them. Only something powerful enough to affect the entire nation at once and then some will really be able to pierce through this, and even then it will be partially blunted.

400 cp - Door To Infinity

When Trevor Belmont killed Dracula, he bade Sypha Belnades to attempt to place a seal on the remains of the decaying castle in an attempt to prevent anyone from entering the innermost chambers. In effect, they severed the connection between Castlevania and Bran Castle, the physical anchor here in the mortal world. The way around this was the blood of the Belmont - or more specifically, using the blood of the Belmont to open a portal to the Infinite Corridor and bypass the physical between locations entirely. You can now do something similar - it takes a bit of prepwork, but you can seal away places into the nowhere and neverwhen of the Infinite Corridor, with the only way in being your blood and a trip through time itself.

600 cp - The Legend That Is Belmont

There are more dreamers in this world who wish to become one of the greats than there are stars in the sky, but precious few of them will ever accomplish it. If nothing else, to become someone worthy of being called 'legend' requires a feat of equal merit. You may or may not have such a thing under your belt, for I suspect you are a Belmont - perhaps even the Belmont who slew Dracula three years ago. The force of arms needed to do this is immense, and also now yours. With a whip in your hand, you are a whirlwind of death when you desire to be so, to the point that even Death should rightly fear you. With a cross, an axe, or some holy water you are a menace beyond compare to the creatures of the night, and that is before you begin to use the technique known as Item Crash. There are precious few things in this world that can match you for sheer prowess, and most of them are gods or their ilk.

Traitor

100 cp - Ordinary Forgemaster

Though the Devil Forgemasters are by far more well known for their ability to create monsters, one does not become a master though simply using a single means of creation. A proper forgemaster may create a demon simply by striking a corpse with a hammer, but until you reach that point it would probably do you some good to actually know your way around a forge. While I recommend you choose to become a blacksmith, I now offer you a single craft or trade that you will become moderately skilled with even absent the use of any magic. Should blacksmithing not suit you, perhaps you could become a carpenter or a carver, or even a weaver. This ordinary skill shall serve to enhance your skills at the forging of devils - perhaps you got your start by creating small dolls, or carving statues, which you then animated? Regardless, devils created through this method are ever so slightly more powerful, more intelligent, and perhaps even grow a smidge quicker than ones created normally. I do recommend blacksmithing, however, as knowing how to make your own swords and armor is quite useful.

200 cp - My Final Forge

To accept dark powers into your being, to strike up a contract with some manner of demon or devil, such things leave a mark on you. You can't exactly put down such a burden without bleeding for the privilege of going back on your word. But, be not afraid, for there is a path forwards - or, would it be backwards? You can shuck off almost any form of power or ability that you possess, removing it from your arsenal and reducing your skill with it to effectively nothing. Now, you can't quite do this for free - if anything, it needs to be big and dramatic, a moment where you reach far beyond your limits to accomplish something bordering on miraculous. If you can manage that, you can remove all traces that you ever knew anything of that particular style of magic. Or, perhaps it might be better to say that you can accomplish amazing things so long as you're willing to burn away all your talent as fuel?

400 cp - Hero Of Another Story

Three years ago, Hector, one of the two Devil Forgemasters in service to Dracula, betrayed his dark master and created a hole in Dracula's defenses, one that Trevor Belmont and his compatriots took full advantage of. Today, Isaac is still incredibly fucking mad about that. Well, ignoring him because he's crazy, you have some truly absurd luck when it comes to betraying people. A team of heroes comes by to beat up your villainous former boss, a cute girl nurses you back to health from all the wounds you took fighting your way out, and any traces between you and your former allies that you don't intentionally leave behind have a tendency to be overlooked or outright disappear. Hell, one of your coworkers who wants your job might even help you out by erasing any witnesses, foolish as it would be for him to do so.

600 cp - Immaculate Being

There is a strange tendency in this world for the unwashed masses to seemingly consider the darkest and most foul of creatures as an ideal to strive towards. That being dark, bathed in sin, that being worshiped in hell is better than half-assing their damnation, and better than serving in heaven. Just as this hidden heart of humanity empowers Dracula, you too have the capacity to benefit from it. For whatever reason, you are almost perfectly compatible with almost every form of dark magic. From Devil Forging, to dark curses, to the ritual Death intends to use to bring Dracula back to life. As long as they're in your hands, they're far more effective and easier to cast than they would otherwise be. Hell, you may even find monsters that aren't bound by magical loyalty being polite and respectful to you without needing to threaten them. It's almost like the universe wants you to be evil.

