



Harmony of Dissonance 1.1
Jumpchain by RedRider

The Story Thus Far

The year is 1748. Fifty years have passed since Simon Belmont collected Dracula's remains to resurrect him only to put him down again to escape his curse. Now Juste Belmont prepares himself to repeat his ancestor's actions as part of the Belmont clan's long war against Dracula.

That is until his friend Maxim returns from a two year training trip seriously wounded, amnesic and bearing bad news, their mutual childhood friend Lydie has been kidnapped. In spite of his wounds and a hazy memory Maxim guides Juste to the location Lydie was taken to. When they reach the site they're met with the sight of a castle that exists on no map, Castlevania, home of Dracula himself. Just before they storm the castle, Maxim collapses due to his injuries urging Juste to continue without him, promising to catch up once he recovers. Juste reluctantly agrees, having no idea that events will conspire to have the two come into conflict with the fate of Maxim's soul on the line.

Ah but that's their story, what about yours? Well to help you craft your own and survive the next ten years, take these.

+1000cp

Origins

You may pick one origin. These will help determine your role in this world and thus give discounts on perks and items that match the origin, with those costing 100cp being free when discounted. If you don't wish to be burdened with a history here, you may instead just Drop-In in exchange for having no initial connections to this world.

Innocent - The origin for those who wish for safety and comfort even if they'll never craft a legend.

Hunter - The origin for those who wish to hunt the night without the benefits of a legendary family name, allowing them to craft their own legends instead of being part of a bigger one.

Heir - The origin for those who wish to hunt the night able to call on centuries of family experience, even if their own legend might be diluted.

Monster - The origin for those who wish to throw away their own humanity in exchange for power.

Your age and sex may be chosen freely.

Perks

Innocent

Looker 100cp (Free to Innocent)

Oh my, you're quite stunning aren't you? Whether you're beautiful, handsome, or adorable, you'll often draw the eye of those of your preferred sex causing them to seek out your favor. Strangely this is extra effective on the heroic types.

The Three of Us 200cp (Discounted to Innocent)

Sometimes even the best of friends fight, driving a wedge between them that'll drive further and further away. You however, with just a few words, are able to stop this, ending arguments and preventing them from getting out of hand. Even if they're hell-bent on arguing, you're able to get them to drop the subject by focusing on your friendship and the good memories. Hopefully they'll be able to settle the matter with clearer heads and without need for your intervention.

Lucky Damsel 400cp (Discounted to Innocent)

You have the oddest form of luck when getting kidnapped. Obviously it isn't ideal, getting taken away and held against your will, however when you are, events line up to give you the best chance to escape, whether it's because your kidnapper somehow loses you in the enormous castle or they become too preoccupied in covering their tracks. Furthermore those on the side of justice will feel called to your predicament and investigate, often putting them in opposition to your kidnapper. Let's just hope they come out on top, yeah?

Safe and Sound 600cp (Discounted to Innocent)

Though you may get out from under their thumb, your captors will often try to leave their mark on you, whether it be physical or mental, just to get the last laugh. Yet that doesn't happen to you. When you're saved you won't be burdened by the abuses that you went through. Traumas are forgotten or dealt with in a matter of hours, wounds close and heal quickly, and curses fail to get a hold on you. Even if you're bitten by Dracula, so long as he's dealt with, the bites will disappear and you'll be hearty and hale, as if he never existed.

Hunter

I Felt as if a Wall Had Been Erected Between Us... 100cp (Free to Hunter)

It can be frustrating, being passed over for another, knowing they're better than you. Yet you're able to keep things in perspective and turn what jealousy you would have into a drive to improve yourself. You may not have been chosen to wield a legendary weapon but you'll realize that the one who was will have to constantly put their life in danger. Maybe you'll fight alongside them? Make sure they have something to come back home to? Or maybe you'll seek to end the threat by yourself, to spare them the pain?

Two Castles, Two Spirits 200cp (Discounted to Hunter)

There are those who think they can control you, as if you were a puppet on strings. When they try they'll find your strings horrendously tangled, each time they try to move you to their will you move in a completely different way, or to put it another way, attempts to control you are maddeningly difficult no matter what methods they employ. Furthermore if they try possession, everything that can register as theirs will become yours too. Items that choose them as their wielder will have no issue with you swinging them around, spells can be interfered with, and even Castlevania will be split in two if you were possessed by Dracula. Just be warned, this does not give you the power to usurp them, you'll need something else for that, just register as whoever's trying to possess you.

