



Castlevania - Legacy of Darkness

The Story Thus Far

The year is 1844, and the Man-Wolf, Cornell, is traveling the world as he seeks to master the curse that he is inflicted with. When he returns home, it will be to fire and flame, his hometown, the hidden Man-Beast village being burnt to the ground by an army of skeletal warriors. He searches the wreckage, but his sister, Ada, has been kidnapped. Hunting down these undead will lead him to Castlevania, and to the Servants of Dracula who wish to sacrifice a pure hearted maiden to Dracula in order to resurrect him.

Little does he know that Dracula is already back, and Ada is inconsequential. Cornell himself is the real target. Still, it's not like he can fail to save her, even if he has to deal with a traitorous Man-Tiger along the way. She's his sister and must be saved.

Except she isn't, and that's enough dramatic revelations for now. You'll be here for ten years, so go ahead and take these to get you started.

+1000 cp

Origin

Man-Beast

Many years ago, a certain village was struck by a curse that caused them to transform into wild beasts under certain conditions, most often the light of the moon. They created a magical ritual to seal away this dark power, so that they could continue to live amongst men. Imperfect though it may be, it has been largely successful. You are a descendant of these people, and a resident of this village. With that said, your village was burnt to the ground yesterday, so you'll likely need to do something about that.

Innocent

In the grand battle between light and dark that echoes through the ages, you are someone who has no stake in things. An innocent bystander, and in all likelihood, a mere child. Your home, which is unfortunately close to Castlevania, may or may not be overrun with newborn vampires and other monsters at the current moment. Better hope some kind soul comes to save you.

Servant

It is an unfortunate fact of life that most humans are morons, and some of them are willing to do damn near anything for the most inane reasons. Luckily, those same humans are providing the negative energy needed to bring Dracula back to life. Be you human, vampire, or some other monster, you are a servant of the Lord of Shadows, and it is your beloved duty to see him restored to life.

Your age may be chosen freely, and your gender is the same as the last jump, or may be swapped for 50 cp.

100 cp perks and items become free when discounted. All else discount to half off.

Perks

Man-Beast

Free, Mandatory, Exclusive - The Wolf Revealed

In a somewhat unusual turn of events, our hero this time around is neither a Belmont or a witch of great power. They do come from a bloodline, just... Not a holy one. The Man-Beast tribe are the descendants of warriors who once angered Dracula, and as such were cursed to take on the form of a beast. You may know them from one of their more common shapes, that of a Werewolf. As you might imagine, you are the child of these warriors and as such have lived your life under the effects of this curse. You don't need to worry about losing control under the moon however, as your ancestors created a seal that locks away most of the power of the beast and keeps you sane.

More practically, you can lessen this seal for brief periods of time, voluntarily transforming into your other self in order to gain immense power at the risk of not being fully in control of your actions, though the seal will prevent you from going outright berserk. Which animal you transform into is something that you are allowed to choose freely, so long as it is an ordinary one and not something ridiculous like a dragon. Your normal body likely has a few tells based upon this, the color of your hair, a tendency to prefer certain temperatures, maybe sharper teeth and nails, so on and so forth.

100 cp - Unleash The Beast

Though the Man-Beast tribe are one and all under the effects of their curse, it does not touch them the same way. Some of them are cursed to take the aspects of a wolf, others a tiger. Some even turn into a were-bull, more commonly known as a minotaur. Regardless of what kind of animal you have become, you now possess a martial arts style based around your other half, one that works equally well as a human as it does your cursed beast form. To make your style ever more deadly, you have also learned a very simple Ki technique, one that creates a bladed edge of energy wherever your claws pass. It's not precisely a ranged technique, but it will surely ruin the day of anyone who thinks that your reach ends with your hands and feet.

