Castlevania: Mirror of Fate Jumpchain by Atma-Stand/Wandering Shadow
Version 0.9



Forward

It has been Fifty-Six years since Gabriel Belmont turned to vampirism and slew the Forgotten One beneath Bernhard Castle. Now calling himself Dracula, he has waged an intermittent war against humanity and the Brotherhood of Light for nearly Thirty years. While the world does little more than hide from the forces of Dracula, one man has made the journey to confront the Vampire Lord.

Known as Simon Belmont, he has just begun his journey for revenge, but his path has not gone unnoticed. Throughout the land, a mysterious, silent specter has appeared. Sometimes it will try to guide Simon, and other times it will show the truth to one who has, for a brief time, lost his memories.

Considering the threats that you may encounter over the next Ten Years, please accept this budget of **+1,000 Choice Points**. I wish you the best of luck, Jumper. Though, if Fate is willing, you will not need it.



Starting Location

Roll a 1d10 to determine your Starting Location or Pay -100 CP to choose for yourself.

- **Forest Campsite –** A campsite located within a day's journey to Dracula's Castle. While offering little in the form of protection from the elements or amenities, it is far enough away that the creatures of the night pay little heed of it.

- **Ruined Home –** The remains of a home that once belonged to a seemingly pious family. Memories of better times and tragedies alike stain the charred walls, but it can provide a temporary form of shelter before the journey to come.

- **Chamber of Fate –** A location within Dracula's castle that is strangely absent of all creatures of the night. A great mirror stands in the room opposite an ornate coffin, with the name "Alucard" inscribed on the lid.

- **Wygol Village –** An accursed village found along the outskirts of Dracula's Castle. While the elements have begun to reclaim it, Dracula's evil is still present as evident by the lowliest of Undead roaming about its streets and limits.

- **Castle Entrance –** The main drawbridge area connecting Dracula's Castle with the outside world. A sense of unease permeates this place, and the sight of headstones in the distance bears ominous warnings.

- **Castle Belfry –** A location that is still undergoing significant reconstruction after a battle took place there years ago. Hunchbacks roam the belfry with twisted glee, and signs of something much darker having occurred here mar ruined the walls.

- **Forgotten Caverns –** For an alternative route into the castle, this isn't too bad. Appearing to incorporate remnants of the original castle's foundations, this series of partially flooded caves can indeed get you inside but be aware of the creatures that lurk below the water's surface.

- **Crypt Labyrinth –** Beneath the castle cemetery and church, lay the labyrinth of the crypt. Originally used by the Bernhard family to lock away traitors, it appears that over the years new excavations have been made, though certainly not by human hands. Strangely, you can hear the sobbing of a woman off in the distance.

- **Abandoned Mine –** Located at the depths of one of the castle's towers, the Bernhard family presumably once used this mine, for its potential wealth. Characterized by its high ledges and stalagmites, harpies and mermen now call this mine home.

- FREE Choice



Origins

Your apparent physical age is determined by a 20+1d16, and your gender can be maintained or changed freely. All origins receive a 50% discount on their associated Perks, Items, and Companions.

- **Vampire Hunter (FREE) –** Years ago, you lost your family to the forces of Dracula. Taken in and raised by the people of the mountains, the memory of loss still plagues you, and your nightmares will not cease until you drive a stake through Dracula's heart.

- **Brotherhood of Light (FREE) –** After Dracula began his war against your organization, efforts were made to establish order and mount a counterattack. You are one of the many warriors of the Brotherhood that have been dispatched to Dracula's Castle.

- **Newly Risen Vampire (-100 CP) –** Upon waking up, you realize that something has fundamentally changed about you. Turned from the light against your will, you may now consider yourself a creature of darkness, but certainly not their ally.

- **Creature of Darkness (-100 CP) –** When Dracula took possession of Bernhard Castle, many monsters flocked to his banner, and you were one of them. As a predator of humanity, Dracula represents a unified front for your kind.

- **Interloping Servant (-200 CP) –** While Dracula may be the current lord of darkness, there are still those who mean to oppose him. Your master, Zobek, the Lord of the Dead, has dispatched you to Dracula's Castle to acquire various artifacts and items that can be used against him.

- **Elder Vampire (-200 CP) –** While there are many vampires that roam the lands, all are beneath Dracula. In the years following his ascension, you bent the knee and were given the gift of vampirism. However, unlike many other vampires, your turning imbued you with a degree of vampiric strength that few can rival or surpass. As it stands, very few, if any vampires other than Dracula himself, stand above you.

General Perks

- **Skill With The Whip (FREE) –** Whether you received specialized training, or you developed a style through years of self-taught lessons, you have achieved a fair degree of mastery of whips and whip-like weapons. This allows you to use them with a fair degree of ease for not only offensive purposes, but also for traversing various environments.

- **Air Control (FREE) –** Traversing Dracula's Castle in an exercise in verticality and controlled falls. As such, you have discovered that you can control the direction of your ascent and descent while either jumping or falling. In addition, you can now safely land from any height, no matter how high you fell.

- **Holy Diver (-100 CP) –** The Brotherhood of Light has sent several groups of warriors into Dracula's Castle over the years. With their heavy armor, many of these warriors fell not to monsters but to water. In light of this, you trained yourself to be a powerful swimmer, allowing you to efficiently swim in water without being weighed down by the armor you wear. You may, though, toggle this effect if you desire to reach something in the depths.

- **Castle Climber (-100 CP) –** As stated earlier, traversing Dracula's Castle is an exercise in verticality. Years of training have provided you the skills and grip strength to climb up onto various platforms. More importantly, you have a good eye for what surfaces or ledges you can climb up onto and whether certain platforms are stable.

- **Tremor Strike (-200 CP) –** You have mastered a curious and extremely useful combat technique. When attacking, you can hold the motion of an attack for several seconds to charge it. This charge does not increase the strength of the resulting blow but rather breaks through any attempt at guarding against this charged attack. Reports indicate that this may have been used to get past the mighty tower shields of the castle's skeletal warriors.