Servant

100 cp - Why Him Why Not Me

Hector and Isaac's relationship has been, bluntly speaking, an utter trash fire from the day that they met. Hector was more skilled and thus favored, but wasn't nearly fanatic enough about serving Dracula in Isaac's eyes - something that created a rather one sided rivalry. In truth, it was this rivalry that led to Isaac giving Hector the chance to retreat and heal - if he had not wanted to create more opportunities for Hector to suffer, Hector would have died long ago and been unable to fight back against Dracula's resurrection. Luckily for you, even should you lose yourself to the depths of madness, you will always be able to keep track of how much potential benefit your enemies might derive from a given situation. And knowing that, you will hopefully not do those things, and instead just kill them before they can get the idea of trying to be a hero.

200 cp - Expected Inquirers

Foul villain who has sold your soul to darkness for power, is there anything in this world you love more than chaos and misery? A family member, maybe? A mother, a sister, some vague chain that anchors you to mortality? What a useless thing to those who seek the power of darkness. But, never let it be said that even in your harshest moment you cannot be merciful to the deserving. Through all the classic methods such as lying, cheating, and stealing, you can in large part direct the forces of law and order to dance to your whims and go where you wish them to go. Convincing them that a guilty person is innocent and that an innocent person is guilty is barely even a day's effort for you. Now, go and save your sister's life by shoving the punishment for her wrongdoings off onto another woman.

400 cp - What Even Is Innocence

According to Dracula, there are no innocents left in the world. It's one of the reasons he turned to dark magic - and to Devil Forgemasters, even - in order to power the machines of the war he wished to start with all mankind. Others, the more philosophical of Devil Forgemasters amongst those numbers, think that it is the devils they create who are innocent - hence the name, innocent devil. New body, new soul, new life, everything you need for a fresh start at living. If only they weren't often controlled by madmen who use them with abandon. You might be amongst that number, for you have developed something of a special technique to use alongside your creations. Specifically, you can change their shape after the fact, rework them from a hulking monstrosity, to a small fairy, to an ordinary looking crow, or even to undo an evolution. Some shapes may empower or weaken them, and creating a transformation that they can use at will is difficult, but never let it be said you do not hone your tools to their utmost limits.

600 cp - Dracula's Curse Of Darkness

Well now, aren't you a sight for sore eyes. Hmmm? Why, I speak of none other than our Lord Dracula, for it is his power that now floods your body and seeps into every nook and cranny of your soul. At its simplest expression, this grants you immunity to a number of things, such as being turned to stone, poisoned, cursed, and so on. Unfortunately, everything else is equally beneficial and detrimental - At the start of each jump, you may choose to align yourself with a villain, preferably a dark lord or something along those lines. At that point, this power will cause everyone around you, for tens of thousands of miles, to slowly descend into paranoia and violence in such a manner that their plans are advanced. You'll even be able to directly wield some of their powers should you seek to do their bidding. These things apply even if they're dead, though at that point you'll find yourself as the ideal sacrifice or material should anyone find a way to return them to life. Lastly, as you reek of their power, you'll be able to co opt a not insignificant portion of their powerbase for your own ends... though of course, other powerful vassals in your lord's service may take umbrage with that.

General

Free, Mandatory, Exclusive - The Devil's Forge - Traitor and Servants only

To become a creature of the night is to abandon your humanity for the sake of power, and that is admirable and abhorrent in equal measure, depending on who you ask. But to become a Devil Forgemaster is to align yourself wholly with the forces of chaos while retaining your humanity - and that is not something anyone sane would find praiseworthy. Nonetheless, the power this affords you is formidable in its own right.

You may quite literally 'forge' new demons and monsters into existence through various means. The simplest would involve the corpses of the deceased and using your magic to modify them into a more useful shape, and then summoning a damned soul from hell to pilot this body. More complicated versions would involve effigies of various kinds, such as statues, carvings, or even fossils, and simply commanding them to come to life as you use raw magical energy to create a new soul for your pet monster. Regardless of the exact methods, these monsters will be unfailingly loyal to you, as your magic is woven into the core of their being.

Items

Drop In

100 cp - Silver Pocket Watch

Manipulating time, falling through it again and again, it can be difficult to keep things straight. Where are you, now? WHEN are you, now? Luckily a man in a white suit gave you a gift some time ago in an attempt to help you keep your head screwed on correctly. The inner face of this pocket watch contains far more than you'd likely expect - not only does it contain the hour and minutes, but also the day, month, and year. And, in a truly fascinating display of magical artifice, the watch will change whenever time does - in short, no matter where you are, the watch is always right. Sadly it isn't any good with geographical information - you'll have to figure out what continent you are on, and how to get on the right one under your own power.