200 cp - Absolute Lunatic

In order to love their lives without the fear of the curse they are under, the Man-Beast tribe chose to seal away their transformations and to only touch upon its power in the most dire of emergencies. Or rather, most of them. Much like Cornell and Ortega, you have chosen to voluntarily unlock a portion of your seal and have begun to train to control it. You have yet to achieve much in the way of success, but your efforts have left you with a number of meditative techniques, simple magical rituals, and other assorted training routines designed to grant you inner peace and master your more beastly half. I should also mention that when it comes to the topic of the control you yearn for, you are also a rather effective teacher. Passing on these methods is the work of a few days rather than months or years. Just passing them on - helping others master them is something else entirely, especially when you haven't.

400 cp - Cursed Once More

As you sought to control your bestial half, you came to a horrifying realization. It wasn't enough. YOU weren't enough. And so you wandered where men fear to go and struck a deal with the devil himself. Or rather, with Death. Though your control is no greater for having done this, you have instead gained the ability to unleash even more of your inner beast, transforming from a simple were-creature and into a proper monster. This second form of your may take the form of a mythological animal, such a canine Man-Beast becoming a Cerberus, or you may simply smash two additional animals into your form and become a horrifying combination of all three, a Chimera. Even if your control is still lacking, with this much power, who cares if you rampage for a while? Your enemies will surely be destroyed regardless.

600 cp - Blue Crescent Moon

The road has been long, the journey tiresome, and your efforts often rewarded with the most miniscule of improvements. But you have arrived. The seal that once held down your other self is yours to do with as you please, even if you wish to remove it entirely. And your other self... Well, I suppose it might be fair to say that it no longer exists - it's merely more of you now. What would normally have sent you into a rage at best and completely berserk at worst now bothers you not at all, your ironclad control turning a potential risk into a valuable tool in your arsenal. But even past that, your journey to mastery has left you with a level of insight into other similar issues, other forms that do not wish to be used with a clear head. Training yourself to control other forms is an easily accomplished challenge, made only slightly more difficult if the form is supposedly impossible to control.

Innocent

100 cp - Locked Doors And Hidden Places

You are not a Hunter. You are not a Witch. You are an ordinary bystander who quite frankly wants nothing to do with all this nonsense. That's why you need a place to hide until this is all over, something you are now exceptionally skilled at doing. Hidden corners of old houses, the twists and turns of a hedge maze, even a secret passage or two. If you had a talent for magic you'd find spells relating to hiding places away from prying eyes coming to you far more easily, but that's not terribly relevant at the current moment.

200 cp - Children Are Without Sin

Finding somewhere to hole up is good, but you know what's better? Having someone who isn't a horrible monster find and save you. Luckily for you, when you really need it to then such things will actually happen to you on a fairly regular basis. There's just something about you that attracts heroic people to you like flies to honey, some air of ohgodpleasehelpme that calls to them. Of course, if your hiding place is too good then they might just walk past you once or twice, so you'll need to look for them just as much as they look for you.

400 cp - Keep Growing Keep Dreaming

Once you've been saved, once you've been freed from this horrible curse, there's only one thing left to do. Gear up, git gud, and go back in to save anyone else who needs saving. For you, being saved is motivation, is a reason to fight. In order to follow in their footsteps and go pass on your good fortune, being saved now acts as a boost to you. Not to anything in specific, and not any hard numbers, but for a time afterwards any training you do is more effective, and you can hear the calls for help from farther away.

600 cp - The Future Is In Your Hands

Well this is different. It seems that instead of being up front and in the middle of all the action, you're quite far away. Perhaps holed up in some kind of monastery? Regardless, you possess a unique form of sight, the power to see into the future. Whenever a great deed is accomplished, be it the villain reigning supreme or the hero casting him down, you will be struck by an omen of things yet to come. What you see may be a brief flash of the new Hunter who will strike the villain down, or the servant of the monster as they bring him back. Details are somewhat sparse, being only a vision, but at the very least you will always have a basic description of who to watch for and how long you have until it will come true.