- **Synchronized Counter (-200 CP) –** You have mastered a combat technique that has become more ubiquitous in this age. When an enemy attacks you, you can block at the moment their attack would normally land. The effect of this act will release a small shockwave that will greatly stun your foe for a few seconds. In this brief window, you have the chance to either attack them or perform additional actions before they have a chance to recover.

- **Relic Focus (-400 CP) –** An altered form of the combat technique that was utilized by the Brotherhood of Light. When striking an enemy repeatedly without taking damage, orbs of neutral magical energy will begin to manifest. Unlike the standard and more natural methods, Relic Focus allows you to draw those orbs towards magical items you wield, thereby swiftly recharging them and enabling their continued use.

- **In My Hands (-400 CP) –** Fate hangs heavy over this world and has captured all life into its reflection… save for you. Like a piece of a shattered mirror, you have broken free of the Mirror of Fate's reflective world. As of now, neither fate nor prophecy holds sway over your future and actions. With the future now in your hands, Jumper, what will you do?

Vampire Hunter Perks

- **Mountain Strength (-100 CP, FREE For Vampire Hunter) –** Unlike many warriors who would face against the forces of Dracula, you were never formally trained by any organization. Rather, you were raised by the mountain peoples and taught their ways of hunting and fighting. As a result, your strength as a human is immense, allowing you to easily tear lesser monsters apart with your bare hands. For example, Simon was able to consistently break a werewolf's spine over his knee.

- **Heedless of Flesh (-200 CP, Discount For Vampire Hunter) –** Dracula's Castle is filled with horrors and delights in equal measure. One of the more insidious denizens using the appeal to lust and magic to lure men and women into her arms. Perhaps it was your hardened life, or some form of great inner will power, but you may be able to completely resist all forms of magical lures and compulsions disguised as the greatest forms of pleasure known to man.

- **Possessed of Magic (-400 CP, Discount For Vampire Hunter) –** Due to his unique blend of bloodlines, Simon Belmont was able to utilize magic in a way that did not require the specialized medallions of the Brotherhood, and more importantly, without the use of Combat Focus arts. Like Simon, you may be able to absorb magical energy from the world around you or through the slaying of your foes and utilize that energy without the need for specialized foci.

- **Fight From Within (-600 CP, Discount For Vampire Hunter) –** During the battle against Dracula, Simon was temporarily possessed by the Lord of Shadows after being knocked unconscious. While he seemed unable or unaware enough to fight back, that is not the case with you. When controlled by a dark entity, you may be able to fight a manifestation of it within your mind. Defeating it there will quickly and violently purge it from you. Let's hope that your body was too damaged during that time Jumper.



Brotherhood of Light Perks

- **Veteran Warrior (-100 CP, FREE For Brotherhood of Light) –** Unlike those who would later come to Dracula's Castle, you are a fully trained member of the Brotherhood of Light, with several years of experience under your belt. You are well trained in the use of a sword and shield, but more importantly, you know how to keep a small group of up to four people fighting together like a well-oiled machine, even in the direst of circumstances.

- **Leaps of Faith (-200 CP, Discount For Brotherhood of Light) –** Many enemies of the Brotherhood of Light are known for their quick movements and speed. To attempt to match that is foolhardy, but to maneuver around that is not. Your training with the Brotherhood has greatly improved your jumping capabilities, allowing you to jump twice the height that you normally can.

- **Relic's Grace (-400 CP, Discount For Brotherhood of Light) –** There are many artifacts of holy and magical origins scattered throughout places like Dracula's Castle, and warriors of the Brotherhood often live and die through their acquisition. You find that you not only find artifacts that can help you more easily, but your use of them brings out their full potential in ways their creator never imagined.

- **Divine Wounds (-600 CP, Discount For Brotherhood of Light) –** Demons are an unfortunate part of this world, and their strength and resilience are well known. It seems, however, that God has favored you. You will find that when facing demons, the wounds you inflict upon them become almost impossible to heal from without outside intervention. Furthermore, their flesh seems to be able to rend much more easily under your blows than they would with others.



Risen Vampire Perks

- **Newly Awakened Vampiric Physiology (FREE and Mandatory For Risen Vampire) –** Before your time in this Jump began, you were slain in a battle against Dracula. Perhaps there was something about you that made Dracula pause and provide your body with his blood. You did not turn immediately, however. Instead, it took your body years to adapt to the changes, and while you are considered weak for a vampire now, you can become so much more. While this form will be considered an Alt-Form post-Jump, you have developed the following abilities and, unfortunately, weaknesses.
    - You can subsist solely on blood of all kinds whether the source be natural or supernatural. Drinking blood has now also become a means by which you can heal yourself, though be aware that the more grievous the injury is, the more blood is required.
    - You are now immortal save for a violent end. In this capacity, the ravages of time and illness have no effect on your body.
    - You no longer need to breathe, allowing you to act and fight in locations with little to no oxygen.
    - Your physical strength and speed greatly exceed that of the strongest of humans, allowing you to lift the fully armored warriors of Dracula's castle with ease and move with rapid bursts of speed.
    - However, be aware that at this stage you are still weak to sunlight and will burst into flames after being exposed for a short period of time.
    - You have no reflection, save for that which lies in the Mirror of Fate.
    - Due to the nature of your turning, your appearance has changed. Your skin has turned a dark grey with cracks appearing sporadically along your body, your hair has turned stark white, and your eyes have changed to an intense gold.

- **Unseen Aid (-100 CP, FREE For Risen Vampire) –** Many hunters seeking to put an end to Dracula would not think twice before attempting to destroy you. Given the circumstances, this is a fair approach. However, you cannot help but feel the need to aid them. You now get a sense of how best to aid a potential ally and how best to reveal your true nature to them. In doing so, you effectively sow the seeds by which they would openly call you an ally and spread word of your aid to their comrades in arms. This grants you a positive reputation and exemption to those organizations that would normally hunt you.

- **Draw Forth Darkness (-200 CP, Discount For Risen Vampire) –** Possession is one of the foulest acts you have come across during both your life and un-life. In light of your distaste for it, you have developed the unique ability to literally beat the possessing entity out of an individual. Despite any injuries your attacks should cause, the possessed victim will not suffer injury as you free them from their plight, but the entity possessing them will.

