

Vampires

SMP JUMPCCHAIN

A Survival Multi-Player Minecraft Jump By ThornyMu (GigglingVoid) V1.2

Fourteen people gather in the town ruins of Oakhurst in this Minecraft world, each arriving from afar for their own reasons. Some return to their family's lands, some to study the rumors, some lost in the wilds, some for vengeance. Unbeknownst to most, two of them are Vampires of old, awoken by the newcomers' arrival. Zombies, Skeletons, and Creepers abound beyond the walls, occasionally beset by near-mindless bandits. Beacons and Ancient Tombs with Holy Tomes are scattered across the woods. No one can leave the region.

You, Jumper, have arrived at the same time as the others, just before the first of several Blood Moons. Will you aid the humans in gathering powers from the Holy Spirits and building up a safe community, or join the Vampires in turning them all to darkness one by one? You'll need these +1000 Choice Points to help.

This SMP was created by POW Creations (aPO & OWen) & Smajor. ([Vampires SMP Playlist](#))

You will be here for... 10... years? Months? Weeks?

Age & Sex

The cast of this SMP are quite a variety of Ages, Sexes, and Orientations. You may choose what fits best for you. Minimum age 18.

Origins

Working Class: You are from a working class background. Be that forestry, architecture, silver smithing, medicine, soldiery; You have useful skills for survival in a community.

High Society: Your life has been one of luxury and wealth. Be that from family inheritance, writing famous books, or living for centuries as you accumulated power. You are used to having others do everything for you, obeying your orders. Being forced to live in these ruins is a big step-down for you.

Hunter: While none of the Humans have actually 'hunted' Vampires, some know more about them than others. Some know they are, in fact, real. But how many of the rumors about them are true?

Drop-In: You aren't even from this world. You know nothing of this world's rules. If you haven't been to a Minecraft world before, then the mechanics everyone else is used to will seem quite strange.



Locations

The region around Oakhurst has been sealed. No one can leave. Can anyone even enter? Where did you start? Who did you meet on your way in?

Castle: The ruins of an ancient castle with a crypt where once a witch sealed a vampire to sleep. This is the center of the sealed region. The other locations are all arrayed around it at approximately 60° intervals.

Ruined Tower: Within the Pale Oak Forest, atop a mountain peak, is the ruins of a lookout tower made of stone. Once, it probably looked a lot like the Lake Tower, if a bit narrower, but now there is little detail remaining. Even many of the stone steps have crumbled away. On a clear day, which never happens anymore, one might be able to look to the southwest and see the Obelisk below. A young vampire once interred himself here to drown out the pain of his loss after slaughtering the monsters in Oakhurst.

Pale Oak Forest: To the north of the Castle is a vast dead wood where no animals live and wither roses impede safe passage. While it contains the Ruined Tower on a western mountain top, there is also another, smaller, tower in the eastern valley. It too is in disrepair.

The Crypt: East of the Castle, tucked into the side of a valley, is a dark crypt larger than the many tombs scattered between these Locations.

Oakhurst: South of the Castle is the ruins of a town that once thrived, until plague and monsters, both human and supernatural, doomed them all. Attempting to travel into the wide plains beyond the south gate is met with an invisible wall.

Lake Tower: On a small island west of the Castle is a wide tower with a well crafted wooden staircase. One of the few locations that looks like it's had any maintenance in decades. It is the closest Location to Oakhurst.

Obelisk: A fair bit north of the Lake Tower is another island, with a tall black Obelisk.

SMP Package

SMPs are Minecraft Jumps which come with most or all of Minecraft's physics. As such, everyone in an SMP has all of these Perks from the [Minecraft Jump \(Unmodded Edition\)](#) for the duration of this Jump. The Items are available, either by crafting or finding. You may pay the listed cost to keep them afterward.

General SMP Perks

Can't Sleep, Must Dig (100CP): You no longer need to sleep, but may choose to. When you awaken, you'll immediately shift to full wakefulness with no disorientation. You'll never suffer from jet lag or other circadian disruptions.

Food Gauge (100CP): There's a limited selection of food here, but with this perk you'll never suffer from an imbalanced diet. You'll remain healthy and full of energy so long as you eat enough of any kind of food. Water is now slightly nutritious for you, and even the driest food will satiate your thirst a little.

Cube Farm (200CP): Choose animals or plants. Animals you tame (or at least corral) will grow to maturity five times faster, and they can breed with each other regardless of sex and with no concern of health issues from excessive inbreeding. Plants you cultivate grow five times faster, and are both more tolerant of poor conditions and need less attention. If you purchase this perk twice, the second purchase is discounted. You may apply this perk selectively or turn it off entirely. During this Jump you have both.

Experience Orbs (200CP): Killing monsters and performing certain tasks grants experience orbs. When something would cause the loss of XP or any sort of 'life energy' you can expend these instead. In future jumps where XP is a tangible resource, this extra experience is gained in addition to whatever you normally receive for your accomplishments.

Heart Gauge (300CP): A row of ten Hearts is displayed in your mind's eye, and you now live by an HP system. Injuries will result in a proportionate loss of Hearts instead of physical damage. If your hunger is fully satiated, then excess calories will be burned to quickly regenerate lost Hearts until you're either at full health or begin to go hungry. You may toggle this perk on and off if you wish.

Inventory and Hotbar (300CP): You have a 4x9 grid of pockets to store items inside, along with an image of yourself that shows everything you currently have equipped. You can swap items between your pockets and your image to instantly equip or remove your gear. Each pocket can hold items up to one cubic meter in size, but up to sixty-four identical objects can be stacked into a single pocket. Nine of these pockets form your hotbar, a translucent row at the bottom of your vision. Without needing to open your inventory, you can instantly swap whatever is in your hands with an item stored in your hotbar, which will shrink to a handheld size until you release or use them. You also have one 'off-hand' slot, which you can switch either by passing things between your hands or by equipping it like gear.

General SMP Items

Crafting Bench (200CP): Continuing to function in future jumps, this bench (more of a cube, really) will instantly and accurately assemble anything up to one cubic meter in size, provided you supply all the materials and have at least a rough idea of what you want to construct. The bench can only reshape provided materials but cannot otherwise alter them, it is not a furnace or chemistry set. Building more complex things may require preparing raw materials with other crafting blocks first. Post-jump, the no-longer-cubic creations will be every bit

as good as if you'd made the item with your own skills, and any perks or items you may have that involve crafting will be applied normally to the end result.

Anvil (400CP): While it cannot create new objects on its own, this anvil is a powerful tool for upgrading your equipment. Its simplest function is to repair damaged objects by providing suitable raw materials, but very similar items, both mundane and magical, can be fused together to create a more powerful version. Provide two different enchanted blades to gain a single weapon with the qualities of both, or combine weaker items of a similar nature to create a single, more powerful and refined object. Both matter and magic can be altered by the anvil multiple times, though not infinitely. Items can only hold so much magic, and the anvil can't create truly new things through simple linear improvement.

Recipe Codex (400CP): Summoned to hand or dismissed with a thought, this book records every Minecraft recipe and block interaction that exists within the game, such as how to create nether portals, golems, basic redstone circuits and how to summon the wither. Post-jump, the book updates as your scientific knowledge grows, recording every blueprint, chemical process or recipe you create or learn. While the book cannot create new designs, it can act as a magical CAD program, performing calculations and making models of proposed creations, the complexity allowed growing to match your own skills and knowledge.

Vampires SMP Exclusive

In this area, all Iron veins have been replaced with Silver veins, and there is no copper. Silver tools, anvils, and armor work just fine. Beetroots are replaced by Garlic, and a couple logs can be crafted into a stake. Lastly, the nether portal, golems, and redstone do not work here, nor are there Sculk, Endermen, Wardens, Silverfish, or Phantoms. Witches exist in the world, but are not in this area. Fire spreads more rapidly.

Garlic (100CP): *Free for Working Class.* Garlic can be consumed once per day by non-Vampires to protect against being turned into a Vampire. After a few minutes, it enters the blood stream for several hours. A Vampire who attempts to drain their blood will instead become nauseous. The same thing happens if a Vampire eats garlic.

If you purchase this item, you have an unlimited supply of the Garlic and Garlic Seeds items. Anytime you look for them in your inventory, if it wasn't already full, one slot will have a full stack of the one you are looking for. In future Jumps, even if you don't keep the Inventory & Hotbar Perk, you will always be able to pull garlic (raw, cooked, diced, whatever) out of nowhere.

Wooden Stakes (100CP): *Free for Hunter.* Stakes don't actually make for very good weapons. They do less damage than a typical sword and break in only a few attempts to stab. But they are essential for finishing off a Vampire. If they die to, or while staked, they do not respawn.

You have an unlimited supply of Wooden Stake items. Anytime you look for them in your inventory, if it wasn't already full, one slot will have a Wooden Stake item. Even if you do not keep the Inventory & Hotbar Perk, you will always be able to pull a Wooden Stake (made of Oak, or any mundane wood for the world you are in) from nowhere.

Silver Blocks (100CP): *Free for High Society.* Silver is the most common material for quality tools and armor in Oakhurst. But Silver's true power unlocks when it is present in significant quantities. Any Vampire within 4 meters of a Silver Block will find their attacks dealing 1.5 less Hearts of damage. Silver Blocks will repel any Stage 2 Vampire or above. Once placed, Silver Blocks cannot be picked back up. They will be destroyed if mined up, and they take a while to break, even with a Diamond Pickaxe. Purchasing this grants you the ability to generate a smelted

Silver Ingot every day and to pick up Silver Blocks with your hands (as a Vampire it will work unless you are Stage 2+).

Diamond Tools & Armor (200CP): *Discounted for Working Class.* Diamonds are quite rare in this Minecraft world, and they can only be used to make tools, not armor. This purchase lets you start with a set of Diamond tools with level 1 enchantments. They will be replaced once every week, a day after they are destroyed or lost. You can also reinforce Silver armor with Diamonds at an Anvil to grant the armor increased durability (Unbreaking I) and Protection I.

Mini-Beacon (200CP): If you spend enough hours around Consecrated or Desecrated Beacons, one of your items, like an earring, bracelet, or monocle, will become supercharged with that polarity of energy. You will be able to create a Mini-Beacon that helps you Consecrate/Desecrate beacons quicker, counting as an extra person helping. All Humans/Vampires (matching its charge) will gain Regeneration I while nearby. You can place only one Mini-Beacon at a time, but it will vanish if you leave for more than a few minutes. The other faction will be unable to activate Powers within 4 meters of the Mini-Beacon.

Vampire Blood (300CP): *Free/Refunded if Vampirism is made permanent.* A bottle of Vampire Blood can be used to heal a Human who is grievously wounded. Used in battle; sword strikes heal in seconds, used on the maimed; broken limbs will heal in hours. Normally, this causes a state of mental weakness toward whoever provided the blood. Repeated consumption will slow a Human's aging 1:10, at the cost of being mentally dominated by their Vampiric donor. It is possible, though difficult, to climb back out of this enthrallment. **Note:** A Human with a living Vampire's blood in them will die if another Vampire turns them, stranding them in Limbo forever.

If purchased by a Human, after this Jump you will find a bottle of Vampire Blood appear in your inventory/warehouse every week. It will have no mental effect on you, but anyone else who drinks it will become enthralled to you after consuming it three times. They must keep drinking it once every few months to maintain their enthrallment.

If you purchase Vampire, this is sort of free, and it will be refunded if you use one of the methods of making Vampirism permanent. Clearly, you already generate Vampire Blood and can feed it to people directly or bottle it from your own Blood Bar. Following this Jump, the mental effect can work on other Vampires too.

Enchanter (400CP): *Discounted for Hunter.* You gain the ability to write simple Enchantment books from Minecraft. Each requires an investment of Levels or Blood, and you can only create Level 1 enchants. Each book requires 8 hours of writing to complete. It can then be applied to a suitable item for that Enchantment, or an Anvil can be used with further Levels or Blood to combine the books for a higher level Enchant.

Beacon (400CP): *Discounted for Drop-In.* At every Location in this region is a special Beacon. These Beacons are currently isolating Oakhurst, keeping in everyone who has arrived here, and keeping anyone from coming in. Humans can Consecrate these Beacons by focusing on them for a few minutes (time reduces the more humans work together, but it is a logarithmic scale, so more than 4 will have little impact) to provide holy protection, increasing every human's Heart Gauge by +1 Heart (+10%), and all Vampires Heart Gauge is reduced -1 Heart (-10%) for each Consecrated Beacon. Vampiric powers cannot be activated when within 20 meters of a Consecrated Beacon. Similarly, Vampires can Desecrate the Beacons to reverse the Health effects, and Divine Powers will not work near it. Once fully Consecrated or Desecrated it cannot be changed until 24 hours after the next sunrise (if it is now Consecrated) or sunset (if it is Desecrated). Everyone in both factions in the region is notified which Beacon has changed state and can focus to ascertain the current state of each Beacon. **Note:** The Beacons can also be left at a 50% neutral state.

During this Jump, if either Faction has all of the Beacons fully converted to their side then they enter a Final Stand/Eternal Night, the opposition is even further weakened (-15% Attack strength), & Health reduced to 3 Hearts (30% of base) regardless of any other buffs. This weakened state will not end until a Beacon has been fully converted to the other side.