Servant

100 cp - Simply Kill One Hundred Children

Darkness is a horrid, foul, twisted thing. But at the same time, the shadows can be cool and inviting, defending you from the harsh rebuke of the light. The trick is to balance the two. The force and power to lay low all your enemies and the silken charisma to invite them into your arms, that you need not be enemies at all. You are a speaker, an orator, someone who uses impassioned words to change the hearts of men. It is true, offering the blessings of darkness to those who stand in the light is something of a foolish thing to do, for they will surely refuse you. But it is oh so worth it when someone finally takes your hand and steps into the shadows. Even beyond that, you are also quite exceptional at hiding your own commitment to evil, appearing far more ordinary if somewhat 'creepy' instead of outright evil to anyone without the insight to see past your lies.

200 cp - Those Who Desire Darkness

There is a saying that was coined recently. There's a sucker born every minute. How true it is, especially for you. You see, while being able to talk the talk is all well and good, the fact remains that any Belmont worth their salt would completely ignore even the most impassioned argument to serve Dracula. You will need to go out and find people more receptive to your message, and that is where your new talent lies. Not only do you simply seem to stumble across desperate witches, arrogant occultists, greedy men who desire more more MORE on a fairly regular basis, but rumour and myth propagate in such a way that these people all but arrive on your doorstep the instant you think that you might need some help with resurrecting Dracula this time around.

400 cp - Curse Eater

Most magicians favor a more up front kind of power. Blazes of fire, bolts of lightning, great chunks of ice raining down upon your foes with but the snap of a finger... Such people have never learned how to plan properly, such that your goals are accomplished over the course of decades with no one the wiser. You have mastered the art of setting up such plans that begin with the push of a small rock that begins to cascade. And your rock? Curses. From small things like bad luck to more noticeable ones such as transforming into a beast under the light of the moon, there are numerous kinds within your grasp.. Better still, the suffering of those poor fools who cross you is something you can turn to your advantage. You see, as your curses remain active, instead of running out of magic and simply dying down, they build up a strange form of energy drawn from the suffering of those inflicted with them. Simply sit back and wait for a few decades, and the energy here will be enough to power a ritual to resurrect Dracula. Isn't that grand?

600 cp - Angel Of Death

You are not human, and you are not a vampire either. You are a creature of myth and legend. A minor deity, an ancient monster, perhaps some sort of elemental. Regardless, you may pick either a specific monster or a simple theme to embody. Obviously, choosing to be a monster of some kind will grant you the powers and abilities associated with it, perhaps a few smaller ones based on similar creatures from other mythologies or a different historian's take on you. Alternately, choosing a theme will grant you an entire host of minor powers based upon your chosen role. In both cases, you may also find yourself with a number of items - Death's scythe is utterly iconic after all, though I've rarely seen him on his horse.

Items

Man-Beast

100 cp - Sealing Ritual

The same ritual that the Man-Beast tribe uses to control their cursed forms, and most likely the same one that you have upon you. It's a fairly simple procedure, streamlined over the generations from the village wide seal it once was into a much more focused and less expensive affair. While not terribly useful to you, it can be used on you fairly easily should you go berserk and begin to run amuk, and just as easily on others in possession of a cursed form - or maybe it would be better to say, possessed by a cursed form? The ritual is specifically designed to allow those not fully in control to live amongst humans with minimal issues after all.

200 cp - A Hidden Glade

Cornell, the first - and with the possible exception of you, the only - Man-Beast to master his transformation did not do it inside the walls of his village. He traveled the world, seeking out wise men atop the highest mountains and hidden within the harshest deserts, and training beneath waterfalls to understand himself and his beast. You now possess one such idyllic place to train in. A small corner of pure wilderness tucked away somewhere not too close by but not too far away either, and unlikely to be stumbled across by pure chance. Your efforts to train your body and mind are minorly enhanced within the boundary of this place, and the solitude and isolation it brings calm the mind and bring peace to your rage should you lose control.