- **Misty Rage (-400 CP, Discount For Risen Vampire) –** Though newly risen, you have already begun to exhibit some of the abilities vampires are known for. The first is the ability to partially vaporize your body. In this state, you may pass through and around enemies to avoid attacks. The second is the ability to enter into a lycanthropic form. In this state, your considerable physical strength and speed are greatly increased. Be aware, however, that at your current strength, both forms will tax you greatly and will require either rest or sustenance to quickly recover from.

- **Sanguine Feast (-600 CP, Discount For Risen Vampire) –** As a vampire, blood is life, and you have unconsciously taken that to heart. Perhaps it is a strange quirk that came about through the nature of your turning, but when you drink the blood of supernatural creatures of significant power, you may develop beneficial physical mutations based on them. These mutations can easily be retracted back into your body without issue and will synergize with each other for maximum performance.



Creature of Darkness Perks

- **Monstrous Body (FREE and Exclusive for Creature of Darkness) –** Ah, Jumper, the night beckons you, doesn't it? You now have a humanoid, if monstrous alt-form that can be used to live among the denizens of Castlevania with… less fears than before. Naturally, this makes you fairly stronger and more durable than the average human, and capable of wielding magic in an offensive, if basic, manner.

- **Watchman's Training (-100 CP, FREE For Creature of Darkness) –** As a corpse reanimated through the means of a foul curse, you take your duties rather seriously. Over time, you began to notice various monstrous vermin in your patrols. Instead of removing them, you sought to use them. Your efforts have given you the ability to easily train verminous creatures into doing your bidding and use them for a variety of purposes.

- **Hunchbacked Gambit (-200 CP, Discount For Creature of Darkness) –** There are many lessons to be learned from your fellow creatures of darkness. The Hunchbacks have provided a positively devilish one. Through your interactions with them, you have learned to properly set up ambushes and environmental traps for those intruders who are unaware of the true threats that lie in wait around them.

- **Temptation of Earthly Desire (-400 CP, Discount For Creature of Darkness) –** You're not just any ordinary creature of darkness Jumper. You're something more… pleasurable. As either a Succubus or Incubus, you can not only take flight with a pair of bat-like wings and create illusionary copies of yourself, but you can also charm humans into embracing you with open arms and drain them of their life through a kiss. This will heal any injuries you may have received but be aware that strong willed warriors may be able to break free of your charm.

- **Old Daemon (-600 CP, Discount For Creature of Darkness) –** Oh, you are not a creature of Dracula's army. You're old, Jumper. Having originated from the depths of Hell itself, your physical power eclipses many of the denizens of this castle and you are even capable of commanding infernal lightning to aid you in battle. Most importantly, however, is your power over grudges. If slain, you may declare your undying hatred against your murderer and return sometime later in an altered and stronger form. This acts as a second life, so use it wisely.

Interloping Servant Perks

- **Necromancer's Body (FREE and Exclusive For Interloping Servant) –** Unlike many creatures of darkness, you chose your new existence. Dying at the behest of your lord, Zobek, you were resurrected and filled with necromantic energy leading to your new, desiccated appearance. In this form, you no longer care for exposure to the elements, can achieve flight via levitation, and can store a myriad of objects within your body. Unlike most Necromancers, you are not controlled by Zobek, but I would suggest extreme caution should you wish to cross the Lord of the Dead.

- **In Plain Sight (-100 CP, Discount For Interloping Servant) –** The Necromancers of Zobek have an unerring skill to hide in plain sight. You too, have mastered this skill and with only a few moments of preparation, you may easily blend in with the background to either observe your enemies, or attack them should the opportunity present itself.

- **Basics of Necromancy (-200 CP, Discount For Interloping Servant) –** Your training under Zobek has afforded the skill and ability to raise up undead servants. These servants will appear as mindless skeletons using the arms and armor they had in life. While this ability may seem weak now, over time and with experimentation you may be able to raise larger hordes, and even larger creatures, as your loyal servants.

- **Deathly Barricade (-400 CP, Discount For Interloping Servant) –** There may be instances where you are forced into a corner and low on energy. You now know a low-cost spell which creates a series of three, revolving bands of necrotic energy around you. While not a foolproof defense, those that attempt to get near you and touch these bands will suffer grievous injuries, allowing you to safely collect yourself and plan your next move.

- **Without Your Friend! (-600 CP, Discount For Interloping Servant) –** Similarly to the Necromancer who attacked Simon, you have learned the means by which you can separate an individual from a spiritual form of power that they are currently using. This will prevent them from using it entirely and they can only restore it by either destroying whatever foci you used to perform this action or by destroying you. Should you slay them, you can easily repurpose this stolen power for your own purposes.

Elder Vampire Perks

- **Elder Vampire Body (FREE and Exclusive For Elder Vampire) –** Like many vampires of your generation, you were sired several decades ago by Dracula himself. While only receiving a small portion of his blood, with your far more human appearance, you nonetheless stand above the vampires of your previous generation. While this form will be considered an Alt-Form post-Jump, you have developed the following strengths and weaknesses.
    - You can subsist solely on blood of all kinds whether the source be natural or supernatural. Drinking blood has now also become a means by which you can heal yourself, though be aware that the more grievous the injury is, the more blood is required.
    - You now are immortal save for a violent end. In this capacity, the ravages of time and illness have no effect on your body.
    - You no longer need to breathe.
    - Your physical strength and speed greatly exceed that of most vampires, allowing you to easily tear through metals with your bare hands.
    - You have the ability to channel a small degree of hellfire. Not to the same ferocity as Dracula, but enough that many will think twice before approaching you so brazenly.
    - At this stage of your development, sunlight poses less of a risk to you. However, it will still burn you over an extended period of time and weaken your powers while directly exposed.
    - You have no reflection, save for that which lies in the Mirror of Fate.
    - As an elder vampire, your appearance is mostly humanoid, but your skin has paled considerably, your hands and feet end in sharp claws, and you have developed slight points to your ears.
    - You may turn other humans into vampires via the act of feeding them your own blood. But this can only be done with their full consent.