With each purchase of Beacon, you gain an extra Beacon you may place somewhere in the region. Its name will be properly descriptive of where it is placed, giving both Factions a clue as to where it would be found. Once placed, Beacons cannot be moved and are quasi-tangible (you pass through them, but nothing can be placed in their space). When someone on either side becomes disconnected from the Beacons, everyone on both sides is informed, along with a basic description of how.

In future Jumps, you may pick a Faction (as broad or narrowly defined as fits the setting) who will gain the benefits of your chosen state, and may pick another Faction who suffer the negatives, and vice versa. You may choose to use your Beacons to set up a containment area that will prevent the passage of both Factions until the containment is ended. *Note: Other divine and unholy powers in your setting may react to the presence of Consecrated or Desecrated Beacons, regardless of how you define the Factions.*

Respawn Bed (600CP): Discounted for High Society. Beds here are not quite as good as in regular Minecraft. If a human suffers a 'fatal accident' then a story reason will be created for how they were rescued and brought back to their bed in town. They will have one less Heart in their Heart Gauge (-10% Heart Gauge). If you die with only 3 Hearts, then you suffer True Death.

A Vampire who is killed by anything other than a Wooden Stake will revive at their bed as a Stage 1 and will not be able to ascend to higher Stages until the next night.

If purchased, you may revive once at the last bed you rested in without any negative consequences, cured of any debuffs. This resets after 10 years and at the end of every Jump. Counts as a 1-Up. If you haven't rested in a bed, or the bed is obstructed or destroyed, then you will revive at the place you entered the Jump, or the nearest safe location to that spot.

Unbound (600CP): Discounted for Drop-In. You are not bound to the Oakhurst Beacons and can freely come and go as you please, and your presence as a Human or Vampire does not affect other's ability to leave. You do not benefit from the binding either, and as such, do not respawn at a bed if killed unless you have purchased that ability, and do not gain or lose Hearts based on the status of the local Beacons, nor can you turn them in either direction. If you purchased Beacon, you are still bound by its effects if you choose to activate them.

Following this Jump, you can break one unbreakable curse or binding upon yourself that you did not cause or invite (taking Drawbacks are your doing). Resets after 10 years or on Jump.

Tempus Fugit! (200CP): Each episode of the SMP is officially supposed to be 2 days, and the next episode immediately follows. However, time here is canonically 'odd' in many ways. Days and nights last longer than they should and suddenly end or extend to suit the narrative. Episodes, or the breaks between them, sometimes represent a week of activity; whatever best suits the story. For your time in this Jump, the default is realistic time.

By purchasing this Perk, you take control of the pace of the story for this, and future Jumps. You can slow or accelerate the passage of absolute & narrative time. This does nothing to affect the local speed of people moving or attacks, rather, how long it takes relative to the world/universe/narrative. You can make a day last up to 100 hours, or have it pass in as little as 10 minutes. Most people will ignore this effect so long as it does not interfere with their personal narrative. So if something in the narrative is supposed to happen in 6 days, you can get to those events in an hour, or you can hold those events off and prepare for 600 hours instead of 144.

Session Pause (300CP): You can pause time for a local region and everyone in it, including yourself. During paused time, nothing can happen except for talking, turning in place, and minor visual gestures like waving your hand. No one will be able to move, cast spells, press buttons, take damage, activate Perks, pick up anything. The entire region will be unable to interact with anything from outside, even as time out there continues as normal. Paused Time does not count toward your Jump Time.

/skin (400CP): You can use a mental command to change into any of your available Alt-Forms. If you are a Vampire from this Jump (or anything else with stage dependent appearances) then you can freely switch between your Stage's appearances. This will not remove the higher stage penalties, but will restrict the benefits until you switch your appearance back up.

/resetpower @ (600CP): You can immediately reset someone's ability cooldown, allowing another use of it far sooner. It then goes on cooldown from that point as normal. Unless the ability is for a game/system that you are a Game Master/Administrator of, you will need to wait for that second cooldown to complete before affecting that ability again.

POW Creations Game Master: Most of the Townies are fully their character and not the YouTuber who plays them. However, a shard within Owen and Apo are the Game Masters for the story, making them essentially deities dedicated to maintaining the Narrative, and can temporarily give themselves or others any Perk, Power, Skill, Item or run a variety of Minecraft commands if they feel they need to. Owen and Apo are not consciously aware of this most of the time and will not remember afterwards. They will lose this ability if they join you in further Jumps, but will continue to use any abilities they have or gain to enhance dramatic narrative.

Skills

Each costs 100CP.

Rough Life (Free for Working Class): You are familiar with the difficulties of living off the land and finding food and resources wherever you can. Mining and chopping trees is no more tiring than walking. Bad smells, like livestock, rot, and burnt houses, are so normalized they stopped bothering you a long time ago.

Born Lucky (Requires High Society): You had the luck to be born wealthy, but money doesn't mean much out here. Yet somehow, that luck still persists. You are slightly luckier in general. You are guaranteed to find a Power book within the first week. Pick a Divine Power (other than Bless) you would not have a discount on and gain it at a discount (100CP Power becomes free).

Traumatic Backstory (Free for Hunter): Drawing from the horrors in your past, you have found strength to push forward, to hunt down that which has brought so much pain. When fear comes your way, you can reach deep within and steel yourself. This does not prevent you from seeing reason, from realizing when it is best to run, it merely prevents you from fleeing on fear alone, giving you the chance to choose what you will do.

Moderately Well Adjusted (Free for Drop-In): Even in the face of the strange and unusual, you are able to keep your wits about you. You are not prone to flights of fantasy distracting you, and will be able to recognize when new information is relevant for updating your beliefs. Any form of mental instability or issue may be removed (unless it is fiat-enforced) at will.

Intense Senses (Free): You can hear things others can't, see things others miss, smell that which is too subtle for others. Pick one sense that is especially strong, while the others are mildly better. You must take either the No Sense Drawback or Sensory Overload Drawback (you still gain points for them as normal).

The Power of Spite (Free): You can find a wealth of drive and will to push forward to spite those who wrong you. You must take the Stubborn Drawback.

The Power of Love: You have or will find someone you love (platonically, romantically, or sexually) and will find new reserves of courage, strength, and internal support when defending, supporting, or trying to return to your loved one. Your love in turn will support them once they come to find it in return.

Likeable: You are naturally quite likeable, forging bonds with people quickly. Others are more likely to attribute innocent ignorance over any intentional malice on your part.

Too Cute to Execute: *Upgrades Likeable.* Even when you are proven to be a monster, people have great difficulty believing you could hurt anyone, severely hesitating to treat you as a real threat.

Like a Movie: What's a movie? A Motivational Visual. You are inspiring. When you rally others, they watch, and they listen, and they take courage from your words. Whether they are well crafted or not, they convey your passion for the moment and it becomes infectious.

Leadership: Whether you have led servants or soldiers, you know how to take charge and manage people. You can easily see in others the tasks they might be best at filling, and when so directed, people are more willing to put aside their fears to follow your orders.

Medicine: While medical science is not well-developed in this time period, you know how to bandage wounds and prepare medicinal stews from the mushrooms and flowers that grow in the woods. Given the tools and time, you could perform basic surgery, but nowhere in Oakhurst is sterile enough for such a task.

Field Surgery (Aome stop the bleeding): *Upgrades Medicine.* This upgrade to Medicine allows you to restore Max Hearts to anyone who has lost them due to 'death'. You can fully restore each person (even yourself) once, using a one-hour surgical treatment that must not be interrupted. It will take a few weeks to prepare before you can use this. In future Jumps, you will be able to perform 'normal' surgery equal to the best surgical knowledge within the Jump you are in. You can fully restore someone on death's door with a one-minute touch (once each).

Research: You know how to find information, and you've read many texts that can help you piece things together. In any world you enter, you will always have at least a basic understanding of the region's history and peoples and any major myths and religions.

Let Me Write This Down!: You are a skilled writer. Whether fantasy, research, or tactical manuals, you can make your writing convey what you want it to.

The Long Con: You are skilled in the arts of deception, subterfuge, and secrecy. You know how to twist words to speak the truth while convincing others of something else. Since you've done it yourself, you are also skilled in seeing when others are pulling cons.

Shadow Work: *Upgrades The Long Con.* You are not only skilled in deception, but also in spycraft, hiding, knowing where people would hide, how to pass along secret information and write in code. You know how to go unnoticed in a crowd, how to draw no suspicion. To be a shadow in society.

Architecture: While everyone CAN build with ease in a Minecraft world, not everyone is skilled at doing so. You know how to make buildings that are both functional and aesthetically pleasing with whatever materials are available to you. You have a knack for seeing beyond just the obvious texture of a material and seeing how they work together in layers to form depth, to open up visual space and avoid distracting noise where it isn't desired, and draw the viewer's eye where you want it.

Military: While anyone can flail a sword around, you are trained in the use of weapons and tactics, and have put them into practice. You know the minutia of military command structures, history, and traditions. This knowledge updates in every world, ensuring you could fit seamlessly into their military, complete with all necessary documentation.

Honorable: Whether you actually are or not, you put off an aura of honorability and respectability. Others are more likely to assume honorable intentions on your part for anything you do.

Divine Power Books

Located in Tombs scattered across the land, most of which are marked with four glowing lights, is a chest. Every week, a random Tome book appears in each chest. Sometimes they are low level enchantments, such as Smite I, Unbreaking I, Respiration, or Sweeping Edge I. Sometimes they are Divine Powers. Any Powers you purchase, you are guaranteed to acquire the book for at some point. Even if you lose the power, or give the book to someone else, you will regain the power for yourself at the end of the Jump. Drop-In gains one floating discount to apply to one Power or Other Power purchase (other than Vampire/Ancient Vampire).

Uncanny Direction (100CP): You always know your way back to the center of Oakhurst. After this Jump, you will always know your way back to any safe place you have rested for at least two hours.

Way Of The Land (100CP): You gain knowledge of how to live off the land. When harvesting a crop, you receive double drops.

Way of The Prospector (100CP): You gain knowledge of the mines and minerals. When mining ore, you receive double drops.

Way of The Woodsman (100CP): You gain knowledge of the forest and wood. When harvesting wood you receive double drops.

Enlightened Eye (100CP): You can turn on and off perfect night vision at will. This will not cause increased flash blindness or sudden overstimulation, so can be left on at all times unless you want to see how dark others are seeing the area.

Lantern Thrash (100CP): You can use a lantern in your offhand to set a wide swath of ground around you on fire for at least 5 minutes (unless put out). Consider this a short-lived napalm blast in a 4 meter AoE around yourself, with a small safe spot at the center. You cover yourself in flame resistant ichor for that same duration, but be careful as the flames can persist longer than your immunity if they find flammables. Following this Jump you will no longer need a lantern in your off-hand.

Holy Word (100CP): Speak a divine syllable which renders any powerful vampire within 20 meters of you unable to move for several seconds. Vampires frozen by this power are invulnerable for the duration.

Unnatural Haste (100CP): Your arms accelerate, granting +30% attack speed and +60% mining and chopping speed. Also increases the speed of any other dextrous activity by 50%.

Rallying Cry (200CP, Discount for High Society): You give a powerful shout of encouragement and all nearby allies who hear it gain +30% damage for several minutes (does not stack with itself).

Shoulder Barge (200CP, Discount for Working Class): Dash forward with your shoulder, bashing through anyone in your way. They are knocked back (or up) and stunned for a few seconds. They take extra damage if you knock them into something.

Banish Undead (200CP, Discount for Hunter): Emit a flash of holy light. All lesser undead mobs within 40 meters of you are instantly obliterated, leaving no remains. In future Jumps, this includes all unintelligent undead up to twice as strong as yourself. Requires several hours to recharge.

Become Undead (200CP, Discount for Drop-In): You can 'die' temporarily, stopping your heart and breath so that anything tracking you won't register you as alive.

Prayer Of Faith (200CP): Begin a prayer to whatever God you think may listen. Once you complete your prayer you gain 6 Hearts (60% bonus) of Absorption (non-regenerating Health beyond the normal Health Gauge limits). This bonus Health will be taken before you take any actual damage and will vanish after several hours.

Blessing (400CP): You can permanently Bless objects in your inventory. In this Jump the only thing that matters is bottles of water, which you turn into a Splash Potion of Holy Water. You can perform a Blessing once per day.

Mass Blessing (200CP): *Upgrades Blessing.* You can Bless an entire container and everything inside, or everyone touching you. What this Blessing does will depend upon the setting. In this Jump it lets you convert up to 1 chest of Splash Potions per day (reminder, potions do not stack).

Vampire Power (800CP)

Purchasing this ensures you will be turned into a Vampire at some point during the Jump, not that you start as one.. This becomes an alt-form in future Jumps, even if you are cured during this Jump. If you are turned and did not purchase this, then you do not keep it afterwards.

Blood Bar: Your XP bar is replaced with a Blood Bar that only goes up to Stage 3. Each Stage has its own benefits and drawbacks built in. Taking damage will quickly drain your Blood Bar as you rapidly regenerate. If you run out of Blood, then you will lose hunger like anyone else.

Pulse of Darkness: When you reduce in Stage, a shockwave radiates from you that harmlessly launches Humans away from you for several meters and resets all of your personal Vampiric cooldowns and delays your thirst from affecting you for a day. They will feel that you have become weaker.

Heightened Emotions: Each Stage of power increases the strength of all emotions you feel.

