

Castlevania 1+2: Simon's Quest

Jumpable 0.2

Every one hundred years, the forces of good mysteriously grow weak, as Count Dracula returns to life.

A century ago, Christopher Belmont defeated Dracula, returning serenity to the land of Transylvania.

One hundred years have passed. On the night of Easter, heretics gather to revive their dark master...

Black clouds swallow the sky. Lightning strikes. Count Dracula lives!

As evil destructive forces ravage the countryside, it is Simon Belmont who will restore peace.

Equipped only with his family's whip and the courage in his heart, he sets off to Dracula's castle.

+1000 Choice Points

Background:

Who are you? Age and Gender are irrelevant before a monster's claw or human's knife, choose them as you will.

Drop-In

A nobody, in the most literal sense of the word. There is no history or identity waiting for you here. Being alone will be a trial in these dark times, but perhaps it is one you will pass.

Hunter

Leave guidance to the shepherds. No matter how loud the prayers of the wicked grow, no matter how powerful evil swells, you will be there to cast them down. Whether you are one of Simon's relatives or a lone hero, monsters and demons will not run free as long as you draw breath.

Serf of Evil

Dracula does not hold a monopoly on evil. With a wicked smile on their face or a delusional ideal in their heart, men commit terrible things on each other day by day. It is these chains of violence that give rise to Dracula's continued return. Mortal or demon, you are part of a greater evil.

King of Evil

...or at least a competitor to the title. Rather than a crook or beast, you are a more refined and ambitious evil. Perhaps you are simply a local noble with desires best kept away from the eyes of the Church. Perhaps you've already rejected your humanity. You alone may confess your sins.

Perks:

What can you do? Discounts are 50% off, Freebies are Free.

I'LL TAKE YOU TO A GOOD PLACE - 100 CP (Free to Drop-In)

Please don't laugh like that. It makes you look suspicious. In any case, you're a masterful ferryman, capable of safely reaching your destination no matter how fierce or placid the waters may be. I reckon even a school of mermen would fail to touch you. Of course, the same couldn't be said of your passengers. Heh! Heh! Heh!

Walking on the Edge - 100 CP (Free to Hunter)

The dens of evil are not built to accomodate mortals. Dangerous pits, gleaming spikes, and the damned things living there all pose a challenge. You've got the athleticism to handle some of it, jumping as high as you are tall and accurately enough to stick perilous landings in close sequence, and the raw muscle to crack stone if you ever felt like taking your anger out on the nearest demon castle. Even so, if strong arms and nimble legs were all it took to defeat the forces of evil, we wouldn't need the Belmonts.

Wicked Child - 100 CP (Free to Serf of Evil)

That is what you are. A genuine denizen of darkness, ranging from humanoids like the zombies and skeletons or beasts such as the black leopards and vampire bats. You're not strictly bound to the current batch of monsters in Dracula's service far as appearance and themes go, but when it comes to actual ability the rule of thumb is that you can have two of the following: the durability to take a few hits, some form of enhanced mobility, or a ranged attack such as throwing bones or breathing fire.

Message of Darkness - 100 CP (Free to King of Evil)

Mankind fears the shadows for a reason. It is where their hunters lie in wait, where the good and innocent become nothing more than prey. Whether you're a savage beast or maintain a touch of nobility, it matters not, for you carry those fears as if they were a cloak. Weak men cower and beg for mercy when you appear in their midst and entire villages might turn against those who oppose you in hopes of clemency. Heroes may yet rise to fight, but the masses shall await their slaughter as is proper.

FIRST THING TO DO - 200 CP (Discounted to Drop-In)

Idle hands do the devil's work, so it's better if people with free time listen closely. You've got an ear for rumors, one that helps you sift through weird claims about a person's love for garlic to find the truth of mystical matters and strange artifacts. Since you're looking for pretty much anything, very little of what you find out will be relevant to you. But if nothing else, sharing the hidden uses of magic potions and the value of white crystals to anyone who listens could be a real lifesaver to passing heroes.