- **Pure Evolution (-100 CP, FREE for Elder Vampire) –** Most vampires, when turned, transform into horrific humanoid bats and can take decades or even centuries to regain their human forms as they grow in power. As a vampire under Dracula, your blood is purer somehow. This allows you to quickly reach the pinnacle of your species far faster than your kin and allows you to regain a human form even if future transformations would deny you that.

- **Proof of Blood (-200 CP, Discount For Elder Vampire) –** An ability only held by Elder Vampires. You may, at will, shed your human appearance and become the monster you truly are. In this state, your physical and magical strength are magnified greatly, allowing you to easily lay waste to your enemies. Be aware, however, that this form is incredibly taxing and will require copious amounts of blood to properly maintain. Do note, that as a vampire tied to Dracula, this form is far more draconic than the bat-like servants of the late Carmilla.

- **Blood of Shadows (-400 CP, Discount For Elder Vampire) –** Your understanding of your own body has led to a useful discovery. By shedding your blood, you may infuse it with your supernatural powers, allowing it to become a sinuous whip that hardens on impact, thereby delivering tremendous force. While never the strongest of abilities, know now that you will never be without a weapon. Post-Jump, you may use other supernatural forces to achieve this same effect.

- **Dark Possession (-600 CP, Discount For Elder Vampire) –** A particularly vile spell sparingly used by Dracula, and now you. When dealing with a foe who is either unconscious or deeply stunned, you may infuse them with your dark essence, shrouding them in shadows. When in this state, they are under your complete control and will, without fail, act as a loyal soldier towards you. Only acts such as a powerful exorcism or the power of another, strong, vampire can free them of your possessing touch.



General Items

- **"The Mirror of Fate" HD (FREE) –** In your warehouse, you will now find either a PS3 or Xbox 360 with a copy of the HD version of Castlevania: Mirror of Fate and its soundtrack. While of little use in an actual fight, this may be a good way of relaxing or gathering combat information on the foes you may face.

- **Clothes of The Era (FREE) –** You can't go off fighting Dracula without properly preparing first, and the first thing you need to do is get dressed. This is a set of clothing which reflects your chosen origin. These can range from clothes synonymous with Wallachian barbarians to modified Brotherhood uniforms befitting a vampire lord.

- **Secondary Gauntlet (-100 CP, Can Be Purchased Multiple Times) –** A gauntlet created by alchemy that is worn over one's off-hand. When a small amount of magic is channeled into this gauntlet, you may summon and use an instance of one of the weapons offered below.
    - **Throwing Axe –** The perfect terror weapon for a barbarian of the Wallachian mountains. Not only is it useful for dealing with flying foes, but with enough strength behind it, it can break through reinforced armor.
    - **Fiery Flask –** A common tool to defend castle walls, this weapon has been re-purposed for the use of vampire hunting. When thrown, the fiery contents spread quickly, quickly thinning away hordes of monsters.
    - **Bat Swarm –** This is something that wasn't expected. Bats are commonly used by vampires as a means of harrying their foes through persistent attacks. However, with this weapon, you can send a small horde of bats in a straight line to knock enemies off their feet and bleed them with myriad bites.
    - **Boomerang –** A unique weapon consisting of three blades constructed around a central ring which contains a small amount of holy water. Not only will this weapon harmlessly return to you, when thrown, but the holy water contained within will detonate the weapon upon impact.
    - **Electric Bomb –** Originally used by the Toymaker for his mechanical monstrosities, these electric batteries have been repurposed into powerful bombs. Upon use, they will send out multiple tongues of electricity over a wide area, bringing absolute destruction to those around them.

- **Personal Journal (-100 CP) –** A small leatherbound journal that can be easily stored in a coat or satchel. Containing an infinite number of pages, this journal will update itself with new information based on the enemies you defeat. The more times you fight a specific type of enemy, the more detailed the descriptions within this journal become.

- **Mirror Fragment (-200 CP) –** A fragment of the Mirror of Fate given to you by a loved one. Wearing it will seemingly do nothing at first, however, over time you will see visions within it. These visions are incomplete portents of your future fate, and for better or worse, they will guide towards that fate.

- **Demon's Faces (-200 CP) –** What curious and grotesque things these are. Appearing as a set of four, stone-like demonic faces, each inlaid with a different colored gemstone, they can be placed at different locations you travel through. This will allow you to safely teleport between these locations within an instant. However, should you wish to change the destinations, you must remove a face from its previous location and physically carry it to the new one.

- **Serpent Statues (-400 CP) –** Throughout the world, you will now encounter various statues depicting a robed figure surrounded by a large serpent. Resting close to these statues will ensure a restful sleep and heal minor injuries you may have sustained. Be aware, however, that this drains the statue's power until the next evening. At the end of this Jump, one statue will be found in your Warehouse, and others will appear sporadically in the worlds to follow.

- **The Mirror of Fate (-400 CP) –** A treasure of unknown make and origin that once belonged to the heinous Walther Bernhard. Now firmly in the possession of Dracula, it serves little purpose. Able to capture the reflection of all those who step before it, the Mirror of Fate reveals all the secrets of one's past and their true fate. In this capacity, it fully restores the memories of those who gaze upon it. Should the mirror be damaged by any means, an aspect of itself called the Lost Soul will manifest to retrieve the missing pieces.



Vampire Hunter Items

- **Beast Hunter Whip and Armor (-100 CP, FREE For Vampire Hunter) –** A matching set of armor and weapon crafted by the mountain people who took Simon in. While the fearsome visage of the armor provides adequate protection, the whip has been crafted from animal skin and pieces of metal, allowing the whip to maintain its flexibility while also allowing it to shred flesh and crack armor. Curiously, you will find that this is more effective when used against bestial foes.

- **Belnades Clan Spirit (-200 CP, Discount For Vampire Hunter) –** This lingering remnant of an ancestral spirit has bound itself to you. Appearing as a woman in a blue cloak, this spirit will use its cloak to act as an automatic form of defense against direct forms of attack, at the cost of a moderate amount of your magic each time an attack is blocked.