200 cp - Pachislot Machine

If you have time to relax - and you of all people ought to have all the time in the world - then why not kick back, relax, and play some of what seems to be this universe's favorite game? That would be pachinko, for the record. Though for some reason it's been combined with a slot machine... in any event, feeding coins into this machine and playing a few rounds will almost always result in you getting your money back - in the form of whatever the local currency is. I'm sure there will be days where your luck is terrible, but this is a 'winning' machine, so your odds are surprisingly high. At the very least, it makes for a surprisingly decent way to turn dollar bills into Drachma. And somewhat amusing too, as the pachinko machine tends to be based around various video games that you might recognize. Depending on how long you've been at this 'jumping' thing, you might even see yourself in there.

400 cp - Immortal Fragment

Well now, I know you try to play yourself as an intellectual more often than not, but this is a very interesting thing for you to have. One might say it belongs in a museum, but I suppose a personal collection isn't a bad thing either. You've somehow stumbled across an extremely well preserved fossil, specifically that of a spiraling shell. On its own, you might not think it impressive, but somehow the item serves as an amazing source of magical energy - specifically, energy related to time. While you could certainly cast a spell or two a day using it instead of your own reserves, its true power is as a crafting ingredient. When worked into an object, one of two things will happen - one, your item will abruptly become a more advanced version of itself, more appropriate to a time and place several hundred years in the future, and two, the resulting item will inherently have some measure of time magic woven into it. I've heard things about the Belmont with a pocket watch that can stop time - perhaps one of these was used to make it?

600 cp - Modern Warfare

In the far flung future, the world will go to war. Once it will war against itself, twice it will war against itself, and then the world will unite as one against a singular threat. Against Dracula. You are not someone destined to fight in that war, but perhaps when you are done here you could go and observe it? In the meantime, there are a few things that have.... Fallen off the back of the truck, so to speak. A collection of weapons from throughout history, everything from positively ancient and yet not yet invented matchlock pistols to weapons that make use of positron rays to smite the wicked. All of these weapons are twisted in time such that they are always fully loaded, no matter how many bullets you shoot, and can be summoned to you with naught but the flick of the wrist. Amusingly enough, you may find duplicates of some of these in the hands of the Forgemaster's - Dracula's lessons and their own drive pushing to create Gatling guns hundreds of years ahead of schedule.

Witch

100 cp - Medicinal Herbs

The first step to creating a potion of healing is, as always, knowing exactly what to put into your cauldron to make the magic happen. These herbs are, in all honesty, probably not what you'd need to make such a thing, but they can be useful in their own right. Simply put, these herbs are what one might call a natural cure - Willow Bark, used to make tea, can be a decent pain reliever and reduce inflammation, for example, while Chamomile tea can reduce stomach pain and aid one in sleeping. These, and several others like them, are what you'll be able to find inside your own collection. Comes with a tea making set if you like, since that's the simplest way of actually using these.

200 cp - Odds And Ends

Devil Forgemasters, to make their so-called 'Innocent Devils', make use of a number of reagents, often sourced from other monsters. More often than not, these resources are used to make weapons, which in turn are used to train the Devil along certain pathways. That isn't to say that those materials are only good for making weapons or devils, however. Thanks to various individuals selling off unwanted things in exchange for some of your money, you've managed to amass a small collection of materials that hold a faint amount of magic within them, mostly metals and stones. Still, if you've any talent for magic then you should know that nothing is truly useless. If nothing else, I'm sure you could find a rich fool - I mean, collector, to sell some of these for far more than you paid for them.

400 cp - Mountain Retreat

Deep within the Baljhet Mountains of Wallachia lies a small and forgotten building. It was likely the home of some dark magician in years past, a place to perform rituals away from prying eyes. As things stand, it's currently more or less empty beyond a small handful of books on various magics and a few low quality reagents that its last owner couldn't be bothered to take when they left. Given a modicum of effort, however, the place could be turned into a decent home or even a shop without too much trouble, and the natural bounty of the land around it means that you could live off the land for a year or two without ever needing to head back to civilization for supplies. In short it's a fairly ideal place for someone to lay low for a good long while - the only people who will stumble across this place are those you invite in, and from the outside it looks quite abandoned no matter how much effort you put into cleaning it up.

600 cp - A Crazy Gift

Where on earth did you find this little beauty? While at first it resembles nothing more than a small and stylish booch, the truth is that it's something far more dangerous - a power amplifier for Innocent Devils. I almost wonder if it's something that Julia stole from Isaac? Regardless, when worn, a mote of Chaos within the brooch causes power to flow into the Innocent Devil, allowing it to unleash attack after attack without the need for rest. I would highly recommend not trying to use it to power your personal magics, the energy in here is... caustic. It's meant to be used by demons, devils, fairies, and other inhuman monsters, not witches or wizards. But, you may have noticed something - why would I give you an object that is all but useless to you? Well, the truth is, it's just as valuable to the renegade Forgemaster Hector as it is to Isaac. You could hand it over to either side in exchange for a favor, perhaps? In future jumps, you'll find yourself in possession of a similar object of exceptional capability that you can make very little use of yourself, but holds immense potential in the hands of others.