400 cp - An Invitation

In another time, in another place, a witch of great power would tell Cornell that only death could save him from his curse. He took this to mean that he should speak with Death, something that Ortega may have already done. Something that you have been invited to do. During the jump, and again in future ones, you will receive a letter. It comes from some great villain - or perhaps a hero if you've chosen to side with the darkness? - and offers to solve a problem of yours, such as your lack of control, in exchange for some service or favor that they desire from you. You don't need to answer it, and I'd prefer you didn't, but if your own training proves fruitless, know that Dracula's door is always open.

600 cp - Savage Lands

In the forests of Europe there lies a small town. Out of the way, but not isolated. Quaint, but not lost in time. Your hometown, and one that hides a rather shocking secret. Every citizen of this town is a were-creature of some sort. There are wolves and tigers, panthers and boars, bulls and leopards, and many more besides. But there is something else. In the center of town, inside the building that serves as town hall there is a false wall and behind that wall there is a basement. Hidden here are all of the notes, research, rituals and counter-curses that the Man-Beast tribes have collected on their ailment. There is no cure here, though the journals of your ancestors may provide insight into mastering your transformation. More importantly, a means to cast the curse again can be found here, granting any who desire it the same bestial form that the tribesmen possess.

Innocent

100 cp - Six Shooter

When you're a little kid trapped in a mansion full of vampires, you don't have the luxury of being skilled. That's why you need a weapon that packs a punch, one that you don't need to spend years mastering in order to use and use well. A good old fashioned six shot revolver has made its way into your possession, and while neither the weapon itself and the bullets it shoots are in any way holy, it is enough against the vast majority of monsters. In addition to that, while you do need to pause to reload, the gun has effectively infinite ammunition, with the next round always being in an easily accessed location somewhere on your person.

200 cp - White Roses And Fine Wine

By all respects, being born into money is something to be desired. Luck is on your side and you'll never want for anything. ...Unless of course your family decides to put their brand new mansion all but directly on top of that iconic cliff where Castlevania once stood. Regardless, your family is now in possession of an extremely fine mansion with an astoundingly large garden and a wonderful hedge maze to play in. Dozens of servants attend to it and to you, and keep everything in order. In addition, the house may or may not have once belonged to a vampire, and so it's cellars are stocked with just as many magically preserved bottles of blood as truly fantastic wines.

400 cp - Blue Wolf Pendant

A pale blue stone set into a metal frame and carved with wolves running in circles about it. Wearing, holding, or otherwise being near the pendant grants you something that is halfway between a magical spell of safety and a truly absurd amount of luck at staying safe from the many dangers that surround you. Wearing this, you could walk through a village of highly unstable Man-Beasts and be perfectly safe. The pendant will calm those it can, subtly nudge the ones it can't away from you, and generally serve as a remarkable defense against all things wild and untamed or outright evil.

600 cp - In The House Of God

When you are alone. When you are broke, or broken. When you have a mighty need for anything the universe would be willing to give you. There will be a church. It's a small thing at first glance, a tad run down but visibly loved. Inside is an old man who is more than willing to share a meal with you, to give you a place to stay out of the rain for a while. If you're interested, he can also set you on the road to becoming a priest or a knight of the church. A recommendation letter could lead you towards a bigger church with more opportunity to learn.

Regardless of if you choose to pursue this path, you'll find that the bullets you use for your Six Shooter are now holy and therefore much more effective on monsters and on a wider range of monsters. Assuming you bought that of course.

Servant

100 cp - An Exquisite Outfit

The fact that you are a murderer, a creature who eats humans, or some other form of evil is no excuse to not look your best. What you have here is an iconic outfit of some kind that the Hunters will likely recognize on sight for hundreds of years to come. It might be a fine suit like Dracula and Gilles wear, a stunning dress like Actrise adorns herself with, or the simple cloak that Death wraps about himself. Regardless of what it actually is, a small portion of your dark powers have leaked into the cloth, turning it from a simple outfit into a veritable suit of armor. Whether it refuses to let a blade part it's thread or defends you from magic will depend more on you, but it does so better than the armors a Hunter would wear.