Primal Instinct: As you embrace your Vampiric nature, you will find things that were previously unthinkable to be well within your capability of enjoying. The taste of blood, the feel of being a bat, hearing people's heartbeats, smelling their diseases, lamenting all the stupid decisions the humans make, and you being so much stronger than them! Any darker impulses you have will find this very freeing.

Stage 1: You are basically human, save for the Blood Bar. You are unaffected by almost anything that would treat you any different just for being a Vampire. The sun is fine, you can use silver, garlic causes no problems. Though, you don't have a reflection.

Dead Forever: You are dead. The blood flowing through your veins is not your own, and it is not pumped by a heart, but by the curse that keeps you going. Your skin is slightly colder to the touch, but not inhumanly so, yet.

Far Sight: You can see much farther with greater clarity than a human.

Sleep of the Dead: You are incapable of normal sleep & dreams. More importantly, if you die, you will reappear at the last place you designated for resting. You will lose most of your Blood Bar, and you will not be able to increase your Stage until you have spent a night in a restorative coma. Nothing short of magic can wake you from your

coma until you are ready to rise. You do not use any of your Blood Bar while in coma. If you aren't recovering from death, you can set how long you want to be in coma. While in coma, you are untraceable by any form of magic or special tracking that isn't specifically designed for tracking coma Vampires, including fate detection. The results of your future actions may still be detected, but you will be absent from the foretelling..

/vab bat (Bat Form): You can transform into a bat. Several bats appear when you do this, but only one of them is you. Your bat form is much more vulnerable to damage. Your armor vanishes into your body. You are still able to speak and convert Beacons while you are a bat, but you cannot attack or interact with anything requiring hands, and trying to hold an item will make it obvious which bat is you. This becomes a normal Alt-Form after this Jump, unconnected to your Stage.

Blood Harvest: A form of instinctual hemomancy, killing animals will give you blood, either in your Blood Bar or in a bottle held in your off-hand. You are able to suck the blood of Humans, draining their health & food to fill your Blood Bar. Regardless of how, personally killing a Human gives you quite a bit of their blood.

Blood Food: You are unable to eat normal food as it turns to ash in your mouth, giving you an upset stomach. You can only eat raw foods, which not only refills your Hunger Gauge, it will provide blood even if you are otherwise full.

Down For the Count: You become better with numbers, but also have a mild compulsion for numerical accuracy, counting things to be sure they are right, ensuring distances on either side of a structure are even, or otherwise accomplishing their intended aesthetic. If you have been unable to count before, you find your innumeracy cured. Contrary to myths, a bag of spilled beans would only be a bigger annoyance than previously, not something you'd need to stop and count out every one.

Memories of the Blood: Sometimes, when you drink someone's blood, you will get glimpses of their life. Images, sounds, all hazy, but it can give you an insight into something this person holds dear, or fears the most. Sometimes, it can affect you. Drinking a nerd might cause you to voraciously desire to read for a few hours. Vampires gain an interesting blood flavor after turning, sometimes fruits or ice cream flavors or vinegar or chilli, and can share back and forth, experiencing snippets of each other's memories.

Silver Bane 1: You can still collect and smelt silver and use silver items, but you are unable to craft silver tools, weapons and armor, bars, doors, or Blocks, and you will know when any Silver Blocks (a significant mass of refined silver) are near as you can feel the tingle of pain gnawing at your essence. For some reason, you can still craft 'Flint & Steel' using Silver, as well as 'Iron Anvils', however that works.

Animal Distrust: While you can still breed animals, they don't trust you. They look at you, like they know what you are. Your presence throws off their normal behavior and rhythms. An astute animal handler may learn to recognize these signs.

No Reflection: You don't have a reflection, and you lack an image in your Inventory (as that is depicted as being a mirror). There are no regular mirrors in Oakhurst, but this includes your reflection in water and on any polished silver.

Divine Rejection: You cannot consume any Power books and lose access to any divine Powers while in this form.

Stage 2: You have embraced your Vampiric nature, your eyes change, and Anti-Vampire abilities work on you.

Claws: You now have claws that are almost as good as an Iron Sword, but you are unable to properly use melee weapons (they do half their normal damage) that are not designed for your monstrous hands. Your claws do 1 Heart less in sunlight, near Silver (4 meters) or a Consecrated Beacon (26 meters). They do 1 Heart more during a True Blood Moon.

/vab lunge (Vampiric Lunge): You are able to leap a great distance. Much farther during a True Blood Moon.

Feather Fall: You may choose to fall slowly, canceling any potential fall damage if you time it correctly.

/vab beacontravel (Beacon Travel): You can teleport to any Desecrated Beacon. The teleport takes a few seconds. You can use it again a few hours later.. After this Jump, you can use this to teleport to the last safe place you rested.

Cure All: Becoming a Vampire already cures many maladies acquired through your life, but becoming Stage 2 cures almost anything; Moderately powerful curses are lifted, and even congenital defects are corrected (such as a malformed limb or bad eyesight).

Undead: Mindless undead do not view you as a viable target and will not fight you unless you attack them first. For this jump, it also affects Creepers and Giant Spiders.

Invitation Only: You are unable to enter a home (the structure requires walls and a roof and that someone actually lives there) unless someone who lives there invites you in. Each invite is good for only one entry, but may be used at a later date. Damaging or modifying a home requires its own permission.

Burning Sun: The sunlight causes your skin to sizzle, slowing your movement and weakening all of your abilities. Abilities take longer to recharge, regeneration is slower, and people can hear and smell the slow burn. Contrary to myths, it doesn't actually harm you in any serious way. It feels like an especially hot day on the beach without sunscreen.

Silver Bane 2: You are unable to hold onto, wear, or carry silver as it burns you to the touch. Even being near a block of silver placed in the world will prevent you from getting your body too close to it (you can still break it, but it takes longer than most blocks), and slowly drains your Blood Bar while near. Trying to launch yourself at a block of silver repulses you back with double force.

Animal Hate: You cannot breed, train, or tame domestic animals. They don't like you. Dangerous animals, like wolves, are more likely to become hostile, with their aggression targeted at you.

Holy Pain: While in contact with Holy objects, your vampiric powers will not work and your flesh will burn. A Splash Potion of Holy Water will take several minutes to

wear off. Repeated exposure can keep you from regenerating your scars for quite some time.

Stage 3: The full power of a Vampire. Your hair turns white, and it will be difficult for people to look at you and not immediately think you are a Vampire. Note that if you go down from Stage 3 you won't be able to go back up until 24 hours after the next sunset.

Style: Becoming a Stage 3 Vampire comes with a massively improved sense of style. You know how to coordinate your outfits, and how to make a dramatic entrance.

Sharp Claws: Your claws now cause bleeding (0.5 Hearts every second for two seconds, followup strikes reset duration).

/vab vanish (Invisibility): You can turn invisible. You can attack twice while invisible, but a third attack will end it. You can end it early. You will be able to use it again one hour after you become visible. This does nothing to silence your footsteps or prevent kicking up dust. While it does make your ordinary clothing invisible, any hand held items or worn armor will not be.

/vab stormcall (Call of the Storm): You summon the forces of darkness to cause thick clouds to gather for several hours, blocking out the negative effects of the sun, a constant light drizzle drastically limiting the vision of Humans caught outside like a thick fog..

Cure All 2: Becoming Stage 3 will clear even stronger curses, and if your body was born the wrong sex, this will be fixed as well. Only something as severe as demonic possession by a powerful entity could resist this purge.

True Blood Moon: The presence of a Stage 3 Vampire in an area causes the moon to sometimes empower all Vampires for one night. This never happens two nights in a row, but becomes more frequent the more Stage 3 Vampires exist. Under the True Blood Moon, all Vampire abilities are amplified and recharge quicker.

Animal Avoidance: Most animals would rather avoid you, not approaching, and often getting out of your way. Hostile animals will recognize you as a greater threat and will only attack if they believe you are going to kill them, or they believe they can actually win without getting hurt.

Ancient Vampire (200CP)

[Requires Vampire] You will not be turned into a Vampire, you start as a Vampire, like Scott and Owen. If you are not importing as one of them, then you will be a third starting Vampire. They do not know you are a Vampire, just as they don't know of each other. You start at Stage 1.

Other Powers

There are Other Powers within this world, things wild and magical beyond just the Vampires and Holy Spirits of Oakhurst.

The Military: Multiple nations are represented by the Townies of Oakhurst. Legundo fought for one nation's military, and Apo was pressed into service here by another country. Cleo understands what it means when a soldier

says 'they followed orders'. The Militaries of these nations are not generally seen as trustworthy organizations, but they are feared more and more as the engines of industry power the engines of war to greater and greater mechanization with faster and more lethal guns that are seen more and more with skilled swordsmanship losing ground to common conscripts with a rifle.

The Inquisition: Supported by the Holy Spirits, the Church has been known to form Inquisitions to remove Vampiric and magical threats. While Owen's tale of the burning of the castle was a lie, it is born from firsthand experience with an Inquisition who planted evidence of the occult on a beloved mayor to turn his people against him for their own purposes. They didn't even know Louis was a Vampire when they burned him at the stake. They just wanted him out of the way. So, are the Holy Spirits really 'good'?

Vampires of [The Code](#) (200CP): *Upgrades Vampire & The Long Con.* Vampires outside of Oakhurst have hidden among Humans for centuries in massive populations. They keep to a tight Code of secrecy to ensure The Church never feels the need to raise a new Inquisition against them. They never turn anyone who has not studied the history and ways of The Code for several years. Code Vampires take care of their fledglings as a paramount duty, and the fledglings conduct reflects upon the sire. Unapproved turns can get both the fledgling and sire executed. It is the sire's duty to take out their own fledgling if the new Vampire proves to be a liability. Anytime Code Vampires travel, they travel in pairs to be able to look out for each other.

1. A Coven Divided Cannot Stand.
2. Authority is Taken, not Earned.
3. Tell the Truth as Much as Possible; People misjudge the knife they see.
4. 'Vampires are not real.' Anyone claiming otherwise should be mocked and eliminated, but never turned.
5. Unpredictable risks must be eliminated physically or socially.
6. Find supporters with rational voices in as many groups as possible.
7. Only turn those you can stand. Don't turn out of pity, carelessness, or fear.
8. Enthrall the powerful or useful, but do NOT turn them!
9. Anyone can be a threat, plan accordingly.
10. Your fledglings are your responsibility. They share your successes and your shame.

Non-Canonical Ritual: Code Vampires have modern methods granting them access to a ritual to revert to a Stage 0 allowing them to perfectly mimic a Human, even being able to use Holy Powers. While they can now eat regular food, it grants only a small amount of nutrition, and they must carefully regulate their blood intake to avoid entering Stage 1 and needing to redo the ritual.

Purchasing this upgrade to Vampirism will grant you knowledge of The Code and the Stage 0 Ritual, and let you start as a Stage 0 Vampire without needing to be an Ancient Vampire awakening in Oakhurst. But you will need to stick to The Code, and teach or destroy any Vampires who refuse to follow it. Allowing any Non-Code Compliant Vampire or Human who knows too much to escape Oakhurst will constitute Jump Failure.

Human of The Code (100CP): *Upgrades Human & The Long Con.* Some Code Vampires will take on Human Thralls (whom they feed small amounts of Vampire blood to extend their life), or even adopt a Human to raise. These Humans are also taught The Code and are often both blood banks and assigned to do things viewed as 'beneath' the Vampires, or which the Vampires can't do themselves. An especially good Thrall may be granted Vampirism after many decades of loyal service. If you become a Vampire, you may use the Stage 0 Ritual to escape with the Humans, as long as no one who shouldn't know about Vampires finds out. If they do find out about Vampires, you will not be able to perform the Stage 0 Ritual until after you escape. Know that if your journey keeps you in this Jump after your escape, other Vampires of The Code will hold you accountable to it.

The House of Veylocke: There are those who Hunt Vampires, and then, there are Vampire Hunters. Vampires who work with Humans and Humans who work with Vampires, the Veylocke Family have been conducting tests for years. They help Vampires who wish to live within society and hunt those who do not. They predate The Code, monitor Code Vampires and remove 'problems' before any Inquisition can think of forming without either organization knowing they exist. Dedicated to keeping the secret to prevent all out war, you straddle the line between the Code and the Church. If the Veylocke Organization is given three Cure books, then they will figure out how to turn people Half-Vampire (even those who have been Cured previously), giving them a Blood Bar and Eternal Life without most of the other benefits and penalties.

Who ARE you!? (200CP): You work with The House of Veylocke, maybe as a member of the family, or one of their many agents, vampire or human. You gain the free Hunter Perks/Items and may use one Hunter Discount. If human and killed by a Vampire, you may choose to rise as a Vampire or not, regardless of the Vampire's intent.

Werewolves: Hunted by Humans, Vampires, Witches, and Mages alike; a Werewolf's life is not an easy one. For the first few years after turning, they lose all sense or reason and memory when they transform into their beastly form. It takes great willpower and training to retain any sense of self and not operate on pure instinct. To most werewolves, people, loved ones, are no different from wild prey and livestock. Luckily, they are also incapable of planning in this state.

A werewolf's claws can rend through any enchantment, magical construct, invulnerability, or curse, and are incapable of benefiting from them either. Some Vampires and Witches have been known to keep a Werewolf or two on retainer to help dispatch their occult foes, protecting them while they are in their vulnerable human form.