Heart of Fire - 200 CP (Discounted to Hunter)

Pushing back the shadows is your duty, and it is one you will not shy away from. You are brave and willful, the kind of person who'd march against monstrous legions without hesitation even on their lonesome. This fire of courage is a tangible thing, beckoning wisps of spiritual power from what you destroy in the form of stylized hearts that can fuel techniques, of which you know one to briefly duplicate basic weapons and tools you hold. Perhaps you're one of the lesser-known Belmonts, a kin who did not inherit the whip and burden of slaying Dracula?

Stalker - 200 CP (Discounted to Serf of Evil)

Jumping from the water, crawling out of your grave, or simply ambushing someone from around a corner. It figures scum like you would be a natural at catching others by surprise and killing them before they can put up a honest fight. I doubt it will work on the Belmonts, but many a good men have met a sorry fate at the hands of people like you. Even then, you've got a talent for distracting foes and keeping them on the back foot.

Black Night - 200 CP (Discounted to King of Evil)

Running and hiding will not protect them. Staring long into darkness, you've learned the magic of curses. Covering the skies over a settlement with thunderous clouds, hexing a forest to be haunted by lost ghosts and large spiders, or dooming a man to painfully die as his body and soul wither. Such effects are not absolute or unbreakable, even Dracula's dying curse upon Simon Belmont will take years to become fatal and still had the escape clause of killing him again. The products of these spells are also not as controlled as more dedicated magics would be.

REST HERE FOR A WHILE - 400 CP (Discounted to Drop-In)

Are you a man of God? If you so wish, you may have the knowledge and skills of an ordained priest. Beyond that lies a far more miraculous ability. By creating a safe and serene location of divine grace, whether it is an actual church or a refuge in the cold night, you may heal those you speak to. Even a man on the brink of death could become hale and hearty. Beware, however, for this miracle cures only the body's wounds. Deeper sickness and evil curses are untouched, their vanishing symptoms merely staving off the inevitable.

Within These Castle Walls - 400 CP (Discounted to Hunter)

Call it a blessing from God or the Devil's arrogance, what matters is that the world and its flow of events tilt the scales in your favor. Crumbling ruins hold on long enough for you to run across them, swinging chandeliers remain stable and reach close enough to each other for safe passage to be made, and otherwise impossible obstacles have a magical solution waiting for you to uncover. Likewise, a warm meal and useful supplies can be found even in the depths of darkness. Sitting in the open prior to a worthy opponent, revealed by your righteous vandalism, or outright sold by inexplicably present bystanders. Finishing the fight remains your task, but the path along the way is far surer.

Etude for the Killer - 400 CP (Discounted to Serf of Evil)

To master such all-encompassing cruelty, it figures your idea of a home would be a death trap. The dark magical architecture Dracula's demon castle is known for lies in your grasp. Bridges that begin to crumble right as a person is far from solid ground, floating and moving platforms hanging over pits, spinning rooms bristling with spikes, and even the Clock Tower's dreaded gears. This artistry can be easily alloyed with other magics, helping you create frozen buildings whose clear walls are adorned with victims, demonic gardens filled with haunted trees and mudwomen, or even an art gallery similar to Death's own whose paintings feature tortured souls and live captives.

Monster Dance - 400 CP (Discounted to King of Evil)

Did they think evil's ranks filled only with the sinful? That man alone held the right to predate upon man? Dark magic reveals itself to you, letting you summon and create monsters of all kinds. Their power depends on the effort and resources taken, with even Dracula only keeping a handful of mighty lieutenants around, but a loyal army is more than worth its price. Lastly, darkness claims you, and will not free you from this mortal coil so easily. Once per century in any given world, your body will scatter upon death, becoming relics that can be gathered and used to revive you in a dark ritual. Suffice to say, if you have not returned to life by the end of your stay, that will count as failure.

