



*JUMPCHAIR C.Y.O.A*



*By Ravenloft Anon*

*Welcome to the Demiplane of Dread.*

*A realm controlled by the Darklords and a Mysterious Dark Powers that grants them power and takes away their freedom.*

*This realm is home to some of the darkest and depraved souls in all of the multiverse and for the next 10 years it will be your home as well.*

*You will be given a new identity, a new life.*

*It will come complete with memories, friends, family and possibly enemies.*

*Be very careful of your deeds here.*

*Doing acts of Evil tends to draw the attention of the dark powers.*

*Often it will grant its twisted blessings upon those committing acts of Depravity and cruelty.*

*The most horrific acts or beings of great evil are rewarded with their own domains to rule and never allowed to leave.*

*(Note: The Omnipotent Entity controlling the jumpchain will consider this you choosing to stay in Ravenloft through your own actions and will leave you there to your fate.)*

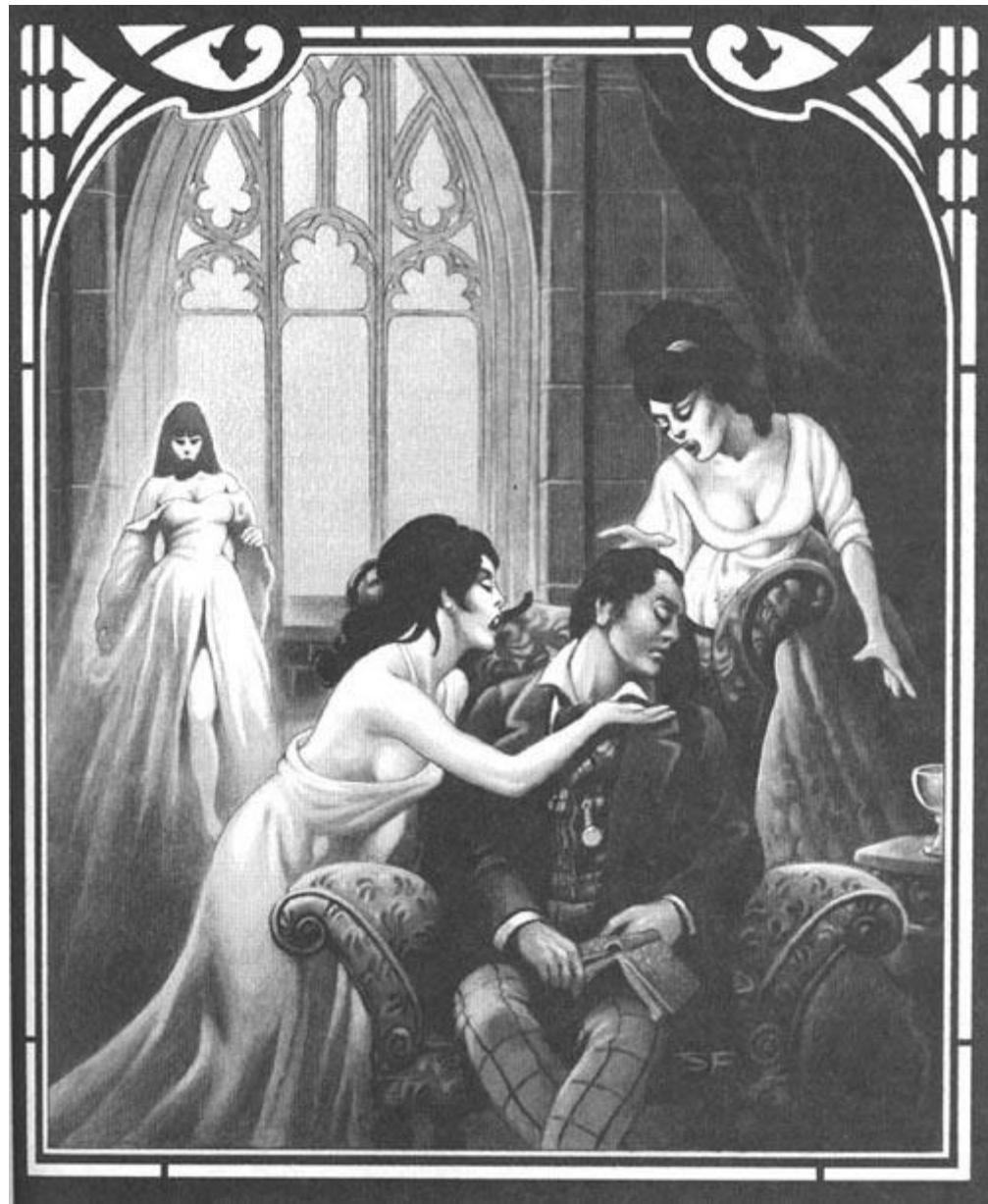
*Good Luck, You will need it.*

*Ravenloft is a harsh place and you will need every advantage you can to survive.*

*Here is 1000 Choice points or Cp use them wisely*

*Your age is 15+1d8 or the equivalent for your species; you may pay 50 cp to change it*

*Sex: You may keep your sex or change it if you wish for free.*



# Background

Choose one of the following backgrounds, each lists the costs and benefits beside it.

**Drop In:** You showed up one day out of the blue. You have no friends, No family, No memories of this place. You find yourself in a small shack at the edge of civilization in your starting domain.

Cost: Free

**Merchant:** You are from a family of merchants. Your father taught you the trade. You have a good eye for appraising goods. You also know how to haggle better than most. You have friends among the other merchants almost guaranteeing that you will be able to get a good deal on whatever goods or service that you need.

Cost: 100 Cp

**Noble:** You are from a Noble family from your starting domain. You have wealth, Powerful Friends and start off with a horse and money.