Werewolf Blood (300CP): Human Only. If a vampire tries to feed upon you, it will awaken something within you that has lain dormant. You gain the ability Sharpened Nails, temporarily giving your unarmed attacks claws that cause bleeding. Your claws can harm anything. They can cut through any enchantment, curse, or magical construct. And you are resistant to any and all magical effects used on you. To ensure a positive effect will take, you must be aware it is coming and will pass through your resistance. Since it is a curse that holds Vampires to this world, if your claws deal the final blow, it will cause their True Death. **Note:** Despite it often being called a 'barrier' that holds people in Oakhurst, the truth is that the binding exists within each of your souls, anchoring you to the intangible Beacons. As such, while you can't break the 'barrier' to get out, if you kill a Human with your claws, they too will have True Death, as the Beacons will not revive them back at their bed. During this Jump, this ability is suppressed if you get Turned into a Vampire, except during a True Blood Moon, when you will take on a giant wolf form.

Back From Limbo (500CP): So you died? True Death? You suffer any of the consequences associated with that death, save for Jump/Chain Failure. Perhaps you were used up in a demonic sacrifice, or someone obliterated you entirely through all of time and space, maybe your family already buried your corpse in a grand funeral. Then you find yourself falling through a void, through a Limbo. Something greets you, helps you accept that you have died. That it is not yet your time to end. THEN, you are brought back, a new body, as you were, despite anything else that says that should be impossible. Perhaps it's a pact with a demon, an infection in your blood, a divine calling; whatever it is, something stronger than Vampirism's Curse has a tenuous hold on your soul. How many times can they do this? For you, once every 10 Years (cooldown resets on Jump), you will be brought back from what should have been True Death. To be clear, *you did die*. It should have been final. Regardless, you never remember that this 1-Up exists, you cannot plan around it happening, and it only triggers if nothing else could save you. If something lets you remember it and plan around it, then it won't work. This cannot become part of your BodyMod.

The Host Must Survive (+200): Downgrades Back From Limbo. Whatever entity that binds you does not want to let you go and will fight to keep you. At times of great stress, physical harm, or other things that cause you to go into Fight Or Flight, the entity can take over to repair your body and fight to keep you around. While it is in control, your Jump Time is paused, extending how long in total you will need to stay here. It has its own objectives that it will use your body to fulfil. The darker you have become, the easier it is to take control and the more it can do before relinquishing control back to you. You will have no memory of anything it used your body for. During this control, it will warp your body the more power it has over you. In the flashback, we saw Elle had one arm and one side of her face warped into a demonic form.

Economics: Nations fight over resources and territory to increase the wealth of the elites, and Noble Titles are losing favor. Outside of Oakhurst, money is still the major form of power wielded by the elites, both Human and Vampire, typically through corporations or cartels.

Basic Funds (100CP/Free for High Society): Every Jump, you have access to enough money to live modestly for 10 years.

Offshore Accounts (200CP): Upgrades Basic Funds. Now, or sometime later, you will gain access to an ancient Vampire's offshore accounts that have been growing for centuries. You will be able to legally remove enough money every year for you and up to 8 other people to live comfortable lives, while also being able to invest in businesses over time. As long as you do not try to withdraw the whole account, this will be available in all future Jumps.

Modern Infrastructure: An often underappreciated aspect of society is our infrastructure that makes modern life so much easier. Ancient Vampires and the poor of this age are unlikely to even know how good they have it in the cities with their plumbing. And early electrical and steam lines have almost entirely replaced spit-dogs for household cooking utility.

It's Even Got a Bath (100CP): You will never need to worry about plumbing. Make something like a bathtub or sink and it will work. It will fill and drain as if it had regular plumbing connections. This works for any common fluid a city would use, even steam pipes for radiator heaters.

You Gotta Try Trains! (100CP): Once you leave Oakhurst, in every Jump, you will be able to freely use any form of transportation network. You can take the best trains and cruises, airplanes, carriages, tour buses, or star liners. Whatever your Jump has available for pre-arranged travel options, you can use it for free with minimal scheduling.

AO3 (Free): Canonically, Shubble has declared that Vampire Shelby invented, or caused the invention of, [ArchiveOfOurOwn.org](https://archiveofourown.org) (AO3) specifically to further the awareness and protection of FanFiction, and that Sausage is a regular contributor. If you want, you now have the ability to access AO3 from any interactable medium with a suitable interface. The simplest form would be a book and quill, the ink on the page shifting each time you turn the pages to match the site contents based on what 'link' you checked with your pen. Good luck getting anyone to believe you are 'really' a 'Jumper' given how much RP happens in the comments.

Companions

Import (50CP Each): You may Import one of your Companions into Oakhurst as an additional Townie. They gain 600CP to make purchases and can take any Drawbacks that affect only them.

Character Override (100CP Each): You may Import one of your Companions into the character of one of the existing Townies, gaining all of their Perks and Drawbacks, as well as knowledge and experience of their backstory, allowing your Companion to 'play' that Townie as well as they choose to.

Recruitment (Free): You may recruit any of the Townies you can convince to join your journey (unless they come from a Drawback). They will retain all of the Minecraft Perks, can use Items in Minecraft ways, and keep any Powers acquired during this Jump even if they aren't listed below. These become fiat-backed. They will also retain any Drawbacks, but these are not fiat-enforced.

Oscar (Free): There is a cat skull in the Castle's crypt. If it is found and given love, then after a few weeks he will turn back into a living cat. Oscar cannot permanently die, as love will always bring him back. Oscar doesn't care if you are a Vampire or not. He just wants your love. Once revived, he becomes a Pet-Companion and will join you in future worlds.

Extras (+300/200/100 Each): Below the Townies section is the Extras section containing characters talked about but not encountered. With a purchase or two here, you can encounter them in Oakhurst. But will they be on your side, or against you? You gain CP if they are aligned against you, or spend CP if you are adding them aligned toward your goals. How much you spend or gain determines how dedicated they are to that direction/goal. They can be recruited like anyone else, unless they are taken as a +300 Drawback, at which point they are far too set against you to ever be swayed.

Investment: You may spend your CP at a discount to purchase things for a person in Oakhurst. If you gain Oakhurst, this ability persists into future Jumps.

Townies

Reminder: Powers listed ensure they will be presented with the power book, and will gain it after this jump if they refused to use the book or lost the power. Unlike the Jumper and any Imported Companions, any Townies you convince to join you on your interdimensional journeys will also retain any Powers they have at the end of the story, and they will be fiat-backed. Unless something specifies otherwise, they don't know how these powers work and are discovering them through trial and error.

Following this Jump, all Townies who join you will gain the Free Perks/Items associated with their Origin(s) if they don't already have them.

Spoiler Warning: These character descriptions contain significant spoilers if you haven't watched their perspectives yet, and include some official details revealed by the creators not included in episodes.

Bizzyzebra on all
platforms





Orphaned and raised by a manor Lord's staff in Blackwood as one of their own, Abolish has come to Oakhurst to pay respects to his parents, who are said to have been buried here. All he knows for sure is that some 'thing' killed them while he was told to hide. He appears to be very reserved, but suppresses his deep anger. He will not engage the Vampires directly until left no other choice. When he acts, he acts with deliberation and calculated determination. Precisely as the Veylocke family taught him. And that is why he was also sent to find The Cure, for those who want to stop being Vampires. Like most secret agents, he despises paper work. The butler outfit was just a cover.

Origin: High Society

Age: Early 30s

Skills: Rough Life, Traumatic Backstory, Shadow Work, Moderately Well Adjusted, Honorable

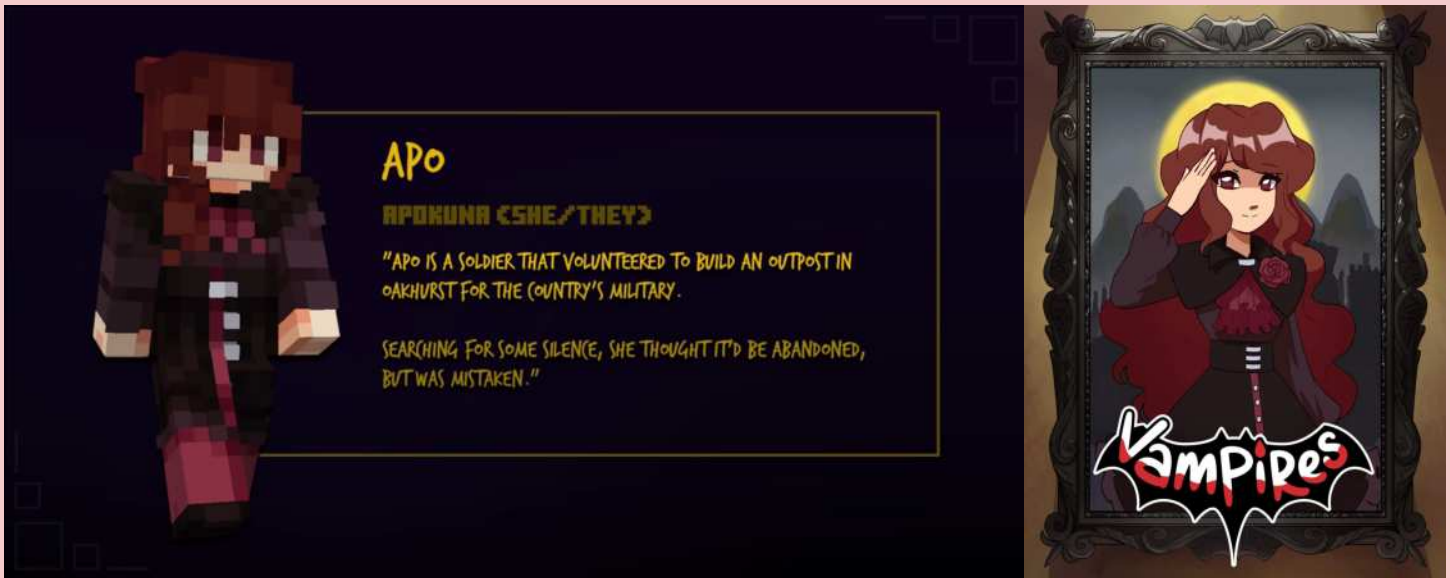
Powers: Become Undead, Who ARE You!?! (If he survives and takes The Cure to Veylocke he will let them make him a Half-Vampire in a few years.)

Perks: Silver Blocks, Mini-Beacon

Drawbacks: Short Fuse, Stubborn



[Apo \(She/They\) @Apokuna Playlist](#)



Pressed into the military, but unable to stand the sight of blood, she was drummed out of her old assignment in Fernsfield and sent somewhere no one was supposed to be. She volunteered to build an outpost in Oakhurst. Her passion is architecture, and returning to her love back home.

Origin: Working Class

Age: Early 20s

Height: 179 cm

Sexuality: Lesbian

Skills: Architecture, Military, The Power of Love (Cherry)

Powers: Prayer of Faith

Perks: POW Creations Game Master, /skin, Tempus Fugit!, /resetpower @

Drawbacks: Hemophobia, Short Fuse, As the Piss Leather one..., Stubborn



Avid (He/Him) @AvidMC Playlist



"We are fine, even though we just might cross the line." An assistant to a Hunter sent to the Oakhurst region, when Elle returned to him, she went feral, and Avid had to put her down. Now, as his health is failing from a mysterious wound caused by a monster attack when they were children, and his time running short, he has come to Oakhurst to put down whatever turned Elle, or perhaps, for a cure of his own. Either way, he feels he has nothing left to lose. He 'KNOWS' vampires are real, is on the lookout for them, and is YERY loud about it.

Origin: Hunter

Age: Early 20s

Height: 169 cm

Sexuality: Bisexual

Skills: Traumatic Backstory, Intense Senses (Taste), The Power of Love (Scott)

Powers: Blessing, Banish Undead, Back from Limbo

Drawback: PTSD, No Sense, Fear Itself





Cleo's adoptive mother was a 'Vampire Queen' and raised her as a princess. They was turned into a Punishment Thrall when her mother was killed in a coup. Their mind trapped in her body for 80 years, forced to watch their own hands take tens of thousands of Human lives against her will. Once Vampires are proven, she might claim they was sent by her mother to slay the Prime Vampire, or that their mother was a Vampire. In truth, she is still a Thrall, but their master is now dead. Her last orders fulfilled, they fled to Oakhurst. She didn't believe what her mother said about a plague still being in the soil, but knew their mother had lived here when she was Human.

Cleo didn't know herself anymore, having been 13 when they became a thrall, and only three weeks ago regained any control of her mind. One of their few possessions she still has is their mother's dress, given to her by their master in mockery. Regardless, she follows the lessons of The Code taught to keep things secret. Ultimately, they is always out for herself above all else. Upon meeting Pearl, they forge a deep bond, and desire to spend their lives together. Her mind will remain under the fog of Thralldom for months, or until turned into a Vampire.

Origin: High Society & Working Class

Age: 94 (appears late 20s)

Height: 170 cm/5'7

Sexuality: Ace

Skills: Traumatic Backstory, Rough Life, The Long Con, Honorable, The Power of Spite, The Power of Love (Pearl)

Power: Become Undead, Human of The Code

Drawbacks: Short Fuse, As the Piss Leather one..., Stubborn, Do No Harm!, Fear Itself, PTSD



Drift (She/Her) @InfiniteDrift Playlist



An investigator who fled when the murderer she was after turned their sights on her. Fear has driven her whole life, and she is struggling to find courage.