Hunter

100 cp - Beef Curry For The Soul

One has to wonder why a Japanese dish is a European man's trademark favorite food, it sounds like there's probably something of a story there. Alas, we're unlikely to ever see it. Something a bit more relevant, however, would be the details of what you'll be getting - as expected, you now have a small supply of Curry. This curry is nothing special, not even using holy water in place of regular water when cooking it like you'd expect from something cooked by a Belmont. It does have an absurd number of nutrients shoved into it though, such that a single bowl of this is enough to keep you full all day long even if it's the only thing you eat. The container it comes in holds enough for three meals anyways, and will automatically refill itself whenever you visit an allied location - a safe room inside Castlevania doesn't count, but a friend's house does.

200 cp - Maximilian Armor

So named for the holy Roman emperor, Maximilian I, who had this style of armor created in 1515... wait, hang on, let me check that... yeah, no, this armor hasn't been invented yet. Damn Dracula always stealing things from the future. Regardless, most of these armors don't seem to be meant to be worn by humans - perhaps chipmunks, that would be about the right size. There is one that will fit you, but the rest of them are effectively miniature. Still, the small ones do actually have a useful effect - though whatever black magic, alchemy, or forgemaster nonsense was used to create them, pushing one of these against another piece of armor will cause them to be absorbed into it, strengthening the armor by a small amount. Individually one of these isn't worth much, but you have a dozen or so. If you run out, more can be found in your warehouse after a couple of days.

400 cp - Medal Of Kickass

Three years ago upon the slaying of Dracula did the pope of the catholic church award Trevor Belmont and the Heroes of Wallachia with absolutely nothing, because that would require him to admit that the church fucked up and created the problem in the first place. Admittedly, it's not like we want acknowledgement from such people anyways, but it would be nice to have something. Well, luckily for you, exceptionally powerful monsters that you kill from here on out will have an unusual tendency to be carrying something similar - a medal or badge of honor for this or that. Sadly, if there are any names on them they won't be yours, but carrying these medals around and seeing them laid to rest properly will have various effects. Beyond making you seem more respectable, you'll also find the medals enhancing you - a medal of bravery might make you stronger, while a medal of valor might make you faster. The more important the medal, the more powerful the boost and the more things it will boost.

600 cp - Vampire Killer's Arsenal

I've not the faintest idea who decided that a whip was the ideal weapon to fight vampires with, but given that the Belmont clan has been using one for 400 or so years, there must be some truth to it. That's why you're now the proud owner of the semi-famous Vampire Killer whip - you might have stolen it, or you might be a Belmont, who knows. In any event, you also have some of the upgrades to it that they've created over the years, a set of enchanted gemstones designed to be fitted into the grip of the whip to enhance its power with elemental fury. Fire, Ice, Wind, Thunder, even Light and Dark are options. I imagine that the last one will be rarely used, but it is an option. There's also a small handful of attachments meant to go onto the end of the whip, to increase striking power, but those interfere with the magic and can't be used at the same time. Lastly, you also have a set of secondary weapons - or 'subweapons' - consisting of a knife, an axe, a cross, some holy water, and a stopwatch. Good hunting.

Traitor

100 cp - Moai Statue

A most unusual trinket you've picked up. This small stone head at first appears to be nothing special, but shattering it will reveal a spell of healing woven into it and held in suspension. Thus, by breaking it, it will do its utmost to heal you of any and all damage you may have. In addition to that, collectors, both those magical and those ordinary, all seem to consider the small head as being extremely valuable to the point where selling it off could potentially net you enough cash to purchase a dozen high quality potions. I suppose that it becomes a matter of which you value more - a single powerful heal, or the raw cash to buy multiple lesser healing potions.

200 cp - Church of Healing

Where does a man so soaked in darkness that he can almost hear Chaos's voice go when he wishes to no longer be evil? Why, to church, of course. ...Though I admit, a great many churches would likely set up a stake to burn you at the instant you started confessing, confessional privilege or no. Luckily for you the father of this particular church is pretty much constantly away, leaving only a pretty young sister to look after things. While the woman isn't much good as a priest, don't ask her for any holy power or objects, she is remarkably accepting of even the foulest crimes so long as you're actually repentant of them, and is happy to sit you down and walk you through an explanation of why you aren't as damned as you think you are. I suppose you'd call her the medieval version of a therapist? Speaking to her is certainly relaxing and therapeutic enough.