200 cp - Scrolls of Ancient Lore

To be fully honest, that's a somewhat ambitious name for something so simple. And what this is, is simple. It's a record of the people that you've cursed. A man on the road there, a woman pick apples here, the Belmont family every day of the week and twice on weekends... Well, you get the point. The scroll tracks those you've gone out of your way to spite, listing major downturns and fortuitous events in their life, providing family trees if their children inherited your ill will, so on and so forth. And who knows, maybe a few generations down the road, one of their children will be willing to bargain with the devil himself in order to free his family from your workings. Such a soul would be ripe for sacrificing to Dracula, no?

400 cp - Dark Altar

The basic ritual to resurrect Dracula, the Black Mass, requires nothing more than the sacrifice of a virgin maiden. Unfortunately, just about every other ritual that has, can, or will be used to draw his soul back to earth are not so easy to use. Luckily, you have this. A roughly hewn altar embedded with various gemstones, skulls, and carved with ancient runes. It has the wonderful effect of being an ideal place to sacrifice things, with your offerings empowering your spells, curses, and rituals an acceptable amount more than they would normally. Somewhere around half again, perhaps?

600 cp - Ten Thousand Corpses

Are you perhaps, either a necromancer yourself or an acquaintance of one? It would certainly explain this oddity. Fish, birds, cats and dogs, all manner of beasts, and several graveyards worth of corpses now lay within your possession, all contained within a number of white marble mausoleums. Outside of there being enough bones here to practically drown someone in, each and every skeleton here has been properly worked over by a necromancer, and is prepared to stand up and fight for you with nothing but the snap of a finger. There are even such things as the White Dragon, the Giant Skeleton, and the Behemoth that roam Castlevania in this era - several copies of them to boot. Even Death's current favorite can be found here, a number of gigantic fish corpses that fly through the air and hunt down your foes. Best of all, should something here be damaged irreparably, you'll find more bones and bodies as more people die - which, in most cases, translates to immediately.

General

50 cp - Something Sweet

A fragrant mix of flowers and spices, all wrapped up inside a small bag. You get a dozen of them a week, at which point your previous set has probably gone bad and begun to cease emitting their wonderful scent. What's the point of these you ask? Why, dumping the mixture on top of a petrified person will see them cured and returned to normal inside the span of a few hours. ...What do you mean this game doesn't have any enemies that inflict stone? It has Medusa Heads, doesn't it? Well, at least these things smell nice?

50 cp - False Necronomicon

You know, there are a lot of books that are called the Necronomicon. As you might imagine, most of them are fake. Just like this one! Now, the book is quite frankly creepy as fuck, bound in leather that may or may not be human skin and definitely written in blood. Still, it has a useful function. If a person writes a short autobiography into the book - in their own blood, doesn't work otherwise - or perhaps draw an image of themselves, then that entry will warp and twist to match the real one. If the person is poisoned, the bio will mention that and the sketch will look sick. Useful, but a bit difficult to work with.

50 cp - The Sun And The Moon

Any good hunter should know that Vampires are at something of disadvantage during the day. However, here, in Castlevania's shadow, they are stronger during the night. That is why these magical cards were invented, to help balance out that particular advantage. Tearing a red Sun card in half will see you placed in a surprisingly simple stasis spell until dawn, while a blue Moon card will deposit you at dusk. Just be careful not to overuse them, we don't want the Vampires getting any ideas while you're otherwise occupied.

Companions

50 cp / 300 cp - Companion Import

For 50 cp per person you can import a companion into the jump, or you may pay 300 cp for a total of eight of them. Each one receives 600 cp and an origin to make their purchases with. Companions cannot buy additional companions or take drawbacks.

50 cp - Companion Export

If you prefer to gain new allies instead of relying on older ones, you may pay 50 cp to take one of the locals with you as a companion. This will ensure a meeting on good terms with an individual of your choice, at which point all you need to do is get them to agree to come with you.