Origin: Working Class

Age: Mid 20s

Height: 165 cm

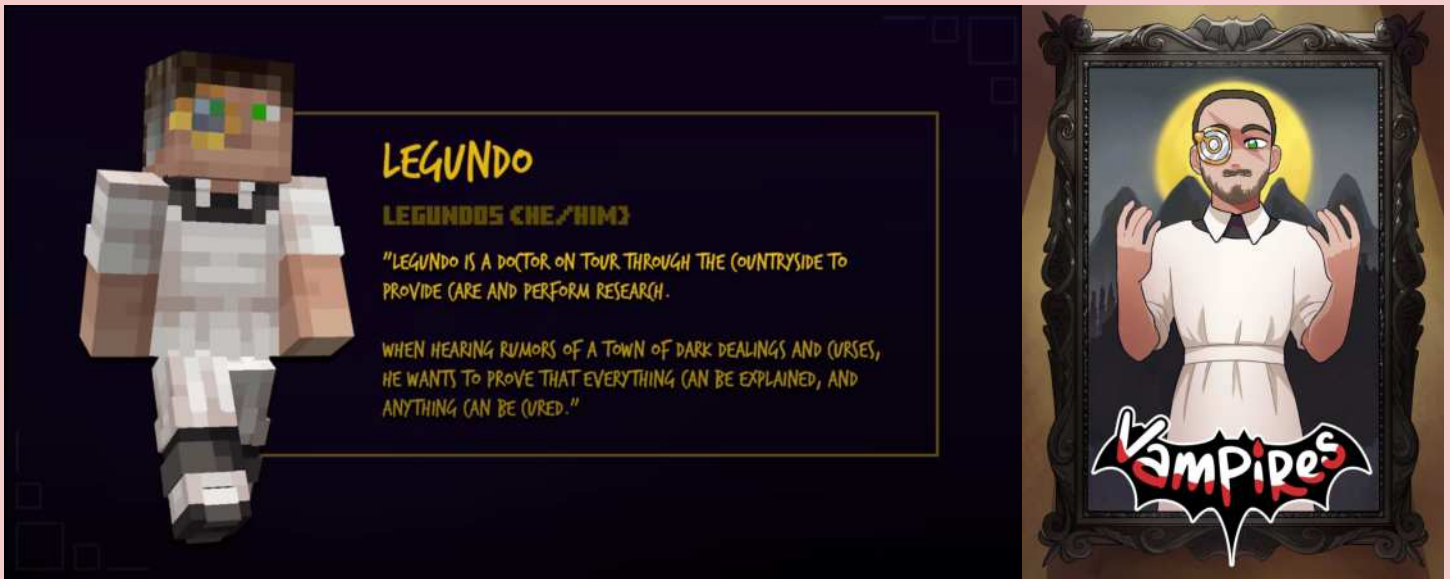
Skills: Rough Life, Research, Intense Senses (Smell), Honorable

Power: Enlightened Eye, Shoulder Charge

Drawbacks: Horses & Unicorns, No Sense, You're SO Loud, Fear Itself, Do No Harm!



[Dr. Legundo \(He/Him\) @LegunDOS Playlist](#)



Legs was a soldier, and he did his duty, he followed orders, and we know what that means (he poisoned thousands). But now he has dedicated himself to healing, to never do harm again. "I keep telling you all, I'm the Monster here." "I don't deserve to live forever! I did my damage, I repair it, and I die! And the World will be better for it!"

Origin: Working Class

Age: A scant 50 years

Skills: Rough Life, Traumatic Backstory, Medicine, Field Surgery, Military, Honorable

Powers: Mass Blessing, Banish Undead, Shoulder Barge

Drawbacks: Early Installment Weirdness (Always was vegetarian after the first few days), Horses & Unicorns, PTSD, Short Fuse, Do No Harm!



Martyn Woodhurst (He/Him) @In The Little Wood First Episode



Claims his wealthy father from the Capital forgot him in the woods. While Martyn has clearly lived in high society at times, it appears he was never able to sustain it, and Martyn doesn't want to let those good days go. He hasn't been able to keep friends or keep a job. Ultimately, 'he's just a guy' who got lost in the woods and stole clothes from a carriage. He never had a great education, he's never been to the Capital, but learned enough to fake it. Claims to suffer from Sleep Apnea, causing him to snore in his sleep.

Origin: Working Class

Age: 24

Sexuality: Hetero

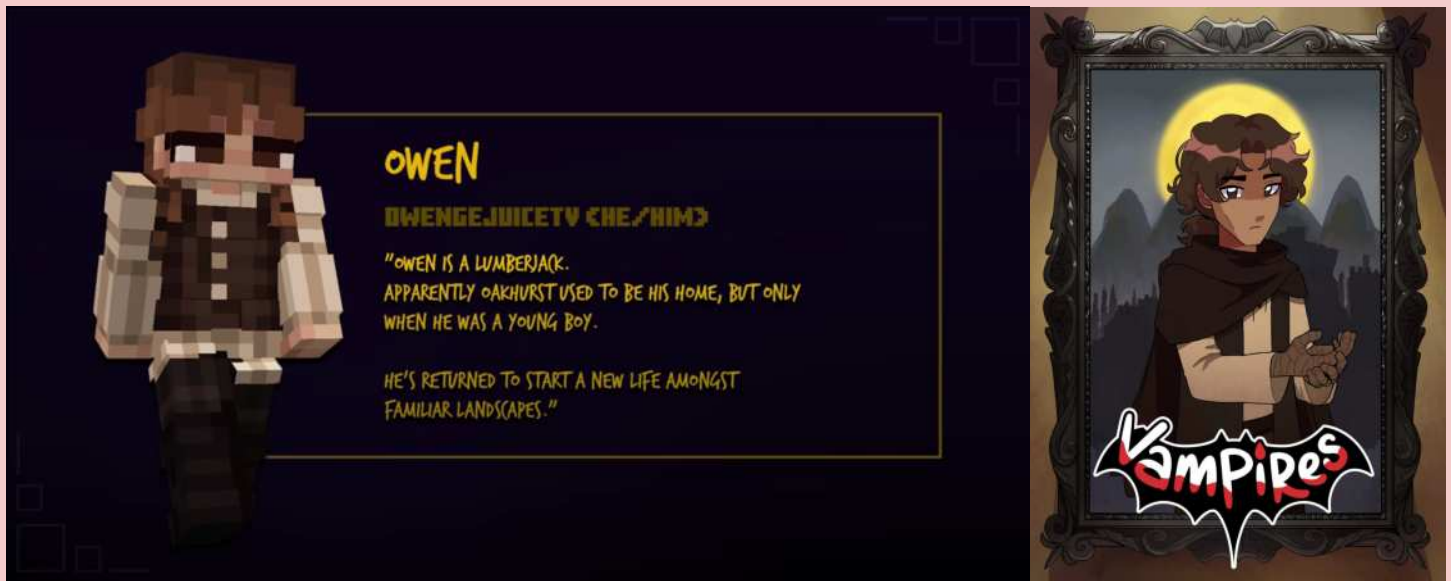
Skills: Rough Life, The Long Con, Intense Senses (Sight), Honorable, Likeable

Powers: Holy Word, Shoulder Barge, Lantern Thrash

Drawbacks: No Sense, Fear Itself, Socially Inept



Owen (He/Him) @OwengJuiceTV First Episode



An afflicted woodsman living in Oakhurst some 200 years ago, Owen found friendship with the town mayor. The mayor was kind to him, never even commenting about his condition, just appreciating each other's company. The mayor gave Owen the choice of the gift of Vampirism, removed the affliction while Owen slept for 3 days. The people of Oakhurst found 'signs of the occult' in the mayor's cabin and burned him at the stake, so Owen became "the fangs that Louis was too good to bear" and slaughtered them all, 2799 Humans. Now alone, with the one man he ever loved stolen from him for eternity, he buried himself below the Ruined Tower, hoping to never rise again. But any time someone returns to Oakhurst, he awakens once more to ensure it is never rebuilt.

Owen wants humans to know the same loss and isolation he has known.

Origin: Working Class

Age: 230ish (appears late 20s)

Height: 165 cm

Sexuality: Gay or Bi (unclear)

Skills: Rough Life, Traumatic Backstory, The Power of Spite, The Power of Love (Louis)

Powers: Ancient Vampire, Way of the Woodsman (Already has it, and it still functions despite being a Vampire.)

Perks: POW Creations Game Master, Pause Session, Tempus Fugit!

Item of Power: Blood Fountain

Drawbacks: Early Installment Weirdness (Hydrophobia), PTSD, Blood Lust, Stubborn



Pearl (She/Her) @PearlescentMoon Playlist



A professional werewolf hunter from Sunnyside Cliffs, she was on her way between werewolf kills when she came across Oakhurst and heard townies talking about werewolves in these woods, so she stayed and became trapped like everyone else by the Beacons. And no, she didn't kill her wealthy family, she merely 'lost them', and her home. Well, ok, she had to lock up her family on their estate because they are werewolves, but they haven't killed anyone yet, so she isn't killing them. She can confirm that drinking werewolf blood doesn't give you any of their power (or does it?). Upon meeting Cleo, they forge a deep bond, and desire to spend their lives together.

Origin: High Society

Height: 183 cm/6'0

Age: Mid 30s

Skills: Architecture, Military, Born Lucky (Lantern Thrash), Moderately Well Adjusted, Intense Senses (Hearing), Likeable, Honorable, The Power of Love (Cleo)

Powers: Lantern Thrash, Werewolf Blood (didn't use claws except to slash Sausage)

Drawback: Sensory Overload, No Sense (Smell)



Jack von Pyroscyth (He/They) @Pyroscythe Playlist



Jack (or Pyro) was a nerdy researcher who ran away from his town when he was accused of murdering his drunken bully. (Personal Theory; Pyro has Multiple Personalities and one of them did push the bully off the cliff.)

Origin: High Society

Age: Mid 20s

Height: 180 cm

Skills: Research

Powers: Enlightened Eye, Unnatural Haste, Prayer of Faith

Perks: Enchanter

Drawbacks: Gollum & Smeegle (optional), Blood Lust (Gollum), Fear Itself! (Smeegle)

If he doesn't have multiple personalities, then he is an outright psycho killer who will use any power he gains to eventually kill anyone he decides he doesn't like anymore.



Renhardt Dogmournne (He/Him) @rendog Playlist



As a boy, his family was kicked out from working for a Noble when his mother switched the salt for the sugar. A witch offered them a plate of enchanted cookies they could use to be restored, but when Ren tasted one to see if it was as good as she claimed, his tongue was cursed, giving him a strange accent. He has lived alone in the woods for years, building his own structures and living off the land.

He appears to have a vulnerability to perfectly timed events, causing him to 'break the fourth wall.'

Origin: Working Class

Age: Mid 40s

Skills: Architecture, Rough Life, Intense Senses (Hearing), Like a Movie

Power: Unnatural Haste, Way of the Woodsman, Holy Word

Drawback: Cursed Tongue, No Sense, Blind as a Bat, Illiterate, Sensory Overload, Soulless Husk with Fangs!

Sausage (Mythical) (He/Him) @TheMythicalSausage Playlist



Famed Brookfield author from years past, he seeks a story to rekindle his sales. Under the pen name M he wrote a mix of fiction and research books, including homoerotic texts such as 'My Zombie & My Werewolf,' 'I Love Demons and Demons Love Me,' and the famed 'Twilight,' of which several Townies are fans or critics. He is easily swept up into any shenanigans and plans anyone might propose, wanting to experience and write about all the things. If he finds out Vampires are really real and all their advantages, he will be ecstatic (desperate) to be turned himself.

Origin: High Society

Age: Late 40s

Sexuality: Gay or Bi (unclear)

Skills: Architecture, Research, Born Lucky (Way of the Land), Intense Senses (Sight).

Likeable

Power: Way of the Land, Shoulder Barge

Drawback: No Sense, Weak Willed



Scott Goldsmith (He/Him) @Dangthatsalongname First Episode



An ancient gay Vampire Lord who lived in the Castle for several hundred years until the fearful townsfolk hired a witch to put him to sleep some 600 years ago. Now he wakes as his slumber is disturbed, his castle in ruins, repeatedly destroyed and rebuilt. He became a creature of the night to keep living his best life... unlife? He's very proud of being a manipulative gaslighting girlboss and hasn't worked a day in his life. He knew the man who invented bingo and loved the game. Killed his tailor so no one could copy his look.

Origin: High Society

Age: 1500 (Appears Early 30s)

Height: 183 cm/6'0

Sexuality: Flamboyantly Gay

Skills: Born Lucky, Leadership, The Long Con, Intense Senses (Sight), Moderately Well Adjusted, Likeable, The Power of Spite

Powers: Ancient Vampire, Offshore Accounts

Items: Beacon (The Castle Beacon belongs to Scott and starts in a quasi-Desecrated state that only takes full effect when another Beacon is Consecrated.)

Drawbacks: Rich Kid, Flattery Will Get You Everywhere, Stubborn (had other Drawbacks, but between time and Vampirism, he's fixed them all)



Shelby (She/They) @Shubble First Episode



The 'weird kid' in her town, believing all the fairytale stories her father told her. Shelby was mainly raised by her mother after her father left on a werewolf hunt and never returned. Eventually, she started hearing the townsfolk saying that her father was just a mad drunk who yelled about all manner of crazy supernatural creatures, and she defended him. But it took its toll.