400 cp - Master's Brooch

Innocent Devils are in equal measure a newborn form of life to be protected and raised up, and a creature of hell to be pitied and perhaps abused. One does not go to hell without deserving at least some manner of punishment after all. At some point in the past, a pair of Forgemasters who saw their devils in these opposing manners both crafted a magical brooch, and then killed each other. The first of them, the Brooch of Bonds, causes the ID to grow extremely quickly and perhaps even to evolve to a new form far faster than they would otherwise - and it accomplishes this by effectively locking off your own ability to grow in power and transferring it to them. Its counterpart, the Sacrifice Brooch, grants you a mild form of invulnerability by reversing the process, causing your devil to bear your wounds. If someone tries to cut your head off, it is the ID's head that will roll away. Both are powerful, both are useful. Both are yours to do as you please with.

600 cp - Devil Shards

Hector has by and large forsaken his oaths to Dracula and even attempted to drain himself of his powers so as to better pretend to be an ordinary man. Strictly speaking, this is naught but foolishness, but it is also something you can benefit from. Of the many Innocent Devil's that he created, he took only a few with him when he left. The rest were killed by Isaac, Death, and in some cases Trevor shortly afterwards. This is the last of their legacy, a set of six egg-like objects made from crystal and stone that make an ideal material for forging a new devil. The secret behind them is that they contain trace amounts of energy from other ID's, meaning that anything you make from one of these will be far more powerful than it has any right to be. That ought to serve as a decent enough emergency option should your past catch up with you.

Servant

100 cp - Crystallized Growth

Any growing child needs a full meal to grow big and strong, and any devil that seeks power needs one as well - probably the boy. Thankfully, as evil as you probably are, you have to admit that such things are somewhat inefficient. That's where these stones come in. They're small chunks of prepackaged experience, skill, power, and whatever passes for nutrition for devil, demons, and all sorts of nasties that I'm sure you'll be creating shortly. There are five different kinds here, which vaguely correspond to different flavors, though in truth it's generally more a matter of whether you want your devil to grow strong faster, or to grow fast faster, or whatever other base statistic you wish for them to specialize in. There's enough here to force an innocent devil into its second stage of evolution inside of a week, and you will gain more every month.

200 cp - Pondering About Revenge

When at war, there is nothing more valuable than information. Oh sure, an army of devils to crush your foes would be helpful, but knowing the precise kind of devil to send to maximally fuck over your enemies is better. That's why at some point in the past, you got your hands on a crystal ball and then likely infused it with the soul of some devil that you made, granting it the power of scrying. Simply whisper a name into the orb, and it will begin to seek them out. It may take a day or two to find them depending on how far away they are, but once it's found them it can lock onto them, or begin the search at their last known location instead of where you are should you need to look into something else. Let's hope your enemies are in the habit of monologuing about their plans so you can use this to listen in on them, yeah?

400 cp - The First Murder And The First Devil

Though it is currently being used as the forefront of an army meant to erase humanity, Dracula's Castle is and always has been a place of learning - mostly dark and forbidden arts, but in truth almost everything can be found within its walls. Because of that, you've managed to gather a decent selection of arms and armor for yourself, things that are on par with some of the greatest holy weapons in the world. A mighty spear, a sword made of light, armor that won't falter to such things, perhaps even a replica of Death's own scythe? And of course, a personalized Innocent Devil or two of your very own, ones that you've put a great deal of work into ensuring is just right for fighting alongside you in battle. And unlike Hector, you weren't foolish enough to throw yours away, meaning that they're quite powerful to boot, not freshly made.

600 cp - Flattery With The Secret Arts

It's interesting. The power to make monsters is a power that only humans seem to be able to wield. There's something poetic about that, don't you think? And yet, it is the library of the king of vampires that contains the knowledge on how to make a man into a Devil Forgemaster. There are some rumors that Dracula himself was a Forgemaster, back before he gave up his humanity... Well, regardless, those books have since been claimed by you. Ancient tomes, nominally belonging to a family you've never heard of, a one 'Cronqvist' family, that represent one of the most comprehensive set of writings on Devil Forgemasters. Simply put, everything you could ever want to know about them is somewhere in here. Given enough study and dedication, you could turn a random farmhand into an acceptably powerful Forgemaster. Or you could simply train your own skills to new heights.

General

100 cp - Room Full Of Chairs

Well this is a bit unusual. Hidden away in a back corner of your warehouse or a similar location is a door. Through the door is a seemingly endless field of grass, with the sky permanently set to slightly overcast. Inside this room is... chairs. Specifically, a copy of every chair you've ever sat in. Tall chairs, short chairs, wood chairs, leather chairs, Dracula's throne, a movie directors chair, you get the idea. The chairs cannot be removed, and if they have any specific powers then they'll be largely non-functional. The only real special thing about it is that for every certain number of chairs you sit in, usually between twenty and thirty, you'll be given an extra special chair. Some are fancy, some are comfy, and others are just weird, but there's nothing quite like them in the whole world. Now, get out there and give your ass some mileage in order to fill this place up.