- **Schneider Clan Spirit (-400 CP, Discount For Vampire Hunter) –** This lingering remnant of an ancestral spirit has bound itself to you. Appearing as a man with orange armor, this spirit will use its magical crossbow to provide covering fire against enemies and their projectiles, at the cost of a steady drain of magic for the duration of his summoning.

- **Old Combat Cross (-600 CP, Discount For Vampire Hunter) –** Once used by the late Trevor Belmont, this weapon was based on the true Vampire Killer and has been modified with a retractable spur and ferro-magnetic materials that allow traversal over Dracula Castle's many magnetic rails. Curiously, the lingering regrets from its previous wielder stain the weapon, making it incredibly potent against all forms of vampires and demons.



Brotherhood of Light Items

- **Brotherhood Combat Cross (-100 CP, FREE For Brotherhood of Light) –** A Combat Cross awarded to warriors you have proven themselves in combat. This is a newer model that bears a unique, retractable spur. This spur can be used to easily break through stone doors or barricades with the right application of force.

- **Medallion of Light (-200 CP, Discount For Brotherhood of Light) –** A treasured artifact among the Brotherhood of Light. When used properly, this medallion converts the bearer's magical energies into Light Magic. This magic heals the bearer each time they strike a foe with a weapon, at the cost of draining their magic with each strike.

- **Medallion of Darkness (-400 CP, Discount For Brotherhood of Light) –** A feared artifact among the Brotherhood of Light. When used properly, this medallion converts the bearer's magical energies into Dark Magic. This magic massively enhances the power of the bearer's attacks, at the cost of draining the bearer's magic with each strike.

- **Boots of Hermes (-600 CP, Discount For Brotherhood of Light) –** A prototype set of greaves that were designed by the Toymaker. Worn over the legs and boots, they are activated by stepping forward twice in quick succession. When active, they greatly enhance the wearer's foot speed and jumping capabilities.



Risen Vampire Items

- **Dark Pain (-100 CP, FREE For Risen Vampire) –** A copy of the Combat Cross crafted for Alucard by the Toymaker. Made from metals extracted from the plane of Shadow, this weapon is impossibly hard and sharp, greatly intensifying the pain created from each strike. Curiously, it can also exude unique magnetic properties, allowing for new forms of environmental traversal.

- **Shadow Claws (-200 CP, Discount For Risen Vampire) –** Created from the infected blood of The Reaver, these red and black claws can be summoned and dismissed over the bearer's hands and allow that individual to ascend or descend across any vertical surface they come across. When they are not in use, they will quickly fade away into plumes of shadow.

- **Daemon Wings (-400 CP, Discount For Risen Vampire) –** Created from the blood of the Daemon Lord, these wings can be quickly invoked over the bearer's back, ignoring any clothing, enabling two feats. The first is the ability to perform a secondary jump while airborne, and the second, is a controllable glide through air. When not in use, they can be pulled back into the body in the form of a large pair of tattoos.

- **Fated Stopwatch (-600 CP, Discount For Risen Vampire) –** A terrible device created by the Toymaker. Using vampiric blood, this archaic stopwatch allows the bearer to slow down time so that they may be able to strike exceedingly fast enemies or solve time-sensitive puzzles with ease.



Creature of Darkness Items

- **Lantern Catchpole (-100 CP, FREE For Creature of Darkness) –** Issued to the cursed watchmen that patrol the halls of the castle, its ghostly light is normally used to keep the various torches and lanterns lit. However, its other purpose is to allow the wielder to more easily direct and order the lesser creatures of the night, such as Scaven, to protect the castle.

- **Distant Disguise (-200 CP, Discount For Creature of Darkness) –** A simple disguise either crafted from various bolts of cloth or other materials that look like cloth. When worn, your appearance will look convincingly human enough that even experienced hunters will consider approaching you with the intent of trying to help.

- **Doll Replacements (-400 CP, Discount For Creature of Darkness) –** A series of doll-like prostheses created by the Toymaker. They are easy to install into your body to replace any missing limbs and despite their appearance, match the strength of your original parts. More importantly, they are efficient means of channeling any form of demonic energy that you may bear.

- **Personal Wing (-600 CP, Discount For Creature of Darkness) –** A wing of the castle solely dedicated to you. As this is the case, you have the ability to alter it to your liking, making it either as grim as the power you serve or deceptively inviting. This wing also comes with a series of lesser creatures you may design, that act as servants for whatever purpose you may desire.



Interloping Servant Items

- **Deadland Robes (-100 CP, FREE For Interloping Servant) –** A set of robes that has been worn down in the Deadlands. Despite their ragged appearance, these robes are excellent at protecting the wearer from exposure to the elements and have the effect of creating unease in all those who see them when worn.

- **Channeling Scythe (-200 CP, Discount For Interloping Servant) –** A staff with a crescent moon tip, which was once carried into the Deadlands. Altered by its time there, it can generate a scythe-like blade of necrotic energy. More importantly, it can tear away spirits from any object or person they bind themselves to and trap within the crescent tip of the staff until it is either broken or you wish to use them for some purpose.

- **Necromancer's Bangle (-400 CP, Discount For Interloping Servant) –** A weather-worn, gold bangle that belonged to someone now long dead. When worn, you will find that it is an efficient channeler of magical energies. However, it seems that this bangle excels when used for the purposes of necromancy or similar magic.

- **Abyssal Aperture (-600 CP, Discount For Interloping Servant) –** Easily disguised as a piece of refuse, this large mirror is one of the most important tools of the Necromancers. It can act as a portal that can safely and instantly teleport those who traverse it into a safe location. The default destination is Necromancer's Abyss, but this can be changed to other locations by breaking off small pieces and hiding them in the locations you wish to use as travel points.



Elder Vampire Items

- **Goblet of Blood (-100 CP, FREE For Elder Vampire) –** A heavy goblet that once belonged to the Bernhard family. Each night, upon the rise of the Moon, the goblet will be filled with blood. It is enough to sate your hunger for the night, but more is always desired.