Legend Yet to be Written 400cp (Discounted to Hunter)

You may not have centuries of family history of hunting monsters like the Belmonts, you may even be the first of your family to take up monster hunting, but by God in His Heaven, you will hunt down the monsters of the night. It is in this determination you will find your strength, already you're much faster than most hunters, often leaving them in the dust, and your agility is quite frankly insane as you're able to, in defiance of logic and physics, triple jump, easily clearing obstacles others would need equipment to climb, you even developed a pool of magic energy for you to use should you need it. Should you turn to pursuits other than hunting, and provided you survive long enough, with this determination alone you will find your own way to do things, even maybe finding a few "impossible" tricks along the way. One day you could even be spoken of in the same breath as the Belmonts.

Half-Minute Hero 600cp (Discounted to Hunter)

The Master of Evil awaits in their chambers on the top of the highest tower of the castle, ready to strike down anyone foolish enough toaaaaaand he's dead. How? You of course. With enough familiarity of an area you're able to leverage your agility in ways most can't comprehend, using even the smallest of footholds to help you launch yourself across the environment. Please note this works better the more familiar with an area you are. Home turf and you'll be zipping around, an enemies' domain and you'll have to do it the hard way unless you've been there recently. Maybe if you had a way to spy onaaaaaand you're already gone.

Heir

Family Tradition 100cp (Free to Heir)

Growing up in a family that has a tradition for repeatedly killing the greatest known threat to the world and his army of minions means you learn how to handle yourself. Thus you have developed skill in a single type of melee weapon of your choice (I recommend the whip), familiarity with throwing weapons, the ability to dash, back dash, and dive kick.

Helpful Rivals 200cp (Discounted to Heir)

For most, rivalries come about because of jealousy or a desire to prove themselves superior. For you, provided they don't hate you, rivals will desire to help you and channel their efforts towards that goal, they might seek to be a better monster hunter than you so as to ease your burden, or they might make everything a competition so that you might grow from the conflict and achieve your potential. Just...keep an eye on them okay? They might do something foolish trying to help. Like say collecting pieces of the ultimate evil, trying to destroy it themselves only to get possessed.

Magical Bloodline 400cp (Discounted to Heir)

Magic runs thick in your blood, are you perhaps descended from a Belnades? Whatever the case, even without instruction you have enough magical reserves to cast a few spells before running dry and can perform Spell Fusion, a spell that channels magic through a spellbook and a weapon to create magical attacks depending on the combination. Using a dagger and an ice tome will send out eight magic missiles that home in on your target, while using the cross instead will create a floating ice construct that shoots icicles in three bursts before disappearing. What counts as a spellbook for the purposes of this perk are tomes that have working written instructions on how to perform magic. Particularly powerful Spellbooks can be used by themselves to heal yourself.

Belmont 600cp (Discounted to Heir)

Or maybe an offshoot of theirs? At least close enough to wield the Vampire Killer safely. Point is you're the hunter that creatures of the night have nightmares about. Through your strength, skills, and knowledge monsters become nothing more than prey as you dissect their movements, find weaknesses, and strike when they're most vulnerable. The stronger monsters that rule over areas in the castle might put up more of a fight, but to you they're merely delaying the inevitable and Dracula? Well you might not call him prey with this alone, there is a limit, but he's been killed before and, if you had any say in it, will be killed again.

Monster

Monstrous Form (Free and Exclusive for Monster)

You're now a creature of the night, able to rip apart any mere men to pieces. As for which one? Any of the basic ones that wander the halls in Castlevania or an original equivalent. For 200cp, undiscounted, you may instead become a stronger variant, with small advantages ranging from a straight increase in physical abilities, to causing status effects, having armor that must be destroyed before you yourself can be damaged, or simply a powerful beam attack. Be wary though for all your power, hunters and especially Belmonts, tend not to be 'mere men'.

Wraith 200cp (Discounted to Monster)

For you death isn't the end, now when you're struck down six pieces of you will scatter out of immediate danger, each containing a piece of your spirit and a subtle aura of attraction. Should they be picked up your spirit will immediately possess the unlucky holder, weakly and subtly at first, but the more parts they collect, the stronger the hold you have on them. Collecting all six will see you reviving, using their own body and your pieces as a medium to return you to full power. However, this takes time, you must have all six pieces to finish the process and extreme amounts of will on the part of your host will see them temporarily take back control, or even kick you out. Luckily crushing their will, such as killing their best friend, will make the process much easier. In an emergency you may possess your remains, and you must have all of them nearby, abandoning your host and reviving but without the vast majority of power. You may only revive this way once every ten years or until the next jump, whichever is faster and if you revived weakened you will be restored the next jump.