Companions

100 cp / 300 cp - Companion Import

I'd like to say that the moral of the story for this era is that you're better off with allies at your back than going it alone, but honestly it just doesn't quite work out that way. Maybe that life will be better if you have your waifu by your side? Blarg, it just doesn't have the same ring to it. Moving on, with this option you may import two companions into the world for 100 cp, or up to eight of them for 300 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.

100 cp - Companion Export

The other side of the coin - instead of relying on old friends, maybe try making some new ones? Quite literally, given that you might be a Devil Forgemaster... In any event, should you stumble across a best friend in the making during your time here, or maybe you've gone and saved a pretty young woman from a horrid monster and she wants to stay by your side, for each purchase of this option you can make one such individual a companion and bring them with you on your chain. If you have someone in mind already, I'll even fudge things somewhat and try to arrange for a decent first meeting so they'll have a good impression of you.

100 cp - A Dagger That Does Not Exist

Exotic dancer, minor magician, consort and jester both, this beautiful young woman has been - wait, have we done this before? Nah, couldn't be. Anyways, this lady tried and failed to take the battle to the forces of darkness, and as such was captured and infected with raw curse energy, effectively brainwashing her into being fanatically loyal to the forces of darkness - mostly Dracula, a bit of Death, and possibly you if you're the evil sort. She's quite handy with a pair of knives that someone gave her, and she also has a decent amount of talent at supporting magic if you're into that. You know, spells that sap and drain the strength of your opponents, maybe cripple their stamina and endurance. In theory she can also heal, but that seems to be offline due to the large amount of dark magic in her body. It's also worth noting that if you do not purchase her as a companion, she will not exist.

100 cp - The Hunter With A Bloody Pocket Watch (Free Drop In)

Shortly after you arrive in this world, you'll stumble across a young woman falling out of what seems to be a hole into pure nothingness. Clad in a maids outfit, and armed with a holy blade of some kind, quite a few knives, a gun, and something she refers to as a 'chainsaw', she's ostensibly a hunter of monsters and vampires. Unfortunately, due to a series of strokes of bad luck she's somehow ended up working for one - as a maid, if her outfit hasn't clued you in. And, due to an accident involving being ordered to get better at magic in order to become a more competent maid and a stolen Belmont pocket watch that she has an unusual affinity for, she somehow ended up stranded several hundred years before her own birth. She's treating the thing as a vacation for the most part, providing you with competent assistance, freshly brewed tea, and dry wit combined with plenty of puns as befitting her incredibly strange combination of British and Japanese humor. Sadly, she knows better to change history too much, so expect her to take a mostly passive role unless her mistress specifically orders her to do something - because, yes, while she might have accidentally time traveled to before her birth, her mistress is alive and well and very confused.

100 cp - The Sword That Severs Karma (Free Witch)

Devil Forgemasters are in large part the ones who have created the army of monsters that Dracula sought to use to drown the world in darkness, but while the two who served him were quite talented, they weren't the only ones. This... being, is a third forgemaster who turned Dracula down on account of having zero interest in monsters. Instead, they focus themselves almost entirely on the creation of swords. Swords of light, swords of dark, swords of fire and of ice, and even the occasional spear, axe, or club - as long as it can cut, this forgemaster will obsessively seek to perfect their craft. But, in the end, they are still a forgemaster. And bodies are an excellent source of materials. While they might not have any interest in monsters, living blades are quite different. They've created quite a few weapons that are blade and monster both, and have very slowly been converting their own body into the same material that their finest blades are made from, a slowly shifting and almost liquid metal that resembles but probably isn't silver. They can already use their new form to cut twice with a single swing, who knows what they could master with your help.

100 cp - Younger Sister Of The Lord (Free Hunter)

As you were wandering down the road searching for monsters to slay, you stumbled across and took shelter in a small church. Its father was away, and so was the sister who was supposed to be caring for it. What you found instead was a ten year old girl dutifully tending to it in their absence... and also napping on the altar. The girl is entirely too young to be left to such tasks alone, but apparently she's frighteningly clever if somewhat innocent, and has very slowly been learning how to invoke minor miracles to make her daily chores go by faster. She can't turn water into wine, but she can turn stains of wine, fruit, or various other substances into spots of water, for example. If you had a mind to teach her magic then I'm sure she'd do amazingly well with it. If you do, or if you choose to help her out in a more normal fashion when you have the time, you'll quickly find yourself reverse-adopted into the position of her older sibling.