- **Shadow Blade (-200 CP, Discount For Elder Vampire) –** Made through unknown materials and means, this longsword and others like it have become a staple in the arms used by the elite vampires in the service of Dracula. Casting a dark purple hue along the blade's length, this weapon channels the power of darkness with each swing, thereby making this weapon a potent tool against the light.

- **Raptor Cloak (-400 CP, Discount For Elder Vampire) –** As the vampires under Dracula attained more and more of the human form, they have begun to yearn for the freedom of flight their monstrous selves possessed. Made from the feathers of various crow demons, those who wear this cloak find that they can achieve a slow form of flight, while being able to use their magic to swiftly move in quick bursts of speed.

- **Orb of Lament (-600 CP, Discount For Elder Vampire) -** This is… interesting. Found deep within Dracula's Castle, this black orb surrounded by strips of spiked metal sits unconformably in your hand. It serves but one purpose. Upon the offering of your blood, it may be used to seal away a single demon within itself. The demon will be deprived of all its senses and only outside forces have the chance of freeing it from its prison.



Companions

All companions will receive +600 CP upon purchase. Unless otherwise stated, you may freely choose their gender.

- **Band of Allies (-50 CP to -400 CP) –** Interested in spending the night with close friends and allies? With this option, you may import up to eight Companions from previous Jumps into this one.

- **Faithful Hound (-100 CP, FREE For Vampire Hunter) –** Even in the dark of the night, a good companion is always welcome company. This russet furred wolfdog is unusually smart, capable of following orders without issues and showing great ferocity in combat. Of course, in times of peace, it can be a lovable pet to you and your companions.

- **Sir Luigi (-100 CP, FREE For Brotherhood of Light) –** A warrior of the Brotherhood thought lost. Wearing a curious green cap and appearing rather fearful, he is still an accomplished warrior and can rise to the occasion when needed. Interestingly, he is also rather knowledgeable when it comes to topics like Ghosts and Mushrooms. He comes with the following Perks and Items
    - Perks
        - Air Control
        - Holy Diver
        - Veteran Warrior
    - Items
        - Medallion of Light

- **Great Bat (-100 CP, FREE For Risen Vampire) –** Shortly after awakening, you encountered a bat of unusually large size. It would appear that it is not under the thrall of Dracula or his other servants and is quite taken with you. It will either fly a short distance away from you and attack the vital points of your enemies, or perch itself upon your shoulders, before dozing off.

- **Night Watchman (-100 CP, FREE For Creature of Darkness) –** An accursed soul that was not allowed to rest after death. With his lantern pole and small horde of vermin, he likes to tend to the torches and lanterns of the castle and keeps a small log of things that need repair. Unflinchingly professional, he acts as an excellent early alert system for those intrepid intruders. He comes with the following Perks and Items.
    - Perks
        - Monstrous Body
        - Watchman's Training
    - Items
        - Lantern Catchpole

- **Skeleton Knight (-100 CP, FREE For Interloping Servant) –** The remains of a nameless knight raised by your necromancy. While a poor conversationalist due to their skeletal nature, they do maintain a rather dark sense of humor, often playing their ribs like a xylophone and mimicking laughter when noticed. That does not prevent them from using their past skills to be a threat to even experienced hunters.

- **Giant Bat (-100 CP, FREE for Elder Vampire) –** With the change in leadership Dracula, many vampires flocked to his banner. A side effect of this was that the bats that lived in the castle were given blood by the new companions. Empowered by this vampiric blood, these bats, and this one in particular, have grown to enormous sizes, though at the cost of their finesse in the air.

- **Mountain Ally (-200 CP, Discount For Vampire Hunter) –** You did not make your journey alone. Whether for glory or for friendship, a close friend of the Mountain People has joined you. The years of harsh living have made them into a pillar of physical strength and resilience, and more importantly, they bear a natural talent with using axes to cut or smash their enemies apart. They come with the following Perks and Items.
    - Perks
        - Mountain Strength
        - Headless of Flesh
    - Items
        - Beast Hunter Whip and Armor
        - Secondary Gauntlet - Throwing Axe

- **Lady Persici (-200 CP, Discount For Brotherhood of Light) –** Not all warriors of the Brotherhood fight with steel and prayer. While more balanced in skills between a rapier and spell work, Lady Persici's greatest strength lies in her ability to efficiently and morally manage the needs of organizations that she currently is a part of. If given the time and opportunity, she could easily become the next leader of the Brotherhood of Light, though you feel as though in another life she was royalty all her own. She comes with the following Perks.
    - Perks
        - Air Control
        - Castle Climber
        - Veteran Warrior
        - Relic's Grace
    - Items
        - Medallion of Light

- **Dark Fairy (-200 CP, Discount For Risen Vampire) –** Deep within the caves beneath Dracula's Castle, is the home of this being. Taking a curious shine to you and looking to remove the creatures that roam her home, she has decided to join you. Characterized by varieties of dark flowers, she has a decidedly inhuman, but not malicious view of how things should be done.

- **Outcast Witch (-200 CP, Discount For Creature of the Night) –** From the early days of Dracula's takeover of Bernhard Castle, the witches that called the area home have been trying to overthrow him. However, one Witch swore fealty to the Lord of Vampires and was cast out by her coven. Possessing knowledge of spells that can access the plane of Shadows, she could be a considerable asset if given enough time to prepare. She comes with the following Perks and Items.
    - Perks
        - Monstrous Body
        - Hunchbacked Gambit
    - Items
        - Distant Disguise

- **Undead Beast (-200 CP, Discount For Interloping Servant) –** Sometimes your problems require a more… blunt solution. Created from the remains of one of Dracula's Executioners, this massive undead bears inhuman strength and shocking speed. Without the influence of Hunchbacks' control, the inklings of an innate will and mind have begun to reform within its empty sockets.

- **Vampiric Soldier (-200 CP, Discount for Elder Vampire) –** In spite of his killing of their original mistress, many vampires that were created by Carmilla have bent the knee in service to Dracula. This particular vampire is no exception. Offered un-life in exchange for servitude, they have yet to fully regain their human form. That being said, the long years have honed their skills to a razor point.