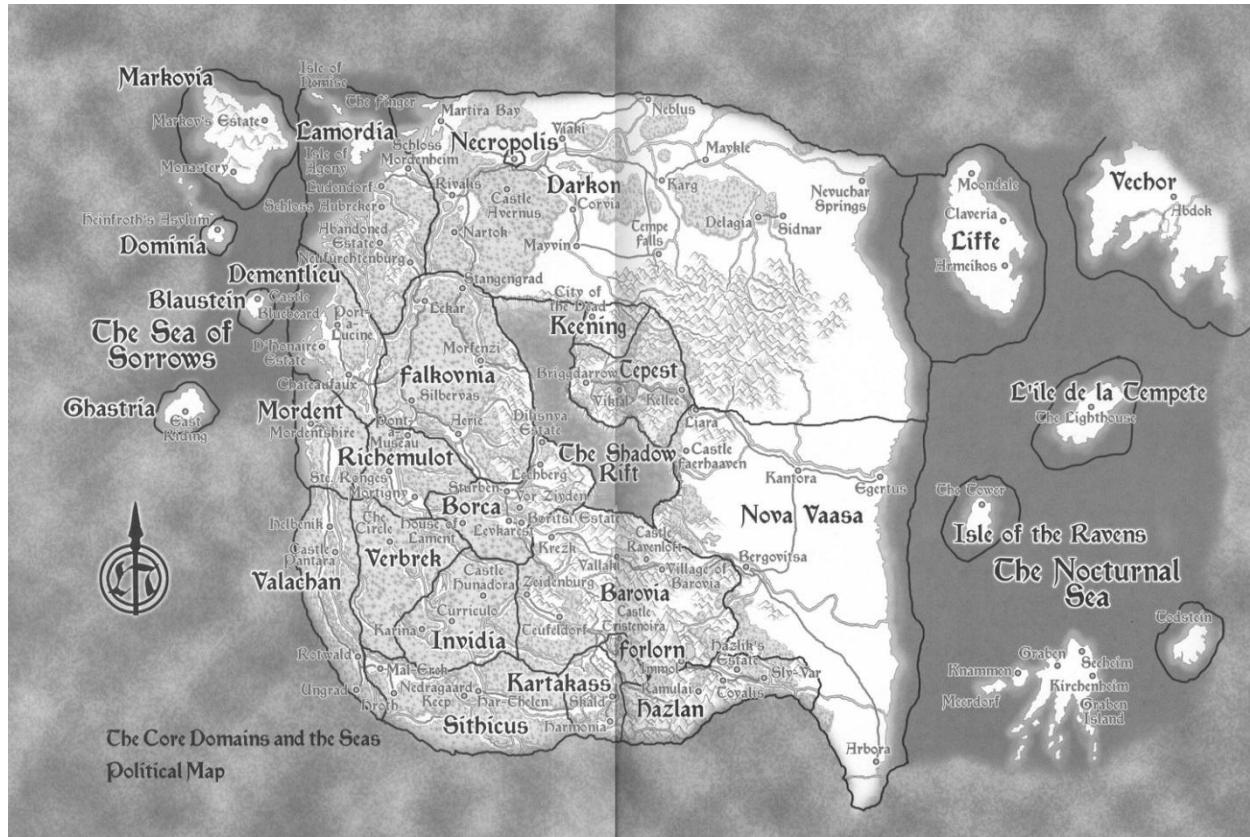
Cost: 50 Cp

**Peasant:** You were born to a poor family and watched them work hard and toil for little gain. You decided to try for better. Through one way or another you have acquired your gear and training and set out to become an adventurer.

Cost: 50 Cp

## Starting Location:

Roll 1d8 or pay 50 cp to choose your destination.



1.	<b>Barovia</b>	<i>The Domain of the vampire Strahd von Zarovich. This domain bears a strong resemblance to medieval Transylvania and Romania. It was among the first domains in Ravenloft. This domain is home to many types of undead, lycanthropes, wolves and vampires.</i>
2.	<b>Darkon</b>	<i>One of the largest domains in Ravenloft, It is ruled by Azlin Rex the wizard king; who is also secretly a lich. It appears like many more generic fantasy lands boasting a wide diversity of races and monsters. However travelers from other places tend to forget their previous lives coming to believe their families have lived there for generations.</i>
3.	<b>Lamordia</b>	<i>The domain of Adam, Mordenheim's Monster. It bears a strong resemblance to renaissance era Germany and Switzerland as well as many Frankenstein movies. The people have a strictly rationalist bent, not believing in silly things like magic or gods. There are also a surprising number of flesh golems in this domain.</i>
4	<b>Sithcus</b>	<i>The domain of the Death knight Lord Soth. This domain bears a great deal of resemblance to the Dragonlance setting. Even having its own variation of their constellations in the sky. It is also one of the only places in the demiplane where you can commonly find Dragonlance races like Kenders... (a race of childish kleptomaniac Halflings) Though it is mainly inhabited by Elves. Note: If you start here you may choose to be an elf instead of a human for free</i>
5.	<b>Mordent</b>	<i>The domain of the Ghost Wilfred Godefroy. The culture and people are strongly reminiscent of the renaissance era English countryside. It is a coastal domain with fishing villages and moors that are said to be haunted. It is home to many ghosts and incorporeal undead. Though largely seeming safe, there are many areas like crumbling old mansions that are haunted and very dangerous</i>
6	<b>Dementiu</b>	<i>The Domain of Dominic d'Honaire the hypnotist who rules from behind the scenes. This domain bears a striking resemblance to renaissance era urban France. It is the cultural heart of the demiplane renowned for its art and science. On the surface it is one of the safest seeming domains not having much in the way of monsters to deal with however... The poor while housed and fed by the rich are also treated as slaves.</i>
7	<b>Folkovnia</b>	<i>The domain of the mercenary king Vlad Drakov. The culture and people resemble medieval Wallachia with a bit of Nazi Germany and Stalin's Russia thrown in. All Citizens are branded on their forehead. Owning a weapon if you are not in the military is a capital offense. Non-humans aren't allowed in the military and nonmilitary are heavily restricted from leaving the domain.</i>
8	<b>Your Choice</b>	<i>Lucky you, You get to choose any domain you want even ones not listed here. Pick your poison.</i>