POWER TO BURN AWAY EVIL - 600 CP (Discounted to Drop-In)

With a simple cast, you can enchant weapons to strike with sacred fire. The power is hard to quantify, but truly awesome when used against the forces of evil. Normally this would require a powerful weapon to begin with, but unlike some hermits, you also know how to tune this spell to successfully empower weaker armaments less so. The echo of this power gives you a protective aura, scaring away most evildoers and monsters. Won't help much if you're already in their sights, but making your way across places infested by darkness will prove surprisingly easy.

Vampire Killer - 600 CP (Discounted to Hunter)

Centuries of fighting against the forces of darkness have been etched into your body and mind. This is your family's legacy, Belmont. You've mastered the whip as if it were your own limbs. Striking your targets with accuracy and power, twirling it into a thrashing storm to protect yourself, or swinging from object to object without ever touching the ground. Throwing axes to kill beasts when going up and coming down, flensing demons in a storm of boomerangs, leaping across precarious ground while dodging attacks from every direction, you are a masterful hunter in every way. With honed skills to triumph over waking nightmares, and a body strong enough to battle until daybreak, the night will soon learn to feel fear.

Poison Mind - 600 CP (Discounted to Serf of Evil)

Dracula may be a vampire, but they are not the dark's only powerhouse. A legend of horror, that is what you've become. Ranging from a bat nearly the size of a man, to an egyptian mummy, or even Frankenstein's Monster, you're strong enough to shake the ground with a punch and tough enough to take a dozen hits from a holy weapon. You also have a special ability, ranging from drawing potions out of your pockets to summoning and controlling sickles or even having two bodies your life is spread across. A simple but useful trick. Still... this lack of infamy makes it easier for you to endure deadly fights if you're not the "final boss". Might take seven years for you to recover, but you could survive the Belmont whipping you into ash all the same.

Nothing to Lose - 600 CP (Discounted to King of Evil)

If man's lot is to suffer and perish, then you will cast away your humanity with glee. You have become a vampire, an eternally youthful predator strong enough to spirit away a grown woman with ease and tough enough to take multiple strikes from a powerful holy weapon before dying, all for the minor cost of subsisting on human blood and burning under daylight. You also gain magical powers of fire and lightning, short distance teleportation, the ability to become a swarm of bats, and a deep connection to man's inherent evil that grants you a dark charisma fit for leading sinners or monsters and turns your very body into an unholy relic. May you feast upon the forces of good, pitiful lambs that they are.

Good Looking Guy - 50 CP

It might not help against a skeleton or merman, but some people do value their vanity. You're beautiful, handsome or pretty in a manner of your choice, to the point of getting propositions from particularly bold strangers soon after stepping into any given town. Even if you were pale and sickly from a curse, quite a few ladies (or men) would still swoon over you.

You Goddamned Bathead - 600 CP

Rather than a human or monstrous thing, you are another embodiment of the Curse of Man, a mysterious force tied to man's inhumanity to man. Like Dracula, you would not exist in a peaceful age. But this is not a peaceful age. As a conceptual entity, magic users may attempt to summon you, letting you remotely power their curses and magics or appear before them in person to do as you see fit. Supernatural power swirls within you like a bloody storm, great enough to raise a demon castle or multiple lesser haunted mansions from nothing if given a proper channel. From your body or that of a summoner, you may reveal your true form, a large and incredibly powerful chiropteran demon with deadly claws that is capable of mighty hops and breathing cursed flames. If you're not aligned with evil, your exact nature as a Curse of Man may instead relate to feelings such as righteous anger. This would by no means make you a good thing, but at least your continued existence would be a marginally smaller indictment of human nature.

Items:

What have you brought? Discounts are 50% off, Freebies are Free.

Magic Staff - 50 CP

Don't mistake it for a walking stick. This piece of gnarled wood is enchanted to open mundane locks.

Don't Wait Until Night - 100 CP (Free to Drop-In)

But if you must be out there then, have this. A silk bag containing eight heads of garlic. This stuff hurts common vampires, and lots of monsters hate it, but don't expect to fight Dracula by pelting him with these and live. The garlic replenishes whenever you close the bag, whether you used it for cooking or scaring off monsters.