Now that she is an adult, she took her last shreds of belief, her bubbly attitude, and the dwindling inheritance from her mother's passing, and set out to prove him correct; to find the supernatural, befriend them, and maybe forgive the werewolf she wants to believe killed him. Because, he had to have been killed, or he would have come back to her, right?

Origin: Working Class

Age: 18

Height: 161 cm

Skills: Research, Intense Senses (Sight), Let Me Write This Down!, Too Cute To Execute!

Powers: *Destined to become a Vampire*

Perk: Enchanter

Drawback: I Believe!, Blind as a Bat, No Sense, Do No Harm!



Extras

Not canonically in Oakhurst during this story. But perhaps you want them to be here anyway.

Louis (He/Him) @LemonThyne (Luanne)



A former Mayor of Oakhurst exactly 200 years ago. Louis was beloved by his people and managed the town with dignity, love, and respect. When the Inquisition came to town, he stood up for people's rights. He shut down their Tests and ran them out. Years later, when Owen, the disfigured woodsman went missing near his cabin for several days, an agent of the Church 'investigated' Louis and found planted evidence of the occult. They riled up the people and burned him on a pyre.

When Owen woke, fully restored by Louis's gift of Vampirism, he saw his love burning and slaughtered everyone in the town and surrounding region. Nearly three thousand people. Then buried himself, trying to forget.

But what if Louis survived? What if he too has been recovering in a coma? What if he awakens while you are here in Oakhurst? Would he appreciate what Owen has done in his name, or curse him for it? At the end of Owen's story, we saw he was pained by Owen's choice before seeing him off to Eternal Darkness. But is that still the case after 200 years of coma?

Origin: Working Class & High Society

Pronouns: He/Him (transmasc)

Age: Unknown (Appears early 20s)

Sexuality: Gay or Bi

Skills: Rough Life, Leadership, Shadow Work, Likeable, Moderately Well Adjusted, Like a Movie, The Power of Love (Owen), Honorable

Powers: Ancient Vampire (Body becomes male again if he attains Stage 3. Resets to a female body after a year in coma at Stage 1, or using the Stage 0 Ritual.), may have Veylocke Shadow at higher cost/gain.



Since Louis is a self-insert of Owen's IRL partner, if included in the TwitchCon Scenario, Louis will be inhabited by Luanne.

[Elle \(She/Her\) @TheRandomBoxxx](#)



Avid's Vampire Hunting partner and childhood friend. Elle is a muscular and intellectual woman dedicated to hunting vampires and other supernatural threats.

As a child, she saved Avid from a monster they believed was a vampire, dragging him back to their parents. The wound never healed on his neck, and he'd get cravings for raw meat. They grew up together, and at some point, Avid tried to court her. She let him know she wasn't interested in men, opening Avid's eyes to other possibilities of love he'd denied himself from even considering. Their bond of friendship grew tighter, and she vowed to find and destroy whatever had hurt him.

She heard rumors regarding Oakhurst and headed that way, but never made it there. She was attacked by the same demon from her childhood, and it bit her on the hand. She returned to Avid's lab for help, [dripped some of the blood from the wound into an alchemical mixture and drank it.](#)

When she went feral and tried to kill him he drove a stake into her heart and fled, thinking she'd brought back vampirism from Oakhurst, and he had to put an end to it himself. [Later that day, much to her confusion,](#) she removed the stake, the wound healed up, and she resumed her research, unsure where her friend and assistant had vanished to, unsure how she'd survived. Her only clue was a strange mark on her hand where she's been bitten, and the vague memory of a voice calling her Back From Limbo.



Like Avid, Elle bears the mark of the demon. This binds them to each other through their dark benefactor. If either dies and the demon can't bring them back, they will see the other through their fading thoughts. Canonically, Elle knows that Avid died as a Vampire with a stake in his chest and saw the same demon mark on his neck, on the scar of the wound that always refused to heal until he turned.

But what if Elle tracked Avid, following him back to Oakhurst rather than setting to work in his lab? What if she joined you and the other Townies, working side by side with the man who thought he'd killed her? How much control does the Demon have?

Origin: Hunter

Age: Early 20s

Sexuality: Gay

Skills: Traumatic Backstory, Honorable

Powers: Mass Blessing, Become Undead, Banish Undead, Back From Limbo (already used), The Host Must Survive

May have been an agent of The Church, starting with Mass Blessing, Become Undead, and Banish Undead at higher cost/gain.

AvidMC left almost all of the design and lore of Elle to the artist TheRandomBoxxx, so if she is included in the TwitchCon Scenario, he will inhabit her.

Cherry (She/Her) @CherriFire



Very little is known of Apo's love, Cherry, other than the fact that she is based on the Artist of many skins and assets for ApoKuna & InTheLittleWood, including both of their Vampires SMP skins. Based on her persona and depictions in other media, and what little Apo stated about her, we shall assume that Cherry is a skilled witch of Seasonal Magic, able to brew various potions and perform minor household assistance magics (her other spells change with the seasons), and an excellent artist. She is a competent sword fighter, and gets pretty competitive. She especially loves using fire and collecting and building with cherry wood/blossoms ("It's sort of my brand.").

They lived together in a small town in the nation that claims Oakhurst as just barely within its borders (and not the same nation Dr. Legundo served, and likely not their direct enemy). One of them had to serve in the military for their household, and given other threats, Apo chose to serve as a military architect, not intended to see direct combat. We don't know what those threats are, but know that if Apo is unable to get back home, she fears there won't be a home to return to.

So what if, instead of staying home to deal with those other things, Cherry came with her love to this distant place to help Apo in building the Oakhurst Outpost to fulfill the terms of Apo's conscription.



Origin: Working Class

Age: Early 20s

Sexuality: Bi/Pan (Open partnership to Apo, is very flirty)

Skills: Rough Life, Architect, The Power of Love (Apo, +others), Moderately Well Adjusted, Like a Movie

Perks: Household Magic, Seasonal Magic, Witch's Eye, Enchanter, Alchemy

Drawbacks: Short Fuse, Stubborn

She starts with Become Undead (as a constant enchantment) at higher cost/gain.

Vampire.

Since her magic is not of a Holy origin, she retains it if turned into a

Obviously, if she's added to the TwitchCon Scenario, she is portrayed by CherriFire.



Cherry's Unique Perk Descriptions



Household Magic: Cherry can enchant items to make home life a bit more cozy and stress-free, such as animating the dishes to clean themselves, animated brooms, beds that make themselves, enchanting a cutting board to chop up the food you leave it. Clothes repel negative weather and grime. Locks open for her and her friends.

Seasonal Magic: Cherry can manipulate the weather within the bounds of each season. Winter allows her to manipulate ice, Spring water, Summer fire, and Fall air. Her crops grow larger and faster in the season when they are meant to be harvested. She can even perform Holiday Specialties; for halloween, her pumpkins can even turn themselves into jack o'lanterns, or wisps light in the branches of pine trees for Christmas, shamrocks bloom for St. Patrick's, etc.

Witch's Eye: Cherry can see the flows of magic, helping her figure out how magical influences are connected and to see in the dark. Doing so places a large colored glow around her left eye. She typically changes the color to coordinate with her outfits.

Alchemy (from Minecraft Unmodded Edition): You know Minecraft's alchemy recipes front to back, and understand enough of the theory to begin experimenting with the ingredients of this world and others to make new potions. It's possible to get a little more out of your efforts than expected, sometimes getting a free fourth potion when using a brewing stand. By any other method, sometimes creating a potion will create a duplicate at no extra cost to you.

Clara the 'Vampire Queen'

Cleo's 'grandfather' was a Vampire in Oakhurst who adopted a Human daughter named Clara. He turned her once she was an adult, and told her that Oakhurst had a Vampiric Curse. When he was killed, Clara escaped Oakhurst. She climbed to the ranks of 'Vampire Queen' of a coven of The Code with thousands of 'mostly' vegetarian Vampires. She found a young girl and adopted them, raising Cleo as a Human of The Code. When Cleo was 13, her mother was challenged by Arik, a Blood Cultist of the coven who knew that he either had to take over or be staked. He hated Clara deeply, and after putting her up on a pyre to slowly die by fire (one of the worst deaths for any Vampire), he forced her to watch as he enthralled Cleo while she burned.



As is typical for Punishment Thralls, he forced Cleo to do all the menial tasks, like slaughtering a Human every day for his followers to feed on Human blood without getting their hands dirty. This went on for eighty years until he was overthrown by another faction of Vampires in the coven. Cleo then burned down his house, following his last order to punish the ones who harmed him, and since they were all witnesses who stood by watching her mother burn, she didn't care about them anyway.

So, what if Clara still survived? What if she's trying to find her daughter again now that Cleo isn't under Arik's control.

We honestly don't know much about her. But let's extrapolate, starting with her name being given by the community, not by Cleo. [I asked Cleo on BlueSky](#), and they stated that V!Cleo doesn't even remember her mother's face or name at this point. So Clara will work for our purposes. She will likely be distraught when her daughter can't even recognize her.

Origin: High Society

Age: 220+

Skills: Traumatic Backstory, Leadership, Shadow Work, Like A Movie!

Powers: Ancient Vampire Of The Code, Offshore Accounts

Drawbacks: Flattery Will Get You Everywhere!, Blood Lust, Rich Kid

Gains Who ARE You!? at higher cost/gain if it would work in the right direction
Either way, she is dedicated to The Code.

She cannot be used in the TwitchCon Scenario, as she does not have anyone to portray her.

Drawbacks

Some Drawbacks can be fixed by Stage 1 or Stage 2 Vampirism. They are often the cause of temptation to be turned, and as such, are not compatible with Ancient Vampire or Vampire of The Code.

Early Installment Weirdness (+0CP): As with any production, especially Improv, it often takes time for the IP to make some details canon. You may decide before entry which, if any, of the oddities of the first episodes are real or not. Do low Stage Vampires interrupt consecration with a feeling of darkness? Do their eyes return to normal when they reduce Stage? Is crossing too close over running water a problem for Vampires? Are Iron anvils uncraftable due to the lack of Iron, or will silver do? Do the Townies know they can't leave? Is Martyn a Con Man rather than from a wealthy family? Have Consecrated Beacons always interfered with Vampire powers (and Desecrated stop Holy powers), or does that not happen? I'm sure there are others I've missed.

Canon Import (+0CP): You will be playing as one of the 14 Townies. You do not automatically gain their Perks and Drawbacks, rather, you must purchase some of them so you can properly 'be them' as much as you desire. Replacing Apo or Owen will not grant you Game Master of POW, rather, their 'player' will be observing and continuing to perform that duty.

FanFic Toggle (+0CP): If you would prefer to interact with the Townies having different sexualities or ages, or alterations to their personalities, you may enter one of the many FanFic AUs to play out this scenario.

Extra Townies (+100CP Each): You add an extra Townie who is the equal of a Townie Companion, but whatever goals you have, they are perpetually opposed.

Vampires Fan SMP (+100CP): Rather than the known Townies, you will have a completely random set of people show up with you in Oakhurst. Their backstories may be even more convoluted than any of the canon characters, but their power levels will range in the same area, and the core rules of this world will remain. The only way you will have any of the canon Townies is via Canon Import used by you or a Companion.

No Sense (+100CP): You tend to hyper fixate on odd things, or go missing, or misunderstand what people say quite easily. Must be taken with either Intense Senses, Blind as a Bat, or an inability to use one minor sense. Perhaps you are hard of hearing, have a reduced sense of touch, no sense of smell, or no sense of taste.

I Believe! (+100CP): Werewolves, Fairies, Vampires, Big Foot, Santa Claus... You are a Believer! in every form of supernatural lore you've ever heard. They are out there! Why else would so many people have written about them? Why else would M have written so many books about them, and their steamy romances. Maybe the supernatural are actually friendly? Ever thought of that? Huh? You don't know!

Short Fuse (+100CP): Your emotions run high. Everything you feel, you feel with intensity. When things go wrong, it is very hard to keep your emotions in check.

You're SO Loud (+100CP): You are pretty bad at sneaking quietly. Even invisible, people without heightened senses are likely to hear you anytime you are moving when there aren't other distractions.

As the Piss Leather one... (+100CP): You smell, you smell really bad. Or maybe it's not 'that bad' but it is potent. People will notice if you don't bathe a couple times a day.

Stubborn (+100CP): Once you've taken a stand, it is extremely difficult for you to change your mind.

Illiterate (+100CP/+200CP): You do not know how to read or do anything beyond basic math. To you, even a basic written page might as well be magic as people look at it and gain knowledge. You can still consume Power Books, but will need someone else to tell you what it is. Luckily, Enchantment Books have a standardized basic image on the cover that even Illiterate tradesmen would recognize from their work, as low level Enchantments are an uncommon sight, with most established craftsmen having one or two enchanted tools suited to their trade, and only

the wealthiest guild crafters having higher enchants. For an extra 100, you don't even know basic number counting and measurements. You can still guesstimate for your own use, but conveying it to anyone else with words alone will be impossible.

Blind as a Bat (+100CP): You have severe congenital visual impairment that requires you to wear strong corrective lenses. In the Capital City, these are an expensive bit of kit to replace, but out here, if you lose them, you won't be able to see, basically at all.

Sensory Overload (+100CP): You tend to become overwhelmed when there are too many things happening around you; too many people talking, too many different senses occurring at once. This causes you to become nervous and fidgety, and unable to follow what is happening. You will often need to limit your exposure, especially in large groups, to avoid this burnout state.