The Big Boss 400cp (Discounted to Monster)

You are large, there isn't really a better way to say this. You tower over most men and this has increased your strength, defense, and health, making you harder to put down. If you already took the upgrade to Monstrous Form to become larger then taking this will make you even bigger, becoming as large as Talos. Furthermore you can become a sort of progenitor of your species making more of your type of monster whether that be through budding, crafting them or something stranger. Their strength is dependent on the time you spent making them, those produced en-masse will likely go down in one hit from a novice hunter while one made with time and care will likely come close to you in power.

Not Done Yet 600cp (Discounted to Monster)

You're a stubborn bastard aren't you? Whenever you should die in battle you can just..choose not to, temporarily entering a state where you can't attack nor be attacked for a few seconds. However there's a catch, this can only happen up to two times per battle and you must give up an advantage every time you come back. You will receive extra abilities but they'll be invariably less useful than what was given up, such as a predictable charge attack in place of more varied swordplay or a shower of rocks from your core in exchange for exposing your vulnerable core in the first place. Still, should you win the battle and you've rested you will "reset", weapons come back to you, vulnerabilities are covered back up and you will even find your health and magic restored from to the levels they were from before the fight began! Now isn't that nice?

General

Aura 50cp

Much like how Juste glows blue and Maxim glows red you too can glow in a color of your choice, maybe a nice green or a royal purple? As for what it does? Well it looks impressive doesn't it? In case you don't want to attract attention you can turn this on and off whenever you want.

Why Do You Have a Shop in a Place Like This? 200cp

Being trapped in a castle full of monsters can be a bit exhausting. Luckily you can now “claim” an area about the size of a large room that is not currently being occupied and set up to three conditions such as being friendly or having a certain level of stamina with those not fulfilling the conditions being unable to approach or notice the area. This effect ends once you leave the area. For 200cp more however, this is no longer true and you may claim up to eight areas with each having their own conditions. You can also sense when someone that fulfills the conditions approaches and can teleport to claimed areas while inside another one. Of course you can dispel claims as you wish. Perfect for playing mysterious merchant, don’t you agree? Note this will not protect against collateral damage such as, say, a castle collapsing on you.

Golden Ending 400cp

Sometimes strength and skill aren’t enough to get the outcome you desire. For that I give you this. Whenever you set a goal you will feel your instincts guiding you to go to places, equip items, and perform actions that will help bring you your desired outcome, growing stronger the more important they become. Be wary though, the clock’s still ticking and your adversaries aren’t going to wait for you.

Items

Innocent

Wardrobe 100cp (Free to Innocent)

A seemingly normal wardrobe containing seemingly normal clothes. In truth it might be possessed. Thankfully if it is it clearly wants you to look your best. Every time you open this wardrobe the perfect outfit for the occasion will appear, whether that be a night out with friends or a fancy ball. Sadly it doesn’t have any armor to give, at most, giving clothes that won’t interfere with movement.

Safe Room 200cp (Discounted to Innocent)

Sometimes you need a place to de-stress and take time for yourself. Thankfully this room will show up whenever you need to do so, even if it doesn’t make sense, like say behind enemy lines. It’s been decorated to the nines even having a radio and a phonograph! Those...probably shouldn’t be here in this era, but I won’t tell if you don’t.

Cozy House 400cp (Discounted to Innocent)

A place to rest your weary head, this house comes with all the amenities needed for comfortable living in the current era. It also has the strange property of not being noticeable to those who would seek you harm. Should you decide to move you’ll find a similar house waiting for you wherever you decide to settle.

Greatest Five 600cp (Discounted to Innocent)

This shouldn't exist yet. Yet here it is, a spell to temporarily summon the spirits of five of the Belmont clan; Leon, Trevor, Simon, Richter, and Juste, to have them strike the enemy, dealing massive amounts of physical and holy damage. You have a special variant of the spell, able to cast it once a day for free. Now if only you had magic...

Hunter

Reliable Weapon 100cp (Free to Hunter)

Not much to say about this, it's an ordinary hand held weapon of your choice. The only unusual things about it is that only deliberate damage to it and it being stolen will destroy it and if it does it will show up in your warehouse or equivalent good as new.

Crushed Guardian Armor 200cp (Discounted to Hunter)

This set of armor looks like it has seen better days, as if it had been a much larger set that has been beaten and crushed to fit your frame. And yet its very good armor, fitting you perfectly, raising your defense considerably, and very light and flexible, in no way hampering your ability to move. For 200cp more, undiscounted, it turns out to be a type of living armor, its spirit reawakening. It's loyal to you and in fact will help you, adding its own movements and strength to yours letting you strike harder, fight better, run faster, and be stronger. It also, however, gets nervous around large gears. Maybe it had a bad experience?