Prologue - 100 CP (Free to Hunter)

Armored clothes for one who braves the cursed night. Whether it is leather that exposes a surprising amount of skin or a full set of crimson and black steel, carrying the weapons and items you'll need using this outfit will prove both easy and convenient, even in the middle of heated combat and perilous acrobatics. Exact appearance is your choice.

No Return - 100 CP (Free to Serf of Evil)

That is what facing you in combat means, thanks to a strange crimson sphere bestowed upon you. Having it on your person makes it much harder for others to get through you without a fight, such as if there was a door right there while you're still forming. Luckily, this one won't heal your opponent if they loot it off your body.

The Bathead - 100 CP (Free to King of Evil)

Damned soul or not, style is of the utmost importance for any nobility. This dark finery is tailored for you, ranging from formal wear clad in a great cloak to ostentatious layered robes, and made of remarkably protective fibers. It's still more clothes than armor, but enough for some warriors to focus on your head in lieu of letting it blunt their strikes.

Basement Melodies - 200 CP (Discounted to Drop-In)

A magic potion will destroy the wall of evil. Its floor, too. A hidden room follows you, appearing beneath your current home during the night with no trace of its presence, only accessible to you or anyone willing to wreck the place enough to find a hole. It is spacious but otherwise barren, you'll need to move in furniture and supplies if you want to use it.

Thrashard in the Cave - 200 CP (Discounted to Hunter)

This is a whip containing mysterious powers passed down your family. It strikes at evil with great force, burning them to ash upon the killing blow, and hits hard enough to crack stone even without the boost. It is highly receptive to modification, such as turning the lash into an iron chain or blessing it with sacred fire, and versatile in skilled hands.

Creatures of the Depth - 200 CP (Discounted to Serf of Evil)

A knight ought to ride a horse. A skeleton knight, then, should ride a skeleton horse. This is a servile and loyal monster who acts as a steed for you. Just as flea men are often carried by Eagles, you do not need to be the same type of monster. Either way, you can empower it to use your monstrous abilities by sharing some of your life with it.

Black Mass - 200 CP (Discounted to King of Evil)

The craven and sinful flock to any banner. It figures Dracula isn't the only one with a cult. You've gained a small congregation of mortal cultists, ones capable in the secrecy it takes to worship a vampire in pious lands and darker rituals. They are loyal in that special way only the scum of humanity can be, but lack practical skills or combat ability.

Sent to the Devil's Requiem - 400 CP (Discounted to Drop-In)

A mighty vampire lies dead, and their remains are now your possession. Keeping this stuff around is sketchy, but the source was too weak to be resurrected like Dracula will be. You have an eye that reveals hidden objects, a claw that empowers your attacks to deal greater damage on evil objects, a shield-like rib cage that can block projectiles, and a ring that looks good. If you think you know what you're doing or are just that much of a madman, you can also gain the vampire's beating heart.

Cross Your Heart - 400 CP (Discounted to Hunter)

The whip is the mainstay, but it is far from the only way to send monsters back to hell. The dagger, a tried and true projectile. The axe, cutting a deadly arc with its rise and fall. The holy water, burning the damned and unveiling hidden paths. The cross, punishing the wicked before returning to your hand. The whip is mighty, but these are a must to efficiently dispose of evil's servants. You have one of each that are returned in whole to you once every minute, even if it was stuck in a bat's head or shattered to burn a merman alive.

Something Loopy - 400 CP (Discounted to Serf of Evil)

From the weapons used by many armors in Dracula's employ to Death's famed scythe, tool usage is not limited to mankind. You have a basic weapon appropriate to the time period made only for you, sharing in your aesthetics. An axe, a lance, a crossbow, or yes, something more allegorical like a scythe or scepter. This weapon is forged from your dark essence, letting it partake somewhat of your abilities. If you can levitate you should be able to telekinetically command it, or perhaps transform it into an ophidian familiar if you yourself are a snake woman.