## Skills and abilities

*Note: Items that are discounted are 50% off*

*"It takes great strength and skill to survive in these lands please feel free to purchase some of these. They may help you on your travels."*

**Nope! (100, Free: Drop In)** The land of Ravenloft holds many terrors and sometimes the best way to handle such things is to flee. You run fast, your speed is easily double that of a normal human and increases proportionately to the level of danger you are facing but only when fleeing. You also have a talent for finding the most efficient escape route. Note: Fleeing and leaving your comrades to their doom may be looked upon as an evil act

**Not from around here (100, Discount Drop in)** the people of Ravenloft tend to look at outsiders with suspicion and fear for understandable reasons. You however seem to adapt to new cultures quickly. People seem more willing to accept you despite being an outsider and you learn their customs and ways at an incredible rate. Your ability to learn new languages is also increased.

**Performer (100, Discount: Drop In)** you are one who entertains, your skills in singing, music and other such pursuits are greatly enhanced. Your skills are so great they can inspire those to hear them to Greater competence. You are also a collector of stories and tales. You tend to find knowledge and inspiration in those old tales. For instance you may be able to determine a magical items function by remembering hearing about a similar looking item on one of your stories.

**Blue Blood (100 Cp, Free: Noble)** your demeanor is that of a person of great importance. No one would ever mistake you for a member of the common rabble. Your words carry greater force and are more likely to be listened to. Those also of noble birth are more likely to see you as one of their own and welcome you.

**Of Sound Mind (100 Cp, Discount Noble)** your mind is a sharp one, you are everything a well-educated person should be, Intelligent, wise and charismatic. All of these aspects are increased and one of them even reaches to near the maximum for human or whatever your species is.

**Trained Warrior (100 Cp, Discount: Noble)** you are trained in the use of any common weapon and have extensive combat experience. Your fighting skill is well above the common soldier and with time and effort it may grow to reach legendary levels.

**Physically Fit (100 CP: Free Peasant)** you are exceptionally fit, you are faster, stronger and tougher than a normal person. Your physical abilities reach almost the maximum of what is humanly (or whatever your race is) possible.

**Demi human (Cost: 100, Discount Peasant)** you are not human, instead you are one of the other races like elf, dwarf, Halfling, Gnome, etc. You have the standard abilities associated with your race like Infravision and such but also tend to stand out and be the subject of racism.

**Sneaky (100 Cp, Free: Merchant, Discount: Peasant)** you are a master at the art of hiding and concealment. You are skilled at picking people's pockets and picking locks. You also have a knack for disarming traps.

**Appraise (100 Cp, Discount: Merchant)** you are quite savvy when it comes to discerning the cost of something. Years of Training have taught you how much any given thing is worth, and how easy it will be to sell. Another aspect of your skill is you can easily tell if something is magical or cursed. While you can't determine an items exact properties through this you can tell if it might be a really good or really bad deal

**Vengeful (100 Cp)** you have a terrifying drive when it comes to striking back at those who have wronged you. Your competence at any skill that would help you hunt them down increases while you do so and when you do find them your attacks deal more damage. You may only have one target for your vengeance at one time.

**Woodsman (100 Cp)** you are skilled at living off the land. You are a skilled hunter and tracker. You can survive in nearly any natural environment. You can be a skilled also a skilled tracker.

**Iron Will (Cost 200 Cp, Discount: Drop In)** Mind effecting magic and abilities seem to have little effect on you, You are immune to all but the strongest and even those have a greatly reduced effect. This also grants you a great resistance to fear and madness.

**Supernatural Investigator (200 Cp, Discount: Nobles)** you have studied the supernatural extensively and are well versed on the different types of supernatural creatures and their typical weakness. You also possess a keen eye for detail and are good at finding clues and making deductions based on them.