200 cp - A Fantasy In The Moonlight

Over the course of travels in this world, you will find yourself stumbling across a number of young women belonging to the Fernandez family. Distant descendants of the union of Belnades and Belmont, their magical powers are something to behold. I should note, they are not sisters. Two of them might be, but another is a cousin, the fourth an aunt, and the fifth might even be a step-mother to one of the others. Their exact relation to each other is a bit of a mess to be completely honest. Still, four of them wield magics based on the classical elements - fire, water, wind, and earth - combined with their families special homing power, while the fifth has what can best be described as an affinity for non-divine holy magic. Her offensive power is lacking, but her skill at purification is so high she can transform a recently turned monster back into a human. As you meet them one by one, you'll find each of them judging you in an attempt to add your power to their bloodline - if you have anything worth adding at least.

100 cp - The Bat That Went Beyond (discount Man-Beast)

From deep within the forests of Europe comes a Man-Beast eager to train her powers in the same manner as Cornell - though sadly, she's much less successful at controlling her curse. This mute and adorable young woman is a were-bat, and a vampire bat to be specific, leaving her with a remarkably contagious curse despite the seal keeping it down. While she primarily relies upon her skills as a martial artist and prefers not to use the same Ki abilities as her brethren, that's not to say she's incompetent at the spritual arts. She created and bound some kind of metal slime golem to her, and uses it as a suit of armor more often than not. Cheap and unbeastlike, perhaps. But remarkably effective to the point that even Cornell wanted one at one point.

100 cp - The Worst Hunter Ever (discount Innocent)

Well, that's something of an exaggeration, but this buxom young Huntress has some of the worst luck in the world when it comes to maintaining her gear for any length of time. Her skills are acceptable, and her mobility is top notch, but her armor and weapons just seem to outright degrade in her hands, with them either breaking or being lost after only a handful of fights. Even her clothes are something she writes off more often than not. Fortunately - or perhaps unfortunately depending on how you look at it - she's also one of the highest caliber beauties around which means that most monsters are less interested in killing her and more interested in claiming her. For themselves or for their master makes little difference, she's getting taken either way. You'll probably have to put in just as much effort keeping her safe as she will be keeping you safe, but if you manage it you'll have an extremely loyal aide.

100 cp - Breaking The Balance (discount Servant)

It's very rare that humans invent something before Vampires is what I said before. But perhaps it would be better to say that Vampires tend to hog the best and brightest for themselves. This young lady is a once in a generation genius, having mastered multiple areas of science in a fraction of the time others would have, and went on to build more than a few "masterpieces" for the Count far ahead of schedule. Her passion is ranged weaponry, specifically guns, but she's more than capable of smashing together some magitech turrets of a motorcycle by the end of the afternoon. Worth noting, she is not actually a Vampire herself. Yet.

Drawbacks

+100 cp - The Armor Stays On

When you were preparing yourself to take the battle to the forces of darkness - or perhaps preparing your defenses against irritating hunters, I won't judge - you placed a helmet upon your head. That helmet is now stuck fast to your face, and cannot be removed. Perhaps there is a reason for this. Who knows what might lie beneath your new iron skin? Your face? A bad texture model? Reinhardt Schneider? A void of nothingness? Well, that doesn't actually matter - the helmet is not coming off, and that's the end of it.

+100 cp - Just Belmont Problems

It's the little things in life that make it worth living sometimes. And it's the little things in Castlevania that almost make you want to give up and go home. Big enemies are all well and good, but the small ones, Fleamen, Ghosts, Medusa Heads... When it comes to these things, you have some of the worst luck in the world. They spawn constantly, smack into you mid-jump, and sometimes they have the gall to need more than one hit to kill. They aren't dangerous by themselves, but when are they ever by themselves? Medusa heads and spirits.

If you're a Servant of Dracula, you may choose to either suffer the above, or to instead have a number of lesser and highly irritating hunters after you for whatever crimes against god you've committed.