- **Camille Fernandez (-400 CP, Discount For Vampire Hunter) –** Simon Belmont was not the only person to lose family to Dracula's monsters. As cousin to the late Sypha Belmont, this powerful, if self-taught sorceress, has come to Dracula's Castle to exact her revenge. Perhaps then it is a quirk of fate that she may yet encounter her cousin's son during this perilous night. She comes with the following Perks and Items.
    - Perks
        - Battle Focus
        - Heedless of Flesh
        - Possessed of Magic
    - Items
        - Belnades Clan Spirit

- **The Turtle Knight (-400 CP, Discount For Brotherhood of Light) –** A warrior of the Brotherhood who wears an all-concealing plate of armor designed to evoke the image of a snapping turtle. Eager to fight and more than a little comical at times, they are still a fully trained warrior of the Brotherhood who should not be taken lightly. They come with the following Perks and Items.
    - Perks
        - Veteran Warrior
        - Tremor Strike
        - Battle Focus
    - Items
        - Brotherhood Combat Cross
        - Medallion of Dark Magic

- **Impish Daemon (-400 CP, Discount For Risen Vampire) –** During your travels throughout Dracula's Castle, you found a curious card depicting a demon with a spear. Upon touching it, the card is consumed by fire, thus summoning a short, purplish demon. Seeing your opposition to Dracula, it swears eternal loyalty to you, with the intent of growing into a full and proper knight of Hell. It comes with the following Perks and Items.
    - Perks
        - Monstrous Body
        - Unseen Aid
        - Draw Forth Darkness
    - Items
        - Personal Journal

- **Succubus/Incubus (-400 CP, Discount For Creature of Darkness) –** Many monsters flocked to Dracula's banner after he came to power, and few are as crafty as this one. Whether loyal to Dracula or not, this creature of lust has become incredibly interested in you and has invited itself into your services so that it may share with you the pleasures of the world. They come with the following Perks and Items.
    - Perks
        - Air Control
        - Monstrous Body
        - Hunchbacked Gambit
        - Temptation of Earthly Desire
    - Items
        - Personal Wing

- **Possessed Armor (-400 CP, Discount For Interloping Servant) –** The countless dead left in Dracula's wake provides a wealth of servants to raise, but few willingly choose to offer their eternal service. This soul was one such example, and as reward for its eagerness, it was infused into a set of massive armor that can be found in Dracula's Castle. Bearing a massive flail, few can stand against the mighty blows.

- **Knight Vampire (-400 CP, Discount For Elder Vampire) –** After Dracula assumed the title of Dark Lord, he began siring new vampires. Being turned through Dracula's considerably stronger blood, these vampires combine beauty and horror in a deadly form. This particular Knight has a tight control over their bloodlust and channels it through their savage swordplay and limited flight.
    - Perks
        - Elder Vampire Body
        - Pure Evolution
        - Proof of Blood
    - Items
        - Shadow Blade
        - Raptor Cloak

- **Simon Belmont (-600 CP, Discount For Vampire Hunter) –** Fostered by the Mountain Peoples and hailing from a storied bloodline, Simon Belmont is a man scarred by the horrors of the past. Seeking to put an end to his recurring nightmares and take revenge for the deaths of his parents, he has traveled to Dracula's Castle to put an end to Dark Lord of Vampires. He comes with the following Perks and Items.
    - Perks
        - Skill With The Whip
        - Air Control
        - Holy Diver
        - Mountain Strength
        - Heedless of Flesh
        - Possessed of Magic
    - Items
        - Beast Hunter Whip and Armor
        - Secondary Gauntlet - Throwing Axe and Fiery Flask
        - Belnades Clan Spirit
        - Schneider Clan Spirit

- **Sir Mario (-600 CP, Discount For Brotherhood of Light) –** Often seen wearing a red plume above his helmet, you encountered this renowned warrior of the Brotherhood of Light within the lower recesses of Dracula's Castle. Overjoyed at seeing a fellow, he quickly joined your fight without a second thought. You find that he can jump to impressive heights. He comes with the following Perks and Items.
    - Perks
        - Skill With The Whip
        - Air Control
        - Veteran Warrior
        - Leaps of Faith
        - Relic's Grace
    - Items
        - Brotherhood Combat Cross
        - Secondary Gauntlet - Fiery Flask
        - Boots of Hermes

- **Alucard (-600 CP, Discount For Risen Vampire) –** Awakening from an extended period of transformative torpor, this newly risen vampire has endeavored to finish what he started all those years ago. While new to his vampiric abilities, his training as a warrior of the Brotherhood of Light makes him an incredibly powerful ally in this fell night. He comes with the following Perks and Items.
    - Perks
        - Skill With The Whip
        - Air Control
        - Holy Diver
        - Synchronized Block
        - Unseen Aid
        - Veteran Warrior
        - Leaps of Faith
        - Draw Forth Darkness
    - Items
        - Dark Pain
        - Secondary Gauntlet - Bat Swarm

- **Daemon Lord (-600 CP, Discount For Creature of Darkness) –** Once sealed away, then unsealed and slain, this resurrected demon from the depths of Hell is an old foe of the Belmonts. Incredibly powerful and adaptive, the Daemon Lord has been acting as an assistant to the Toymaker for many years. However, if given the slightest of chances, he would happily drop his ruse of service and aid in battling his old foes. He comes with the following Perks and Items.
    - Perks
        - Monstrous Body
        - Hunchbacked Gambit
        - Old Daemon
    - Items
        - Replacement Dolls

- **Arch Necromancer (-600 CP, Discount For Interloping Servant) –** Death is not the end for the servants of Zobek. Having originally fought Dracula when he was still human, this necromancer was brought back once more by his master to acquire a powerful weapon within his castle. Older than you could possibly know, this necromancer is a wealth of information on the black arts. He comes with the following Perks and Items.
    - Perks
        - Necromancer's Body
        - In Plain Sight
        - Basics of Necromancy
        - Deathly Barricade
    - Items
        - Deadland Robes
        - Channeling Scythe

- **Dracula (-600 CP, Discount For Vampire Lord) –** Formerly known as Gabriel Belmont, this lord of vampires stands above all others of his kind. Filled with a deep hatred for the Brotherhood of Light, he has waged war against them for thirty years now. Strangely, it appears that he is preparing for something, or perhaps it would be better to say, someone. He comes with the following Perks and Items.
    - Perks
        - Elder Vampire Body
        - Skill With The Whip
        - Air Control
        - Pure Evolution
        - Proof of Blood
        - Blood of Shadows
        - Dark Possession

Drawbacks

- **Stains of Time (+0 CP) –** Did you recently come from the original Lords of Shadow Jump? If so, you may use this Drawback to carry the changes you made during that time here.