Population Explosion (+100CP/200CP/300CP): Minecraft towns are always small compared to reality. For 100, Oakhurst will have 100 people who show up. For 200, 700 people. For 300, 2000 people. The general views & capabilities of the populace will be similar in proportion to the Human Townies who arrived. In all cases, the default is still Owen and Scott as the only starting Vampires. The land area of the town and the region will be expanded in proportion to the new population.

Do No Harm (+100CP/200CP/300CP): For whatever reason, you are opposed to killing anyone, Human or Vampire. For 100, this is a personal conviction against dealing the final blow. You can still defend yourself, trying to drive them off, but you will not take a life. Taking a life, even if they will respawn, will be deeply disturbing. For 200, it is a deep-seeded conviction against taking life in all but the absolute most extreme cases/justifications. Even then, it is a horrible struggle, and violating your convictions may make you suicidal. For 300, you are unable to strike anyone, directly, or at range, or even lay traps that would deal any damage to anyone (not even planting berry bushes for the intent of harm). You may use Holy Water on a Vampire, or place Silver Blocks or cobwebs, but you Can Not Strike in any way. If you are a Vampire, you must have permission to feed from someone.

/absolute permadeath (+100CP/200CP): Human Only. If a Vampire would turn you, you instead experience True Death. No form of I-Up will prevent this, even Back From Limbo. For an extra 100, you don't remember taking this drawback.

Cursed Tongue (+100CP/+300CP): A witch or some other power has cursed your ability to speak. It compels you to speak in an unnatural accent no one will ever be able to place. This is only a mild hindrance to communication, and has far more impact on social connection, as it becomes hard for others to take you seriously. For 200 more, this curse prevents intelligible speech. Maybe you can still grunt or make other random noises, but you are incapable of forming words. Or maybe you are completely mute.

Socially Inept (100CP): While a diagnosis of Autism doesn't exist yet, there are many people who would qualify. Whether you are autistic or inexperienced or any other reason, you have great difficulty understanding a variety of social cues.

Fear Itself (100CP): You are deeply afraid of what is going on. You may try to put on a brave face, or run from everything, but there is no denying that your fear is what dominates your decisions.

Hemophobia (+100CP): Most people are repulsed by the sight of blood, but it's much stronger for you, triggering a mild PTSD. In most settings this wouldn't be enough to merit this drawback, but when Vampires are sucking the blood of the townies, and fighting seems inevitable, this becomes a much greater issue.

Rich Kid (+100CP, +100CP High Society): Whether actually wealthy or not, you might as well never have worked a day in your life. The very idea of manual labor is abhorrent to you. Your delicate hands will chafe, muscles cramp, and the tedium drives you almost mad.

The Inquisition (+200CP): Vampire Only. Someone in town is secretly from the Church. They are cunning and zealous. They know about Vampires and their weaknesses, and are fully willing to betray any Human if it will help them finish off all the Vampires.

Flattery Will Get You Everywhere (+200CP): You are quite vain, and flattering words can easily distract you. While not enough to convince you to side with someone else, you are far more likely to view them favorably the more they butter up your ego.

Doomed Yaoi/Yuri (+200CP): Your personal relationships will always end up being with others of your own sex and are doomed to failure. The ones you love will either break your heart or die tragically.

Weak Willed (+200CP): While you may or may not be fairly normal under everyday conditions, you are easily swayed by amazement and sweet words, and should traumatic events come your way your mind will crumble into madness if you can't hold onto the fantasy that everything is fine.

Hydrophobia (+200CP): You have a fear of water, refusing to swim or otherwise enter water deeper than your waist. To cross the rivers, you'll need to find the stones and parkour your way across, or make a boat. Boats are fine... ish. Even water splashed on you will be extremely distracting as you try to get it off of you.

Gollum & Smeagle (+200CP): You have multiple personalities in your mind. At least one of them is suffering from *Blood Lust*. Whether you know you are plural or your headmates are keeping it from you, sometimes you won't be able to remember what they have done with the body you share. Each personality may have their own Skills & mental Drawbacks, but they will come out and influence everyone.

No Reconciliation (+200CP): The POW GameMasters never intended this story to have a happy ending. It was meant to end in tragedy, not reconciliation. For your run of this, The Cure does not destroy the Beacon, it does not disconnect you from the Beacons, it does not allow you to leave. Victory is only available by eliminating all of the opposing faction.

No Cure! (+200CP): Owen must have been really pissed. He's removed The Cure entirely. Once someone is turned, it is permanent.

PTSD (200CP, +100CP for Hunter or Working Class): You have not only experienced trauma, but it has stuck with you. Something relevant to this story will spark memories of the past that will distract and even paralyze you at inconvenient moments.

A Black & White Sense of Morality (+300CP): Like the creators of the Beacons, you hold a very black and white sense of morality. Humans are good and pure, and Vampires are Evil Incarnate! If you are Human, you believe you can commit any atrocity, and it is for the greater good. If you are turned, then nothing you do can ever be good, regardless of how selfless or helpful you may try to be, you don't believe you can ever be Good. So what's the point?

Gamer Mind (-100/+300CP): Like Early Installment Weirdness, the Players were not yet set on how they wanted to approach this project. Some of the Players felt it should be treated as a Team Game, others more as a social LARP. POWGMs stated it was intended to be mechanical gameplay, but many players chose to focus on RP. They eventually decided on retaining self-identity as a Vampire. But with this Drawback, when someone becomes a Vampire, they actively join the Vampire Team, regardless of their personal feelings about the remaining Humans or how the other Vampires have wronged them. Not exactly Mind Control or Entrallment, but a definite shift in goals and values. It costs 100 if you purchased Vampire.

Creeping Illness (+300CP): You are afflicted by an illness that is continuing to develop slowly despite any attempts at treatment through modern medicine and traditional medicine methods alike. How much longer do you have? Will it kill you, or turn you into something terrible?

Horses & Unicorns (+300CP): *Incompatible with Hunter or I Believe!* Despite anything, you may have known in the past, you absolutely do not believe in Vampires. Yes, zombies and skeletons roam the night, of course they do, that's normal, and maybe you've even encountered a witch, or some other supernatural entity, but Vampires? Come on. That's ridiculous. You will forget everything in this JumpDoc about Vampires, and it will take overwhelmingly hard proof to change your mind. And not just everyone else in Town saying things they experienced. *YOU* need to see the proof yourself.

Blood Lust (+300CP): You have great difficulty keeping your desire to kill from controlling your thoughts. Without careful monitoring of your mood, you are likely going to kill someone, whether they deserve it or not. If this is from PTSD, don't take that as a separate drawback unless it causes other problems as well.

Representatives of The Code (+300CP): *Vampire Only, & Incompatible with Vampire of The Code.* A pair of new Vampires in the Town are from a coven that follows The Code. They are experts at keeping hidden among Humans and will not reveal themselves unless they need to. They will secretly destroy any Vampire in violation of The Code. They will kill any Humans who find out about them, unless they are already Humans of The Code. If the Humans win, they will use their Stage 0 Ritual to allow them to escape with the Humans. They will only try to escape with Vampires who are maintaining The Code, but you don't know it, and they aren't in a mood to teach.

Soulless Husk with Fangs! (+400CP): *Human Only.* You are exceptionally superstitious, untrusting of science and magic alike. You are one to knock on wood, make crossed fingers against the evil eye, and decorate with sage to keep spirits at bay. If Vampires are real, then they must be inherently EVIL INCARNATE! You will find it very difficult to trust any Vampire that might claim to be good. You will even refuse to use most Power Books, and won't use Enchantments. Even The Cure is a bunch of heebee jeebe mumbo jumbo that makes you very uncomfortable.

Vampires SMP Core Scenario

Everyone's souls are bound to Oakhurst by the Beacons. Humans cannot leave while there are Vampires or while any Beacon is Desecrated, and Vampires cannot leave while there are Humans or any Beacon is Holy.

The Cure

[Incompatible with *Eternal Night Falls*] After the first couple of weeks, if any Vampires remain, the Tombs will occasionally have a new type of book. The Holy Spirits recognize that you may have allies who have been turned and are granting you a method to regain them, if they are willing to.

All three books begin with "Know, seeker, that this sacred knowledge forms but the first pillar of the Trinity of Restoration. As the ancients decreed, no single tome holds the complete path to salvation."

The Remedy 1/3 - Holy waters blessed by an uncorrupted soul cleanse vampiric corruption. Consume or apply, and fulfill the Trinity for salvation.

The Cure 2/3 - Blood calls to blood - the vampiric curse endures while the sire lives. Only through the maker's true death can the progeny find release.

The Absolution 3/3 - Absolution can only be found where divine power lies, let the seeker's voice break the bonds of darkness before a beacon of holy light.... Speak the ancient words of renunciation: /voluntate-mea-hoc-nefandum-vinculum-abicio. **Beware: The price of such liberation burns away the very sanctity that enables it forever, and a child of the night may not return to their corrupted ways once liberated, only death waits for them now, in accordance with [and then it ends].**

+Meaning: Taken together, these three mean that the Vampire who made you needs to be dead for you to be cured (them being cured is not enough). A Human must splash you with Holy Water (since you can't do it yourself). Stand near a Consecrated Beacon and say the magic words (being translated; "By my will, I cast off this unspeakable bond."). You will then be cured, and the Beacon will be destroyed. Once cured, you are no longer tied to the Beacons and can leave.

If the conflict still goes on and the Humans lose too many Hearts or too many are turned, then a new book will materialize with the smell of old blood.

The Retribution 4/3 - By A Vengeful Hand... - [The writing in this book is unlike the previous three, it's hurried and panic'd, the ink is smeared and the smell of blood rests faintly on the pages] The spirits are too lenient... Too soft... These disgusting, vial, works of evil could never be convinced to come back to the light... They must be dragged back to humanity, even if it's by kicking and screaming. Give them a choice. Accept the light, or face eternal darkness. I will give them this choice, with these holy words: /hoc-vinculum-tibi-dirumpo-mala-creatura
<Players-Name>

+Meaning: All other steps are still necessary, but instead of the Vampire voluntarily stating the spell, someone else can state these magic words (being translated; "I shatter this bond upon you, evil creature, [their name]."). This method lets them choose to become human, or to be taken into the dark depths to face their sins manifest for eternity. Refusing to become Human does not destroy the Beacon.

Whether by cure or final death, there must be NO Vampires in the region. Consecrate all of the remaining Beacons. **Note:** Scott will turn to ash if Cured.

Reward: If you do not have *Tempus Fugit!*, you do now. If you do, you will be refunded 600CP. Either way, you also gain 400CP. Anyone who has it can go to a Beacon and use *Tempus Fugit!*, which will provide a new menu allowing you to make The Choice early or to extend your stay by a desired amount of time (can be changed anytime

until it triggers). In future Jumps that have a core story, if you have purchased the *Beacon*, then once that story is over you can use it again (unless you've taken time extension Drawbacks, which become the new minimum).

Eternal Night Falls

[Incompatible with The Cure] Turn or kill everyone! No humans remaining! Desecrate all of the Beacons.

Reward: You unlock an option for any Vampire. In each Jump, killing 3000 humans (or equivalent) will unlock Stage 4 as an option for that Vampire for the remainder of the Jump. A Stage 4 Vampire becomes even stronger, with sharper claws, a longer lasting bleed effect, all cooldowns restore quicker, hunger rate is greatly reduced, you are able to summon 3 Zombies and 1 Archer skeleton each night (they do not obey you), and most Vampiric vulnerabilities are suppressed, save that the sun will now set them on fire, forcing them to use blood to regenerate.

Bring It Down!

[Incompatible with The Cure & Eternal Night Falls] In the unlikely situation where you manage to destroy all of the Beacons by cleansing Vampires, the barrier will be gone. Everyone can get out of the area as they are.

Reward: If you have been turned into a Vampire, you may keep it as an Alt-Form following this Jump even if you did not purchase it or were cured. You may keep any Holy Powers you have gained, even if you did not purchase them and were turned into a Vampire. You gain either the property **What's Mine is Mine** or Oakhurst. See TwitchCon Scenario for further details about Oakhurst following the Jump. If you have points remaining, you may take both for 400CP.

What's Mine is Mine: You gain a silver mine, which you can Import into each future Jump or leave attached to your warehouse. This area will obey Minecraft physics and will be regenerated everytime everyone leaves it. Any equipment left in the Mine when it regenerates will be sent to the surface, or to your warehouse (as appropriate). Can be merged with other Mines and mineral sources to combine their effects.

Ultimate Escape!

If you are cured of Vampirism, you are severed from the hold of the Beacons. You may leave, but may not return. Anyone else still in town will remain trapped. At anytime, you may end this Jump, skip The Choice, move on to another Jump. Anyone still in the hold of the Beacons will be unable to join you, even if they were Companions you brought with you. Those who suffered True Death may be resurrected outside if you have the means to do so. This upgrade to your resurrection abilities will be usable once per person per Jump.

You may also choose to wait to see what result plays out to earn that reward as well.

Blood on the Clock Tower Vampires Blood on the Clock Tower stream

At some point, Dr. Legundo will convince several of the people in town to play a sort of Mystery Murder Game as a way of relaxing and cooling down tensions. No one really knows what they are doing. This is an opportunity to learn how everyone he invites to play handles social lying in an acceptable format. There are no greater stakes here, and no special rewards, just an event that occurs.