Den of Worship - 400 CP (Discounted to King of Evil)

This is odd, even for an eccentric vampire. At some point, you had a painting of your face that is roughly four times the height of a man commissioned to use as a vessel for your soul. If you are killed while near it, you will come to life as the image of yourself. Being a two-dimensional head trapped in a static frame heavily limits your ability to act, but powers you have will take on... interesting... forms to remain functional. A vampire who could become a swarm of bats, for example, would gain the ability to vomit a deadly stream of the creatures.

COUNT DRACULA'S MISSING PIECES



The Nail

The nail is the symbol of evil power.



The Eyeball

When it comes to the most frightening piece, the eyes have it.



The Rib Bone

The rib bone will make the ordinary hero feel like a spineless coward.



The Ring

It's been in the Count's family for hundreds of years. Then again, the Count's also been in his family for hundreds of years.



The Heart of Dracula

Watch out! The heart attacks.

The Silence of Daylight - 600 CP (Discounted to Drop-In)

Even as Christ's power dwindles, we must live with piety and faith. You are now the leader of a community, or at least a sufficiently influential figure as to effectively be it. The people are good and righteous, finding prosperity so long as monsters and wars aren't scratching at the gates, but even then they're good enough at curfewing and keeping their heads down to live through a lot more than anyone would expect. While you could try to shape up a militia, the people's real talent is in finding weird information and rumors, often about magical topics they have no business knowing anything on. The town also gets plenty of traders with interesting or exotic wares, if ones with a bothersome custom of hiding.

Bloody Tears - 600 CP (Discounted to Hunter)

Belmont or not, you now boast a historied lineage of monster hunters and defenders of all that is good, and have in fact already done at least one great act. Unless you give cause for them to believe otherwise, the common people will treat you as a hero wherever you go, giving information and safe passage freely even years after you last helped them. None of your family save for perhaps Simon, if you are related after all, are particularly impressive. But they have kept your family's legendary skills alive, and will continue doing so for not just those but any abilities you manage to share with them, ensuring the world is not without heroes even after your passing.

Room of Close Associates - 600 CP (Discounted to Serf of Evil)

Dracula has seen fit to grant you an entire section of the castle. From bloodsoaked gardens to towers of killer toys, this place fits your darker nature perfectly and its connection to you will let it persist after the castle's ruin even should Dracula fall. Beyond that, you are now a cultural phenomenon, spoken of in the same breath as Medusa or Frankenstein's Monster. The shadow you cast is long, giving rise to lesser versions of your being wherever your reach extends, ones to you as Medusa Heads are to Medusa or skeletons are to the Grim Reaper. If you're a mere human, expect loyal fanatics of ill respite who share in your philosophy and profession but simply aren't (and likely never will be) as good as you.

Dwelling of Doom - 600 CP (Discounted to King of Evil)

What a wonderful night to have a curse... you are the ruler of yet another demonic bastion. It need not be a castle in Dracula's exact make, a fine mansion is acceptable as well, but it is a dangerous and sprawling domain with many unique areas. As its master your abilities to summon and create servants are far easier to use within, to the point of automation, and there is a curious relation between your life and this place. It will fall to ruin with your demise, yet rise again from darkness and mist if you are ever revived, dutifully waiting to serve you once more. Some claim the gears of his Clock Tower will spin long as Dracula's undead heart yet beats. Yours need not so literal a semblance, but it is an option.

WELCOME TO CASTLEVANIA!



Companions:

Does someone stand beside you?

Companion Import / Export - 50 CP

With each purchase, you can import one Companion with a Background of their choice and 600 CP to spend on Perks and Items, create a new Companion of your design with the same boons, or attempt to take a Canon character as a Companion.

Love - 100 CP

This is your spouse, whom you recently married. They love you more than anything, and cold or hardened as your heart may be, you'll soon find you can love them just as much. Beyond that, they are much the same as an original Companion described above, save that they may receive a strange twist of fate in place of a build if you so desire. This will make them a bit of a target for any of your enemies - but outside of self-defense, these same enemies will refuse to actually harm them. Instead, they will use your love as a way to bait you into marching against them. If your greatest nemesis caught you unarmed and defenseless, they would rather just take your spouse and leave you to prepare for your climactic battle.