- **These Masks We Were (+0 CP) –** Were you dissatisfied with how someone handled their situation here? Maybe you've been here before and wish to continue your work in this world. Regardless of the circumstances, provided that your chosen origin matches that of a character, you may take their place in this world and the history going forward.

- **Long, Long Ago, 11th Century (-200 CP) –** Unlike the usual fare of drawbacks, this one will cost you points. Your starting time has been pushed back by roughly thirty years, to when Trevor Belmont first attempted to kill Dracula. This may not mean much of a difference to you now, but this provides an opportunity to change the future of this world in unimaginable ways.

- **Heart of Fire (+100 CP) –** Some people have said that you remind them of your grandfather, and they don't mean that in a good way. You are an incredibly passionate individual, given to experiencing heightened emotions regularly. The most consistent one of these is anger, which while it won't blind, will cloud your judgement by a fair degree.

- **A Jumper's Journey (+100 CP) –** It seems that something has awoken within the castle earlier than expected. In its twisted desire to protect its beloved lord, the castle has stolen away any and all items purchasable in this document that are not FREE (Whether they be General Items or Discounted). It's up to you to find them but be aware that powerful monsters or knights will guard them with their lives.

- **Fractured Memory (+100 CP) –** Upon entering this world, you will find yourself laying within your starting location next to a mirror shard. Unfortunately, you can't remember anything about this Jump or even the fact that you were a Jumper. While this may be an issue, there is said to be a mirror hidden within Dracula's Castle that could restore them.

- **Easily Tempted (+200 CP) –** Come, Jumper. Rest your head, you've earned it. The nature of this world has begun to weigh upon you significantly. As such, you cannot help but try to rest and succor whenever the opportunity presents itself. Be careful that such a desire does lead you to fall to

- **I Cannot Say Why (+200 CP) –** Similarly to a certain newly risen vampire, communication is a bit of a problem for you. Oh, you can speak perfectly fine in normal conversations, it's just that when it comes to important information you falter. For whatever reason, you cannot help but give the vaguest statements on important personal matters, no matter how important they may be.

- **Tolls of War (+200 CP) –** In Dracula's rage, monsters roamed the land, killing all they came across with abandon. Some of these dead arose as either zombies or skeleton warriors. It would seem that now their numbers have doubled, allowing them to roam the land sowing further seeds of chaos. If you think that as a creature aligned with darkness you would be spared this trouble, the Brotherhood of Light has recently consolidated their forces and launched a crusade against Dracula's castle and will provide assistance to those who fight him.

- **Denied By Fate (+400 CP) –** You can see them, can't you? All that you were and all that you held are waiting just behind your reflection in the mirror, and yet you cannot reach them. It would appear as though to facilitate its own designs, Fate itself has reduced you to your base state, severing your connection to the powers you held from other worlds and sealing your items and warehouse within the infinite world of mirrors and reflections.

- **An Old Friend (+400 CP) –** No two ways about it, this is a world of blood and battle. Shortly after beginning your Jump, you will encounter a fearsome foe. Whether you manage to defeat it or not, it will somehow survive the encounter. Seething with hatred, it will find some means of regaining its strength and then some, before challenging you again at a later point. It will do this two times, having access to greater skills and tools each time.

- **Intervention of the Coven (+400 CP) –** Within Dracula's Castle, a coven of witches unsealed the old Daemon Lord in an attempt to kill Dracula and take the castle for themselves. While normally they were a very singular group of individuals, more covens have been discovered operating throughout Europe. Whether you fight against or for Dracula, these witches will summon forth myriad demons to rest forth control of the land from both humanity and Dracula.

- **A Terrible Night For A Curse (+600 CP) –** Something terrible has happened to you, Jumper. Whether by the hands of Dracula or the Brotherhood of Light, a terrible presence has entered your body. Steadily clouding your thoughts, it seeks to fully subvert your will to its master's design, and control over yourself will be a constant battle. Should you fail, you will be forever bound into their service, unable and unwilling to leave this world behind.

- **Shadow of Death (+600 CP) –** The shadow Zobek has cast remains ever-present. Having been notified of your unique presence by his servants, he has dispatched many necromancers and warriors to drag you before him. Should he succeed, you will find the Lord of The Dead painfully ripping your knowledge and powers from your soul. I suggest you don't let this happen, as death is a mercy he will not grant.

- **A Creature of Chaos (+600 CP) –** Do you hear them? The castle walls seem to whisper your name in a chorus of strangled gasps and shrieks. The demon bound to its walks has begun to wake up. Fearful of your influence on Dracula, it will try to do everything in its now lesser power to stop you. Whether by manipulating its environment to kill you, or corrupting you into becoming an extension of itself, it will not stop. Don't think being outside of Dracula's Castle will stop it, as corrupted servants will track you bearing bloodied masonry, which they can use to infect the buildings you currently reside in.

Afterwards

- **A New Dawn –** The long decade has ended, and you feel that you are not done yet. There are more battles to come, so come on back to your Warehouse and fill out your next document, Jumper.

- **The Castle's Call –** The decade may be over, but you feel as though your work is not done yet. You feel as though there is something in this world that calls out to you, and you decided to stay. I wish you the best of luck, Jumper.

- **Go Home –** It's been a harrowing decade, Jumper, but you've managed to come out alright. I'm guessing that seeing the tragedy of the Belmonts awoke a longing for your original home. It was good knowing you Jumper and I will remember you always.

Notes

- To Be Added

Changelog

- **10/24/2026 –** Version 0.9 Posted