100 cp - Worlds Worst Werewolf (Free Traitor)

Every Forgemaster has at least one Innocent Devil that they're fond of for more than simply their capacity as a servant. Isaac enjoys birds, and Hector had a zombie dog briefly. And you... have one fucked up werewolf. It's probably one of your older creations, one you made when you were just competent enough to make one but not quite competent enough to perfectly control the process - the end result? It's an *idiot*. The werewolves humanoid form is distinctly feminine and has a massive pair of wolf ears sticking out of the top of her head, which pretty much ruins any sort of stealth. Also the fact she can't change her legs at all, so they're always wolf legs, which in turn makes her trip. A lot. In other words, she's an overly excitable, overly clumsy, extremely idiotic minion who always steals your watermelon... and god damn if she doesn't love you with all her heart. You can't stay mad at that begging face, you just can't.

100 cp - Having A Spot Of Trouble Are We (Free Servant)

Dracula's library is an astonishingly large place, to the point where it needs its own genus loci to serve as a librarian. Even with his help, finding things is a nuisance. Luckily for you, there's a helpful young succubus who has seemingly read most of the material on Devil Forgemasters purely out of academic interest at some point in the past, and would be happy to help you out with your experiments. Upon your first meeting with her, you'll probably be surprised by how kind and helpful and generally not slutty like most succubus she is. Admittedly, she does wear her nightgown everywhere, but that's fairly tame all things considered. It won't be until you first fuck up an experiment that you realize she's a massive sadist who gets off on watching you fail. She will give you helpful advice, just... mockingly.

Drawbacks

0 cp - It's All About Dracula's Curse

Three years ago, Hector defected from Dracula's army, finding the solace from the world at large he found in Castlevania to not be worth the blood on his hands that serving Dracula in his war against humanity would bring. In turn, Isaac was set to the task of hunting him down, creating a weak point in Dracula's defenses that Trevor Belmont exploited. And you... this isn't the first time you've been here, is it? I have no doubt that you were an important actor in the events of three years ago, though only you can say whose side you were on, or if you've changed sides since then. I'm sure your friends will be happy to see you... and your enemies less so.

0cp - Jumper Goes To Highschool Again

Mask, check! Spiked baseball bat, check! Long white coat with no shirt, check! Alright, your highschool delinquent outfit is good to go. And why would you be wearing one of those, you ask? Why, because you'll be going to highschool! Don't ask why 15th century Wallachia has a 21st century Japanese highschool in it, or why half the monsters in Castlevania make up the Football team, just roll with it! Transfer student Saint Germain! Creepy history teacher Death! The principal is a talking pumpkin! Everyone important is here in some form or another, and there's plenty of zany shenanigans to be had before Isaac the Delinquent tries to ritually sacrifice most of the school to Dracula. Because, yes, despite being a highschool student you still need to save the world.

+100 cp - Let's Fight Because Reasons

The curse that permeates the air has many effects on people, from causing them to slowly slide into sickness to making them excessively paranoid. As for you, it turns out that you're apparently irritable and short of temper basically all of the time. And so is everyone around you, especially the people that you need to work with. Even if you were a professional monster hunter trying to work with another one, you'd probably not be able to get anything done until you'd beaten the shit out of each other in order to prove your credentials and that you aren't some weak ass milk drinker pretending to be a hunter. There are a few exceptions to this, like, say, your wife who you love, but otherwise you'll be snappish at best to pretty much everyone.

+100 cp - The Teachings Of Sage Eneomaos

Under normal circumstances, advice from a scientific genius on the nature of magic would be something worthwhile that you would seek out in order to better understand the world. Unfortunately, for you it's less of a blessing and more of a requirement because you're... uh, not particularly wise. Puzzles, the proper combination of ingredients in a magic potion, or even the best way to care for an Innocent Devil, unless someone clearly gives you the answer to such things you're going to spend at least a few hours puzzling over every minor detail that for some reason you just can't wrap your head around. You will find a handful of strange stone tablets scattered about here and there, and they do seem to have an odd ability to show up when you're exceptionally puzzled... oh well, it's probably not important. If they were, they'd be written in a language you could read. Right?

+100 cp - What Can I Buy For Twelve Coppers

You know, between the eyes of newt, rare mushrooms, and sprigs of a herb that only grow on mountaintops and under the moonlight... magic is kind of a pain in the ass. Gathering all those things yourself is a bit painful, and purchasing them from someone else is twice as painful on your wallet. No, five times as painful. And it's about to get worse, because you have just terrible luck when it comes to scavenging resources. Monsters aren't carrying anything, bandits are broke - though, to be honest, they wouldn't be robbing you if they weren't - and corpses on the side of the road have no loose change in their pockets. The good news is, Castlevania is still chock full of rare and powerful materials... but getting there may be a bit of an issue.