Castle Model 400cp (Discounted to Hunter)

A scale model of Castlevania. Aside from the novelty it has another curious effect. Whenever you put it inside a property and leave it alone for a few hours, it duplicates the space in an aesthetic that would most please you and connects to it in a way most convenient to you, whether that is as a place to put your stuff in or to make it inconvenient for your enemies to traverse when you need to hide something or someone. Should it be lost, destroyed, or left behind, another will appear in your warehouse the following day.

Stellar Sword 600cp (Discounted to Hunter)

A sword that will become a legend on par with the Vampire Killer, it's made of five sheets of metal overlaid on top of each other to make a single blade. Despite this it's extraordinarily light and the blades can be fanned out into a star-like formation able to be thrown like a boomerang. Its greatest ability however is the creation of two "shadows" of you for a few seconds after spending a significant amount of magic, while you can't move when they're active, their physical abilities are much higher than yours. Even an average hunter with this can deal significant damage to many of the castle's stronger monsters with this technique alone. You will have little to worry about with this weapon by your side.

Heir

Spellbooks 100cp (Free to Heir)

Tomes of fire, ice, lightning, wind, and summoning, each full of spells pertaining to their subject. There's even rumors they were penned by Sypha Belnades Herself! Sadly you likely won't have enough time to sit down and study them if you're planning to storm Castlevania. They themselves aren't innately magical except the summoning tome which, at a mild magic cost, can heal you completely though it won't restore stamina or remove negative effects. Still, they're worth learning from.

Subweapon Bracelet 200cp (Discounted to Heir)

Over the course of their long battle with the night, the Belmonts have used more than the Vampire Killer Whip to subdue their enemies. This bracelet gives access to the dagger (weighted so as to be able to be thrown straight with little drop-off), the axe (best thrown in an arc), bottles of holy water (acts as Molotov cocktails that only burn the unholy), the cross (returns when thrown), the holy book (attacks in a spiral), and the sacred fist (a glove that allows you to unleash a flurry of blows at three times your range). Just spend a little stamina, summon the subweapon you want, and it'll disappear when you're done. Convenient, no? Oh and it also comes with rings that empower the weapons, the dagger becomes three, the axe has more weight behind it etc.

Cursed Amulet 400cp (Discounted to Heir)

The remains of a powerful vampire squished together into a hand-sized amulet with a bit of string to hang around the neck. Honestly it's pretty gross. Its eye is even popping out. Why would you want this? Well aside from increasing your attack, defense, and luck, as well as making you immune to petrification, poison and supernatural means of preventing you from attacking, it's also perfect bait for entities possessing others, drawing them out in their entirety as they instead possess the amulet, leaving them in a weakened form for you to slay. This will destroy the amulet leaving you without it until a week later, reforming wherever you're currently staying. Huh, with all that, could you even call this cursed?

Vampire Killer 600cp (Discounted to Heir)

The legendary whip itself, the weapon gets its bite from being infused with the soul of Sara, Leon Belmont's fiancée, and inheriting her hatred for vampires, becoming the bane of them, especially Dracula. It's also picky about its wielder, with only Belmonts being able to safely wield it, with all others who try getting their life drained. Purchase of the whip also comes with its upgrades, the crushing stone that breaks through stone but surprisingly also makes the whip weaker to enemies, the platinum tip that makes the whip stronger, the energy circle that increases the ability to spin the whip around oneself, the bullet tip that shoots projectiles when the user is at full health, and the red, blue, yellow, and green stones that give fire, ice, lightning, and wind elemental properties respectively. Sadly the whip only has enough room for one of these upgrades though you may switch them out at any time. Now go brave hunter and slay the night.

Monster

Monsters do not have a 100cp item. Instead they can take one 100cp item from any other origin for free.

Surprise Shield 200cp (Discounted to Monster)

A circular shield, it's incredibly sturdy being able to stand up to most weapons in this world. It also has the ability to hide you under it, no matter how big you are. Maybe use it in an ambush or as a party trick?

Pet Legion 400cp (Discounted to Monster)

This fleshy mass with weak laser-shooting tentacles is the core of a Legion, a monster that constructs a shell of corpses to protect itself. This is a rather small one that sees you as its master. It collects the corpses of small animals, not only as protection but also to attack, scout, send and relay verbal messages, and get pats. Yes you read that right, it wants pats, often choosing the fluffiest animals to add to its collective for this purpose. Maybe indulge it once in a while?

Legion Corpse Armor 600cp (Discounted to Monster)

This is rather morbid. This armor uses human flesh as the undersuit, human skulls and spines in place of metal plates, bleeds blue blood when struck, and has tattered wings on the back. In actuality it's a Legion (Corpse) molded into armor. It will protect you from any and all direct attacks, however, consecutive attacks will cause the breastplate to open up, revealing the core, a skull that screams as it's hit. Attacks to the core will damage it and if it's destroyed the rest of the suit will follow. Thankfully it will restore itself so long as you avoid taking hits. If it's destroyed you'll find another set in your warehouse.