+100 cp - The Door Is Locked

Dracula's castle is a strange place, almost alive and constantly changing. In this era, it's decided that a number of keys are necessary, that it should lock its doors to try and prevent the passage of any Hunters through it. It works well enough, though hiding the keys in the same room as the door is a bit cheap. That's why things are a lot worse for you now. Keys are no longer hidden in the same room, but require a great deal of backtracking to acquire, often in directions you'd previously assumed were dead ends. Have fun with that!

If you're a Servant of Dracula, you may choose to have Castlevania actively dislike you, or to have anything even vaguely important to your plans be covered in various wards, barriers, and other means of preventing your passage.

+200 cp - Can You Count To Six?

As you journey through the world, you will encounter a number of people in fairly horrendous situations, in need of rescuing. These people are, objectively speaking, your allies, and you need to save them. There's no reward for saving them, but if you fail to do so then they'll show up again later in such a way that it bites you in the ass. Maybe that kid you failed to save turned out to be Dracula, or that skeleton you abandoned decided to fight for justice. Either way, the more you ignore people in trouble the worse things get for you.

+200 cp - The Skeleton In Your Everywhere

A grand journey awaits you, but beware - just outside your door lurks a giant skeleton! For whatever reason it has one hell of a grudge against you, to the point that it respawns every new moon out of sheer hatred for you rather than by Dracula's power. It possesses the ability to summon an effectively limitless number of lesser skeletons, and will set them on you at every available opportunity. There is no way to kill it for good, there is no way to outrun it. You'll just have to deal with this damn thing showing up when it's least convenient.

+200 cp - Dog, Double Dog, Devil Dog

Supposedly, dogs are man's best friend. I'd like to think that, but fairly soon after your entry into the jump you're going to get into a fight with one. And then with two of them. And then with one that's much bigger and also on fire. This will be something of a consistent trend for your time here, with foes calling in backup and more advanced versions of themselves whenever you fight them. Not every random enemy you stumble across will trigger this, but you will not enjoy the ones that do in the least. In some cases, your foes might suddenly unleash a hidden power or transform into another form instead if that would make more sense.

+300 cp - Your Eyes Are Looking Down On Me

When you were younger, when you were still a child and still in training, there was someone standing across from you. A sparring partner, a bunkmate, perhaps a sibling. But you were better than they were, and so the spotlight slowly shifted from the two of you to just you. And they. HATED. That. They thought that you were looking down on them, and so they trained ever harder, yet somehow never caught up. In the end, it was a letter that sealed the deal - they have betrayed you, betrayed your family, your organization, whatever it was that bound you together, they've gone and tossed it all away in exchange for the promise of power. Your rival, now empowered by everything the enemy has to offer, seeks to dominate you in any way they can. Death might not even be enough to stop them, not until they've won.

+300 cp - Jumper's Powers Belong To Dracula

You have made an enemy. Not through your actions, but because of your arrival in this world and because of a prophecy. The forces of darkness, from the lowest of skeletons to Dracula himself, even the ephemeral Chaos that is the source of all their powers, every last one of them will soon begin to hunt you down. Villains long dead will be raised, heroes will be overcome by dark magics and forced to lend a hand, organizations meant to support the light will be corrupted and turn their gaze upon you. In the end, if you fall, Dracula will attempt to take everything worth taking from you.

If you are a Servant of Dracula, that will not save you from this.

The End

Stay Here
Move On
Go Home

Notes

Q - With Those Who Desire Darkness, will people still simp for Dracula in future jumps

A - No, they'll simp for something else. If you take Angel of Death, it might even be you.

Q - Does Ten Thousand Corpses include zombies and other undead, or just skeletons?

A - All kinds of undead, but mostly skeletons.

Q - Who are the OC companions based on?

A - Leah Fernandez from the canceled Moonlight Rhapsody, Cassandra Cain as drawn by Ibenz009, Aradia from Night of Revenge, and Maria Custard from Rance