Danny - 50 CP

This is a beetle, a very friendly one despite living in Dracula's haunted castle, and it wants to be your friend.



Drawbacks:

What curses ail you? No limit on Drawbacks taken.

Continuity - +0 CP

There's a few different interpretations of Simon's legend. You may choose which one you're going to, or even devise a united timeline with events and monsters from multiple, as you see fit.

Devil's Revival - +100 CP

The signature quality of the undead is that they're dead, but this is just ridiculous. Weak enemies just don't stay down, zombies and flea men and medusa heads coming back seconds after you kill one. Their sheer numbers can't quite stack up past what you'd usually find and they disappear eventually, but you're gonna need to move and kill fast if you want to get anywhere in a reasonable amount of time.

The Castle's Gate - +100 CP

Something in the demon castle shifts and warps, its designs growing more elaborate. Even beyond the many doors with magic locks, key items will now be needed to access sections past the entrance. Even after Dracula's death or if you never set foot in the demon castle, any notable undertaking on your part will grow more complex, becoming a quest similar to Simon's own.

Out of Time - +200 CP

A strange curse nestles in your flesh, in your very spirit, one that may claim your life in due time. It is not exactly the one that will ail Simon, however. There's no easy way out. This curse activates whenever you join a conflict or begin some great undertaking, placing a strict (but still possible) time limit on finishing things. Succeed, and nothing happens. Fail, and you'll die. It is that simple.

Wedding March Tragedy - +200 CP

This isn't a curse, but it is contrived enough one could not fault you for thinking such. Your loved ones are like a lightning rod to malice and antipathy, driving your enemies or just the malicious and sinful in general to spirit them away so as to make you brave their domain to rescue your beloved. Anything beyond the kidnapping itself will be saved for until your painful demise, don't worry.

Never End - +300 CP

Simon failed. Dracula's reign of darkness is now uncontested, and his evil eyes turn to the only threat remaining: you. Feel free to run. Eliminating mankind while hunting you down across the globe is perfectly within his goals, and while such a thing would normally take a few millennia before coming into play, even outer space is not beyond the dark lord's reach if your escape drives his attention skywards. If you don't wish to spend a decade fighting monsters, including the mighty bosses you'd normally only see in the demon castle itself, you'll need to end this long night yourself.

A Requiem - +300 CP

For whatever reason, the Belmonts now consider you as great of an enemy as Dracula himself. Simon's a bit busy with the demon castle right now, but you can expect to fight hunters equipped with lesser magic whips before and after he makes his way to you. Even if Simon dies, the onslaught of vampire killers will not stop, vengeful prodigies rising from seemingly nowhere with stranger tricks like Item Crashing or peculiar allies in store. They've spread far and have enough largely unknown branch families that getting rid of the Belmonts for good would require killing all of mankind.

The End

At the end of these long nights, 10 years have passed.

It is time to make your choice: Go Home, Stay Here, or Move On. If you've died, only the first two may be chosen.

Notes

This is primarily based on the original Castlevania and Simon's Quest.

However, it includes ideas and concepts from Super Castlevania IV, Vampire Killer, Haunted Castle, and Castlevania Chronicles to fill out and increase parity between options.

If you're unaware, all of those games are remakes/ports of CV1. This is what the Continuity drawback refers to.

You can Import previous Items into similar Items bought here.

To be clear, Basement Melodies just changes location during night time, it still exists during the day.

The optional heart from Sent to the Devil's Requiem is just a fun plot hook. Use it as the cornerstone of a demon castle you're building with Etude for the Killer, revive them as a Follower using Black Night or Black Mass, whatever. Fanwank as you like.

Taking Never End and A Requiem together means Dracula turned the Belmonts instead of killing them, with skilled vampire fighters joining the forces hunting you down.

None can use the whip for obvious reasons, but their gear will be replaced with unholy equivalents that are just as deadly to you.

Changelog:

>0.1: Made the Jump.

>0.2: Added another sentence describing You Goddamned Bathead's power. Clarified Thrashard in the Cave is a whip.