General

Merchant 100cp

Or rather his services. On purchase this intrepid merchant will pop up here and in future worlds selling armor, accessories, and health and magic-refilling consumables. You will often find him when going through especially dangerous areas even if it's about to be destroyed, on the off-chance you want to buy something. Don't worry about him, he's got a knack of getting out of danger, though he will mark up his prices if you deliberately test this.

Infinite Boots 200cp

These seemingly ordinary pair of boots actually grant the ability to treat the air as a surface to jump from, allowing you to jump, well, infinitely!

Castle Treasures 200cp

Is there something in the halls of Castlevania that you wish to get? Each purchase of this will allow you to get one item or armor set that has been in the halls of Castlevania in this era that has not been previously offered, so no getting the Vampire Killer or Stellar Sword with this.

Bracelets of Brotherhood 400cp

Two bracelets with gemstones in colors of your choice, one improves electrical damage and the other increases resistance to poison. However their real power comes when one is given to another. So long as they're worn by those who truly value the bond between them, the bracelets will seek to bring the two of them together, especially when one is in danger, while constantly reminding them of the bond they share, even through mind-altering effects. Should one of the pair be freely given to the other the benefits increase significantly, such that even if their mind is seemingly destroyed, it will come back roaring back to life upon seeing you wear them.

Companions

Brothers in Arms 50cp/300cp

Far be it for me to separate you from your allies in a world like this. For 50cp you may import a companion, giving them an origin and 600cp to spend. For 300cp you may import eight instead following the same rules.

New Allies 100cp

Oh? You want to take someone you've bonded with you on your journey? Each time you purchase this, you may take a native from this world, whether that be Juste, Maxim, Lydie, Death, or even the Dracula Wraith, provided they agree without any forced coercion.

New Legends 100cp

Each purchase of this will allow you to take one of the below companions along with you on your journey. You may take one free if they match your origin. You get a stipend of 200cp for this section only.

Demon in a Holy Shell

Once a man and a holy warrior in service to a goddess, he was corrupted into a mockery of said goddess, becoming a female demon resembling a marble statue of her with golden accessories and heels, long prehensile strips of "hair" the same color of her skin with gold on the underside, with red stones protruding from the forehead, chest and navel. His, now her, mind was twisted, becoming cheerfully malevolent. However a part of the holy warrior still lives in her, limiting her to just "joking" about eating people at worst and still allowing her access to holy magic.

Something about you reminds her of her late best friend from before she became a demon, causing her to latch on to you. In her current state your influence could easily lead to her casting off the last shreds of her morality, with her losing access to her holy magic but gaining the power to corrupt others into more like herself. But if you would not want that you could take the longer path of getting rid of her demon instincts, she will still be constantly smiling, even in inappropriate moments, but she will be more like her previous self, helping people of her own volition, retaining access to her holy magic, plus with a massive boost in resistance to both demonic and holy powers.

Little Witch

This young girl has taken to following you around, when asked why she states she's searching for the ultimate power, and refuses to elaborate. She uses magic like you would expect, using fire, ice, and wind and is able to charge them, her fire spells being stronger, her ice spells doing continuous damage, and her wind spells able home in on her targets. What you wouldn't expect however is her main weapon not being her magic but instead her grimoire, as in she whacks monsters with it, she even attached chains to the spine of the book connected to a wooden handle for better bonking power. It's quite a sight, seeing her bashing a monster's brains out like that. You might want to keep an eye on her though, she'll often get an intense look in her eyes when looking at you and she has a rather concerning interest in vampires.

Commander of Flames (Innocent)

A young fire mage, this girl despite still being a teenager, has a commanding presence and charisma in spades. She's well regarded in her community, ever since an event where the village was besieged by monsters, only for her to burn large swathes of them away while commanding the rest of the able-bodied villagers into an effective counter-attack. Since then she's had a large following, with even grown men swearing to her their loyalty and willing to die for her. A far cry from the girl you found snuggling cats and whining about her troubles. See while her power and commanding ability are very real, the reality is that she has no desire to be some sort of inspiring figure, having only done so because of desperation and now feels she has to keep the act up when all she wants is to be a normal girl. She doesn't even see her power as all that great, knowing only how to use big attack spells that she can only use four to five times before running empty and a few utility spells such as using fire to propel herself or using fire to float. She has no talent at any magic that doesn't use fire in fact. Having seen the real her and not judged her harshly, you've become a dear friend to her, with her asking you to keep her secret. You get the feeling if her secret got out it would only increase her popularity, not diminish it. Whether she would enjoy that is another matter altogether.