+100 cp - They Say Clothes Are The First To Go

Armor. A fairly simple concept. Something that you wear in order to not get hurt. A simple cloth shirt can be armor, though the only thing it will really defend you against is sunburn and perhaps the temperature. Metal is generally a better idea. Unfortunately for you, it seems that part of the curse permeating the land has also permeated your wardrobe. Any clothes or armor you wear will quickly disintegrate due to various factors - damage from fights, sparks from candles, energy backwash from spells, sheer proximity to dark magic, getting upset and flexing slightly too hard, any and all of these things will quickly result in everything from the waist up practically vanishing as if by magic. Which, it might as well be. Your pants aren't immune to this, but you can at the very least expect a pair to make it through the day on average.

+200 cp - You Cannot Live Amongst Humans

Humans. They're a special kind of monster, one that pretends that they aren't right up until they rend you limb from limb or burn you at the stake. Humans are, quite frankly, a panicky stupid animal, and worse yet, they're *judgmental* little shitheads to boot. Even the slightest rumor of a perfectly kind nun - a holy woman - using black magic, and they'll kill her. What a shame. Unfortunately, it seems that you carry a bad aura with you that makes you seem even more suspicious than normal. If you so much as walked through a small town I have no doubt at least half of them would gather behind you with torches and pitchforks so as to drive you away, foul monster that you are. Of course, they could be right - if you were in fact a monster, with no interest in normal people, you'd find yourself often disgusted with the levels of brutality and nonsensical violence that your fellow monsters will sink to just because they can.

+200 cp - Let's Talk About Your Dead Wife

Man fights demon. Man gets heavily wounded. Woman finds the man and nurses him back to health. Honestly, in this day and age, that's probably the start of a pretty classic romance tale, which is exactly why you married her after she saved your life. Unfortunately, either the demon wasn't dead or someone sent another after you, something that ultimately led to you being wounded again and her death. This, uh. Well, it didn't exactly drive you insane, but you're pretty heavily obsessed with finding out who is responsible for this travesty and murdering the fuck out of them in return. If given the chance to kill them, while on top of a ritual circle designed to resurrect Dracula, you'd probably take it regardless of the possibility of, you know, their death at your hands counting as a sacrifice and maybe resurrecting Dracula. Just as an example, I'm sure that's not a thing that could reasonably happen. Oh wait. It totally is.

+300 cp - The Perfect Vessel To Revive Dracula

To be clear, I'm not entirely sure how Death reached the conclusion that the only possible way to bring Dracula back from the dead was by using a Devil Forgemaster as the sacrifice. Taking a peek into the future, it's pretty clear that's not the case. And, by the looks of things, it isn't the case right now either. You see, instead of settling on a Devil Forgemaster, he's settled on you. ...Unless you're also a Forgemaster, in which case, nevermind all of that talk about the future and alternate resurrection methods. The important thing is that Death is after you ass and is using a number of fake identities, disposable minions, and genuinely well intentioned and helpful but incredibly incorrect fools that he has tricked into doing his bidding - that is to say, into helping him lure you somewhere that you can be killed for the glory of Count Dracula. And sadly, things don't end there, as you'll find just about every instance of lawful or light-aligned resources drying up and allies abandoning you for some bullshit about being the prophesied antichrist or some equally stupid reason. Which may or may not also be Death's fault, he's got his fingers in a lot of pies.

+300 cp - I Threw Those Things Away For Good Reason

Well this is certainly inconvenient. Are you sure you want to do this? For the duration of the jump, all of your out of jump powers and abilities are... not quite locked off, but seemingly you can only use so many of them at a single time. There's a certain number of slots, spread across a certain number of categories, and you can only use a single perk or ability of each type at a time. You can shift these out and swap between various powers, but only while in your warehouse. In addition to that, you'll find yourself limited materially as well - you can only carry one weapon with you at a time, only gain assistance from one ally, only carry one potion on your person, so on and so forth. The only exception to these rules is anything you might have that would let you carry additional things such as a bag of holding or a magical 'inventory' - those are outright banned.

The End

Stay Here
Move On
Go Home

Notes

Q - That companion import/export option looks awfully familiar...

A - It's not plagiarism if I steal it from myself.

Q - Who are the OC companions based on?

A - Angela(pachislot), Sakuya Izayoi, Ibenz Muramasa, Maria Takayama, Moon Moon, and a succubus from the manga

Random oc thing I couldn't find a way to shove into the description in a way I liked

-Pocket watch can screw with her personal timeline in such a way that she was transformed into a vampire a few years ago in order to get a strength boost in a fight, or turn back if the weaknesses would be inconvenient.