Veinbound: The Beach Episode **Let's ESCAPE this Horror Adventure**



Map with Smajor (As Vampires)

At some point, two Vampires will find their way into a hidden dungeon deep under the castle where you must complete a dark and spooky ritual, Escape Room style, but with a few monsters and minor parkour. In some parts, visibility will be limited, even for those with darkvision, during which you must remain near each other or rapidly lose your Sanity Gauge (replenishes almost instantly upon seeing one another). Given all the blood in the air and water, you will not lose any blood from your Blood Gauge. If you take too much damage (or your Insanity Gauge empties) within a short time (regardless of your normal durability or regen), you will be teleported back to the last check point and be fully healed. In some areas, you will find ancient Vampire prisoners, all withered and drained of any desire to do anything.

Blue Flame of Hope: Both participants will gain the ability (which is always on during this Scenario) to create a cold flame that hovers above either hand to perfectly light the immediate area around you. Unlike normal light, it does not exist more than 6 meters away from you, and anyone outside its illumination won't be able to see it. The flame itself is immaterial and will not impede you from using that hand, but holding an object there may cause it to cast odd looking shadows and will slowly cool the object to 35°F (1.5°C).

1x Brush: Lets you pull hidden items within sand and gravel to the surface without digging up the terrain. It will be necessary for one of you to find and use this to acquire the pot shards needed for your partner to open your door in the first chamber.

Cauldron of Blood: Only one bucket is provided, and it is used during the ritual to summon the last Heart in the second level. However, the cauldron that fills with drops of blood is one of the reasons the Castle was originally built here. The Cauldron slowly refills, providing one bucket worth of blood that never coagulates or rots, every couple of days. This would be enough for a highly active Vampire for a week. Or it might last a barely active Vampire a couple months. Properly escaping this Scenario (with either ending that lets you out) will grant the Castle access to this Cauldron once more. With proper piping, you could make a functional Blood Fountain in the Castle.

2x Fleshblade: A cleaver with a subtle magic, it is capable of cutting through and devastating any form of cursed flesh, be that Zombie, Skeleton, Vampire, Werewolf, or Eldritch God. Despite the severe damage it can cause, it will not directly ensure they do not rise again. There are a pair of them in the same barrel, intended for each of you to take one. Required for getting through the cursed flesh of level 3 before meeting Squishy.

Squishy: A Proto-Ravager, or something, with a massive maw running up the front of its head. While it is made of cursed flesh, even the Fleshblade is only enough to give it pause as it regenerates rapidly. Though, there is a pit you might be able to get it to fall into. If you do, you'll get to keep a mini-Squishy as a pet following your escape, regardless of how.

Mystic Platforms: Someone with skill in Enchanting can study the way that some platforms are capable of vanishing and appearing, or the ones that can levitate and could learn to replicate these effects to craft their own Mystic Platforms.

Linda: What looks like an eldritch bone abomination will be summoned in the fourth level, which you must outrun. She will pursue you through the timed parkour until you reach and destroy the Heart animating her. If she catches up to you, or you attempt to attack her in any way, she rewinds time to the last checkpoint, just before you opened the door that summons her. But did she ever actually exist, or was the magic of the dungeon just making you think she was there?

Prisoner's Dilemma?: At the end of the dungeon, you will be faced with separate rooms, each with a choice to Ascend or Sacrifice. On the way up, the books stated that only one can escape, and one must be sacrificed. If you both choose to Ascend, then you will both become one with the Darkness, your souls trapped in the Dungeon forever, slowly contributing to the expansion of the Dungeon with new challenges for future visitors. Unless you have some other way out, you will not get to make The Choice. You are stuck here forever. Or will your Benefactor be generous and simply fail the Jump for you so you can move on?

If one chooses Ascend, and the other chooses Sacrifice, the Sacrifice will Escape by death. They respawn at their Bed instead of the last checkpoint, losing all of their items, removing their Vampirism, and permanently having one less Heart (-10% Health). This does not count as The Cure, and they are still tied to the Beacons. They may be Turned once more, but that will not restore the missing Heart.. The Ascended not only survives, they permanently gain a Fourth Stage of Vampirism (does not provide the blood to enter Stage

4). A Stage 4 Vampire becomes even stronger, with sharper claws, a longer lasting bleed effect, all cooldowns restore quicker, hunger rate is greatly reduced, you are able to summon 3 Zombies and 1 Archer skeleton each night, and most Vampiric vulnerabilities are suppressed, save that the sun will now set them on fire, forcing them to use blood to regenerate.

If you both choose Sacrifice, then the dungeon will accept your unity, merging both of you into a single being with one flesh. All of your memories, perks, and drawbacks are combined. The new you who escapes is equal parts each of the people who entered. This new being does not Ascend, but does survive. You have Escaped Together.

Reward: Regardless of how, if you Escape the dungeon, you will keep your Blue Flame and any knowledge you gained.

If you Survive, you can keep the objects listed above that you were able to escape with. These will be fully fiatbacked. While they can only be earned while you are a Vampire, you keep them even if you are cured.

If you Ascend or Merge and (either of you) had purchased Vampire/Ancient Vampire, you gain +500CP you may use to make additional purchases. If you had not, then your current Vampiric form becomes an Alt-Form for future Jumps.

Apparently Pyro & Apo did it too:

 We Tried Escaping Minecraft's Scariest Puzzle Room

Oops, All Vampires (+600)

[Requires Ancient Vampire or Vampire of The Code & Vampires Fan SMP.
Incompatible with Vampires SMP Scenario.]

Every 200 years, the eldritch abomination beneath the castle calls to Humans and Vampires alike in different ways. The Humans, to live well and in comfort, to build community, a community to feed Vampires. The Vampires, to be tempted into the dungeon in the hopes they will never escape, adding to its being. But after Owen's massacre, a faction of the Inquisition constructed a small fortress and the Beacons to act as a trap for Vampires so they could slaughter them at the next rising. Shortly after the Beacons were completed, the faction was wiped out by another faction from the Church, and Oakhurst was all but forgotten.

In your time here, everyone who comes to Oakhurst are already Vampires from one faction or another. Some are homicidal, some keep to the Code, some are from the depths of the local crypts, unaware of any changes to the world around. Tensions will run high as no one can leave and there are no Humans to feed upon. Only a Human Specter of an Inquisitor keeps Consecrating the Beacons back.

To leave, at least four Vampires must Ascend through the Veinbound scenario and work together so they can hold off the Specter as Stage 4 Vampires to turn the last Beacon and then use their Blue Flames to destroy the Specter.

Or! Someone who chose Sacrifice, but has not yet been turned once more, could help cure some of the Vampires so they could leave, but how many of them are sure their sires are dead? This would also leave the new Human alone with all the remaining Vampires, each unable to leave.

Reward: Potential rewards and general requirements are all the same as Vampires SMP Core Scenario, though the requirement to defeat the Human Specter and the initial population dynamics will make some of those rewards quite difficult to achieve.

TwitchCon (+400CP)

[Incompatible with All other Scenarios] The townies are all inhabited by the YouTubers who play them rather than fully being the character. For the first couple hours they won't notice anything is odd or off unless you point it out, but they will slowly realize that this is far more real, they aren't just at their computers, they are the characters in the game, and they can't just pull up a menu to log off.

Panic and existential dread will set in. You will need to calm them down, organize them. Scott and Owen are still fully committed to their roles. Overtime, you will find books in the Tombs informing you that you have 6 weeks to get them all ready to show off your new show at TwitchCon during a live panel. No one in the audience or at the show can know that you are all trapped inside the game, or you will fail the Scenario.

You will need to help them organize things with the TwitchCon show runners, since some of these YouTubers were supposed to be part of live panels with the other members of Hermitcraft.

Reward: If no one figures out that this is anything unnatural, then you will be able to keep the Oakhurst Region as a Warehouse Addon. Like Townie followers, the Region will retain the Minecraft physics/perks. Books will continue to appear, but these will often have advice from the Holy Spirits rather than Power Books or Enchantment books. Oakhurst gives you the information you need when you need it. Sometimes this leads to other buried Vampires whose crimes and history are documented in their book.

The YouTubers will all return to their normal lives, but may choose to leave a version of themselves in Oakhurst to travel with you. They choose if it will be their Townie character or a full copy of themselves.

Dinner @ Dracula's Castle Vampires SMP Plays - Escape Simulator 2

You may choose to take on this scenario once you are out of Oakhurst by any means. A mysterious contact will send word and invite you to Dracula's Castle. Once there, you will find yourself needing to fulfil a variety of challenging puzzles to get past the locks. Someone familiar with Dracula's personal history in this world, such as close personal friends, would be able to easily decipher the answers, as they are intended to ensure that only his confidants can reach him. You will find your carriage was supplied with stakes, a mallet, and a vial of holy water in a container that even Vampires can use.

To get out, you must solve the puzzles, drive multiple stakes into Dracula's casket, and use his skull as the final key to free yourself.

Rewards: There are a number of magical items used along the way that you can take with you. Any you leave with will be fiat-backed. You also get to keep the Long Reach perk, which everyone is able to use while in Dracula's Castle.

Long Reach: You gain the ability to pick up small items from several meters away as long as there is nothing between you and the item, and you can see it. The item will instantly come to your hand.

Hand Mirror of the Stars: A mirror that allows you to cast your vision into the sky directly above you.

Mysterious Eye: An eyepiece you can look through to reveal spiritual descriptions of whatever you stare at, written in another language. There are scrolls which can teach you the basics of the language, but the descriptions will get more detailed and reveal extra information the better you understand the language.

Beating Heart Locket: This lovely locket will contain a password dial anytime you open it. If you turn the dial to spell out the way the person died, it will start beating. Symbolically perform the same act to the locket, and it will let you turn into a spectral orb to see clues about how it happened so you can identify who did it and where they went immediately after.

Wealth of a Thousand Nations: So you found Dracula's vault? This will be plenty of money, gold, gems, and jewels to live lavishly for several lifetimes. Best of all, it replenishes every Jump.

Failure: Failing to escape will leave you stuck here until the end of your Jump. You won't be able to keep anything you've found here. Hope you didn't do this with several years remaining.

The Great Feast

This Scenario only becomes available when you have chosen to return home or move on.

You and every Townie/Companion you want will temporarily become Vampires, if you were not already, for this special event.

100 'Humans' per Vampire will come into the area in groups of 100, starting with no equipment. These are cosmic entities who have been observing your time here, but are inhabiting Human avatars. They can each find one Power Tome or Enchantment book in each Tomb. Most will be trying to kill you all, but some just want to hang out for a bit before you kill them. They can hear you, and they can hear each other, but you can't hear anything they say. The only way they can 'talk' to you is by quickly placing a sign and thinking a brief bit of text for it to display.

Reward: During the Great Feast you gain a couple of extra abilities. If you succeed in killing all the Humans before 1 week, you get to keep them. If even 1 Human survives the week, then you do not keep them.

/vab hunt (Hunter): You can now 'sniff out' Humans, letting you know how far away the nearest one is and in what direction. If you win, you will be able to choose a one or two word description for a category of creature or item and know the distance and direction to the nearest one.

Glow: On the last day of the week, all Humans will 'glow' through walls. Only Vampires can see the glow. If you win, you will be able to choose one person or category of people you know of and make it so you and your allies can see a glow around them that passes through all matter and non-magical barriers.

Copper: Oakhurst gains copper ore and recipes for copper weapons, armor, and tools. You can now use copper and silver for anything one might normally use iron or steel for. These are not quite as effective/durable as using the proper material, but at least copper

presents no problem for supernatural creatures wearing/carrying/using them and deal no extra damage to the supernatural.

Building Permit: On the second to last day, Vampires can directly damage homes that they haven't been permitted to modify. From now on, your Vampiric Form is no longer prevented from damaging or altering homes.

The Choice

Either the story has been concluded, or you have survived in Oakhurst for 10 years. All Drawbacks are rescinded. It is time to make your Choice.

Oakhurst Forever

Stay in this Minecraft AU forever. Maybe go explore the Citadel? If you purchased any General SMP Perks or Items, they are refunded so you can purchase something else, since they are built into this world.

Let's Go Back

Return to your home dimension with everything you have earned.

Wake Up

Continue on to another Jump with everything you have earned.

Credits & Thanks

A very special thank you to each and every one of the Youtubers and their editing and art staff who made this series, and especially to Apo & Owen for organizing it all and writing the plug-in and getting the merch made. Thanks to the Anon on /tg/ who created the Minecraft Jumpchain Unmodded Edition I took a few perks from.

The first image of Oakhurst is from one of Rendog's videos.

Welcome To Oakhurst Postcard by Applestruda, one of Cherri's girlfriends. The Postcard was available for purchase at vampiressmp.com for a limited time, but the sale is over.

Thank you to Bizzyzebra for use of the amazing Townie portrait.

The official Portraits by @iamlevil and @localwheel are taken from the POW Creations Wiki.

Thanks to Pearl (or her team) for creating the character cards used in each character profile, found in her second episode.

It is my intent to use the SMP Package format for future SMP Jumps (as of V1.2, I'm working on a [Life Series SMP Gauntlet](#)).

Change Log

V1.0 - The show is over! I've gathered all the info I can for now. Time to release. I'll probably make some further updates once the Wiki community has gotten further in their documentation.

V1.2 - Added The Great Feast Scenario, removed concrete durations, made several powers unlimited, corrected punctuation and cleared up confusions about Ancient Vampire and Tempis Fugit! (reduced cost for that too), and made Born Lucky a High Society exclusive purchase rather than a Freebie.