Red Wolf Hood (Innocent)

A seemingly normal girl you met while she was delivering goodies to her grandma...in a forest...that's known to be dangerous especially at night...and is her red hood a wolf pelt? Well not exactly, both her and her grandmother are witches that made pacts with wolf spirits that disguise themselves as hoods until they're given magic, at which point they come alive as enormous wolves, standing about as tall as a man, ready to defend their contractors, until they run out of magic and return to being hoods. Her mother loves them both dearly but frowns upon the use of magic. Having seen this and not immediately tried to kill them, she declared you one of the good ones and decided to follow you on your adventures. Don't worry about her, besides the wolf spirit she's also surprisingly handy with an ax she got off a hunter that tried to attack her in the past, having a keen silvered edge, and a...werewolf arm as the handle. Okay maybe worry about her a little. If you choose, at the end of your time here you may take both her grandmother and mother. When asked about a father all three just shake their heads.

Bunny Samurai (Hunter)

Once kept captive as part of a traveling freak show due to being a humanoid rabbit, she was freed on the whim from the daughter of a noble samurai and subsequently adopted into their family, the two young girls growing up as sisters. Unfortunately as they grew up, disagreements on how the clan should be run drove a wedge between them, leading to betrayal on the blood-daughters part, severely wounding her father. Determined to drag her sister back and make her see the error of her ways so they can be a family again, the adopted daughter gained her father's blessing to become the next head of the clan as well as their ancestral weapon, a sword handle that can project a blade of green light as well as granting telekinesis. Due to certain events on her journey bringing her to your neck of the woods she has declared you family, being as determined to keep you safe as she is in getting her sister back. Sometimes you'll catch her staring at the night sky, having visions of a galaxy far, far, away. Should you wish, her clan will come with you at the end of your time here including her sister, should they wish to.

Spider Huntsman (Hunter)

Spending more than five seconds in this man's presence might cause you to believe he never takes anything seriously, always cracking jokes even when fighting. Spend enough time around him and you'll find the reality to be very different, being big on using power responsibly, incredibly intelligent, and having a huge guilt complex, often blaming himself even when no reasonable person would. His family is actually descended from ninjas, having made a pact with a spider spirit to hunt those who would prey on others, in turn gifting them with amazing strength, agility, endurance, the ability to stick to walls, natural spinnerets in their wrists, and a kind of danger sense. Not content with that he made his own armor with a collapsible crossbow, shield, and hidden blade in the forearm. You met while he was facing off a dark doppelgänger of himself and helped him drive it off having since become one of the few he personally opens up to in the process. Make sure you take care of him, he often pushes himself too hard and it's taking its toll.

Lovely Shadow (Heir)

Don't underestimate this young...man? Woman? They say they're a man so that's what we're going with but their soft features and rather large...posterior brings this to question. Anyways despite looking like they couldn't even bruise another man, they're extraordinarily strong, having punched numerous average-sized monsters' heads off and having thrown many large-sized ones to the ground...before punching their heads off. This is supplemented by their weapon, a gauntlet that gives him the ability to traverse and manipulate shadows. They're usually shy and a little gloomy around others, but after assisting them with saving innocents when they were about to overwhelm him, he's shown a more cheerful and slightly mischievous side when you're around.

A Proud Wind Mage (Heir)

As a little girl this former noblewoman grew up on stories of heroes, her favorite being that of a wind mage that fought against a demon to save the world. So in love with the story, she dedicated her life to the mastering of wind magic and becoming like her hero, learning to fly and imbue wind magic into throwing knives to massively increase their power. Unfortunately reality can be cruel as a nobleman took issue against her father's policies that would cut into his funds and so, through a series of forged evidence and bribes, had her father falsely accused and executed. Yet her morals are still intact, often saving others, whether from monsters or other greedy nobles. Don't get me wrong, she still wishes to have the corrupt nobleman killed, but she refuses to stoop to his level, instead preferring to have him and his conspirators waste away in a jail cell. She's proud of her magic, often taking issue with those who don't take pride in theirs, though she'll reluctantly accept them if they show they're not willing to back down in helping others. After an attempt on her life by an assassin hired by the corrupt noble that you were coincidentally around to foil, she's grown fond of you, sharing her past and knowledge of noble society with you. Just don't let her cook, she'll try to experiment and can't follow a recipe to save her life.

Dangerous Zombie (Monster)

A man with an obsession and talent for making games whether it's board games, card games, or death games. He's able to put up a front as perfectly polite and calm person, however, the instant he doesn't need to act his true personality comes out, a raving madman that rarely ends a sentence without shouting at the top of his lungs about his greatness and how he is God. That said his genius is real, able to devise games that also act as rituals, granting those who play and clear them a form based on those games, though not without a great amount of risk, the dark energies powering them killing those who clear them unless they can resist them, with more powerful games requiring greater resistance, something that takes time. His greatest game is one he cleared himself, that granted him the power of undeath, made in such a way as to make him very easy to kill but able to revive instantly, gaining power each time until he releases it all in one big burst resetting to his normal level. He isn't invincible, powerful enough attacks can make him lose the form, but he intends to change that, with a game that spans the world and grants the winner incredible power. He regards you as a favorite "play tester", enjoying matching wits against you with unpowered versions of his games, he hopes that if and when he releases his ultimate game you'll be there to play with him.

R'lyeh Diva (Monster)

Looking like a normal woman, except for her blue hair, in actuality she's a demon under service to a dark god made to sing songs of madness for their entertainment. The dark god is currently slumbering though and everyone else in the underwater city they ruled over was too mad, mindless, or busy preparing for their awakening to listen to her sing, and she quickly grew bored, leaving to find an audience. That was eons ago and now she's pioneering a new genre of music, often singing to crowds out in the open, secretly using water and sound magic to enhance her performances. You're a favored patron of hers, offering her services both as a singer and a spy, leveraging her abilities to spy on any place where there's water with a range about the size of a city. While she can still sing her maddening songs, she prefers not to, wanting a cheering audience, rather than one screaming in horror. Oh and don't worry about her god, humanity will either be long gone or will have traveled to the stars by the time it's ready to wake up.

Drawbacks

Drawbacks are disadvantages you may take in exchange for more cp, however you **will** have to deal with them as drawbacks trump perks. You may take as many as you think you can handle.

Legends of the Past +0cp

Oh? Have you been here before? Perhaps you saved Leon's wife or maybe you slew Simon when he tried to break his curse? Whatever the case, all your actions in past Castlevania jumps will now affect the present in this one. Depending on your past actions, this will be sure to be an interesting ten years.

Unlucky in Love +100cp

No matter what, any and all attempts of romance for you will inevitably fail. Romantic gestures fall flat, attempts to woo them come off as creepy, or they only have eyes for another. And you will fall in love at least once, even if you normally wouldn't. If you're already in a romantic relationship with a companion then this just makes you incredibly awkward around them. I'm not that cruel.

Two Castles +100cp

This time around Dracula's castle will be split into two separate castles. By taking this that will apply to every building in this world. No matter what, you'll need to traverse two buildings as they connect in the most inconvenient ways possible, you might need to go to the top floor to access the stairs to get to the kitchen at the bottom while passing through ten rooms on the way as an example. Frustratingly this only seems to inconvenience you.

Hunter's Bane +100cp

Medusa heads, medusa heads everywhere. These things are especially hated for their habit of coming in seemingly unending swarms, their confusing movements, and their ability to petrify on contact. Now whenever you get involved with monsters you'll also have to deal with these things. Running from a vampire? Now you have to dodge medusa heads as well. Fighting off a swarm of fleamen? Medusa heads will fly around until you strike the last one down. Someone thought it was a good idea to serve you monster meat without telling you? Yep, medusa heads until you digest it. Monsters get an extra 200cp on top of what they already get, plus they'll only attack at night, still, is it worth it?

Monster Bait +200cp

Something about you is particularly appetizing to monsters, causing them to go after you if they catch even a whiff of you. The mindless and simple ones will try to eat you on the spot while more intelligent ones will try to kidnap you to make you last longer. I hope you know how to fight or know someone who can.

Wounded +200cp

You have been severely injured in the past and it has clearly left its mark on you. The more you move the more you hurt. Everyday life will give you intense aches and pains, while fighting will leave you in agony. I would suggest not taking up hunting as a career.

Relics +200cp

You may feel like this world would offer no challenges, what with your powers and abilities from other worlds. This is no longer true as all of your otherworldly power will be divided into relics, that will then be scattered to the four winds. You may regain your power by collecting them, and you will feel a tug towards them, but they will invariably be behind various dangers.

Possessed +300cp

You just had to pick up that cursed monster part didn't you? Now you're being possessed by a wraith that seeks to come back to life using your body as a medium, a process that will invariably kill you. It will start weak at first, being nothing more than easily ignored background noise, but as time goes on it will become stronger and stronger until you both are fighting for control. Even worse when the wraith takes control it will often try to destroy what you hold dear in an attempt to crush your will. You can quiet it down for a time by collecting more of its remains, six in total, but it will inevitably try to take control again, stronger than before. Should you have collected all the remains, in the final year of your time here, it will revive as a dark copy of yourself, freeing you but now with a new problem on your hands.

Bad End +300cp

Are you sure you want to take this? No matter what you do it will always turn out in the worst way possible barring your death. Trying to make a meal will leave it tasting foul while trying to save a friend from a monster will result in that friend losing their life. I'd say good luck, but we both know luck has abandoned you.

Cursed Status +300cp

Unfortunately you've been cursed. Fortunately it won't directly endanger your life. Unfortunately again it may very well indirectly endanger it. You can't deliberately attack anyone, monsters included, no punching, no magic, not even holding your fist out or randomly flailing in hopes of "accidentally" hitting something, you just won't be able to perform that action, no matter how much you want to. In a world like this, well, I hope you're good at running.

WE ARE LEGION, FOR WE ARE MANY +600cp

Oh this is unfortunate. Somehow you became stuck to a legion core despite not being a corpse. No matter what you do you can't get yourself free or kill the core. You can fight for control using your will but it's a constant uphill battle as the core will push back, furthermore as it adds more bodies to itself your consciousness will be spread thinner and thinner until you're barely sapient, should you reach this point it will be considered a chain fail. Also I should mention, this will be outside Castlevania. A giant, flying, corpse ball adding more bodies to itself is not going to be subtle and will likely have scores of hunters and magic-users seeking to destroy it, not caring about one more body screaming at them to stop, you can try defending yourself but any you kill be added to the collective. The only upsides, if you can call them that, are that you have no need of sleep, food, or water and your consciousness will return as bodies are destroyed. If you survive your time here then as compensation you will receive the following perk.

Special Perk

I am Legion, for I am Many

The core has merged with you, granting its power and then some. When you slay a creature you can store it within a kind of subspace and bring it out as you need. Bodies in this subspace may be sorted and collected as preferred. Once the number of corpses in this subspace hits a critical mass, you're able to transform into a legion core and summon the mass of bodies to form a shell around you. Using specific collections of bodies will determine how your core and shell will develop. Using the bare minimum will just form the shell and give you tentacles that can shoot weak lasers, using an excessive amount of humans and they will reanimate as they fall off to attack your enemy, use dragons and your tentacles may become dragon heads that shoot powerful fire beams and pop out your shell to attack.

Outro

Well now, it's been a long ten years hasn't it? Or maybe not? Regardless, you now have a choice to make. No matter what you choose all drawbacks are nullified, except the ones you want to keep for whatever reason.

Stay - Maybe you've come to enjoy this world, even with its dangers. Maybe you carved out a little slice of heaven for yourself. Either way, your jumping days are over. You get to keep all you've gained over your chain, plus an extra 1000cp for any last-minute purchases. Any family and friends you leave behind will be assured you are happy and healthy and pets will be given a long healthy life. It was fun while it lasted.

Go home - You want to go home, to your friends and family? Or do you want to unleash your powers on an unsuspecting populace. Whatever the case, like above you keep everything and get an extra 1000cp. And thus I bid you farewell.

Move on - You're not quite done with your multiversal journey and thus will continue jumping the infinite worlds, receiving nothing extra except my wishing you luck.

Notes

Thanks to Cthulhu_Fartagn for writing most of the previous Castlevania jumps and thus inspiring the creation of this one and his critiques.

Thanks to EdroGrimshell for providing a channel on his discord, giving me motivation to finish this jump, as well as helping on the Pet Legion item and Possessed drawback. Check out their jumps including Ravenwood and Nexusverse.

Thanks to Long Term Visitor for helping on the Reliable Weapon item.

Video of all spell fusions in the game [here](#).

The mentioning of legends in this jump is a reference to how in Portrait of Ruin Juste and Maxim have since become legendary, even nearly two centuries later.

Unique Companions Inspirations Below

Demon With a Holy Shell-Gilda from ibenz009's Demon Lord comic

Little Witch-A character from the 2009 Castlevania Arcade game

Commander of Flames-Mii from Bofuri

Red Wolf Hood-The trope of a badass Little Red Riding Hood

Bunny Samurai-Lop from Star Wars Visions

Spider Huntsman-Spyder Knight from the Ultimate Spider-Man Cartoon with a dash of Mangaverse Spider-Man

Lovely Shadow-Krusha (or Krusch) from Mannen D-Rank

Proud Wind Mage-Elizabeth/Ellie from Neet Dakedo

Dangerous Zombie-Dan Kuroto/Kamen Rider Genm from Kamen Rider Ex-Aid

R'Iyeh Diva-The R'Iyeh Diva demon (she literally doesn't have a name currently) from Maou-Sama no Machizukuri!

Despite the source material, the gender and sex of the Lovely Shadow companion are for you to decide.