*Voice of Wrath (Cost 200 Cp, Discount: Peasant) you may have vistani blood in you or else you have a metaphorical black tongue. When you feel wronged by someone you can weave a curse upon them. The strength of the curse is directly proportional to the amount you were wronged. You may do this up to once per week. However doing it too often may draw the attention of the dark powers.*

*Art of the Deal (Cost: 200 Cp, Discount: Merchant) you are a master of your trade. You can haggle with the best of them, never expect to pay full price on anything (In fact you may have haggled your way to getting discounts on an entire section of this jump) You also tend to make friends with merchants easily and are able to acquire goods that are not exactly legal in whatever domain or country you are in. You can acquire nearly anything though rare and expensive items may take a great deal of time and truly unique items may be unobtainable in this fashion.*

*Druid (400 Cp, Discount Drop in) you hold sway over the power of nature itself. Your powers start off weak but you have a few nature based spells, you extensive knowledge of natural creature and plants and are able to pass through wooded areas without leaving a trace. In addition to greater spells if you continue to train you will eventually learn how to take the shape of animals.*

*Magic (Cost: 400 Cp, Discount: Nobles) you can cast Arcane spells. You start out with a few minor spells and a handful of cantrips but with hard work and experience you can learn to cast more powerful spells. Usually your spells are recorded in a spell book that you receive free for taking this. You memorize your spells each day and forget them as you cast them. However if you choose you may have and gain fewer spells but are able to cast them more often and do not forget them.*

**Healer** (Cost: 400 Cp, Discount: Peasant) you wield divine magic that allows you to heal minor wounds, cure minor illness and even lift minor curses. Through effort and hard work you may learn greater spells.

**Magic Resistant** (Cost: 600 Cp, Discount: Drop In) Spells and supernatural powers fail to affect you at all with surprising regularity. More powerful the spell casters or supernatural creatures are less impaired when trying to affect you. However even then it is not certain.

**Psychic** (Cost: 600 Cp, Discount: Peasant) you gain psychic powers like Telekinesis and Telepathy. Your powers start fairly weak, (only able to lift 200 lbs with telekinesis or only being able to project thoughts to close friends or people nearby) but with practice your powers will grow. Note: As Psionics varies wildly between editions feel free to ignore this description and just go with what being a 1<sup>st</sup> level psionicist of whatever edition you choose would give you.

**Mist Walker** (Cost: 600 Cp, Discount: Drop In) The mists of Ravenloft seem to have little negative effect on you. In fact they seem to be your ally. The Darklords cannot bar you from leaving their domain even if their borders are closed they have no effect on you. Also you may walk in to the mists and transport to another domain that you are familiar with. You can even take a small group of people with you. Lastly outside of the jump you may use natural occurring mist to transport yourself over long distances to locations that you are familiar.

**Strong Soul** (Cost: 600 Cp, Discount Peasant) something about you, your spirit or soul; is exceptionally resilient. Your life just refuses to be snuffed

out even in the face of unimaginable darkness. Any affect that would directly attack or drain your life force or soul is prone to failure and even those that succeed tend to be greatly weakened.

**Dark Contract (Cost: 600 Cp, Discount: Merchant)** Normal Merchants can only sell and purchase normal Items goods and services. You however are not normal. You have picked up a darker ability. You may buy and sell anything, souls, characteristics, youth, Etc. The person you are bartering with cannot be under magical compulsion and must make the agreement freely.

**Lord of the Land (Cost: 600 Cp, Discount: Noble)** you have a particularly strong tie to any land which you poses. At will, you may cause the land to be surrounded by a thick fog. Those seeking to leave will find themselves turned around in the fog, and find themselves returning to your land. Those seeking to enter will similarly find themselves coming out of the fog where they entered it.

You also by concentrating may look within your mind's eye and observe any part of your land and see what is happening in real time. However both of these abilities are superseded by the powers of an actual Darklord.

**Unassailable (Cost: 600 Cp, Discount: Noble)** you find yourself unable to be harmed by lesser beings. Non-magical weapons and physical attacks effects upon you are greatly reduced. You have some sort of Damage reduction upon you. A normal man with a sword or bow will usually be

*unable to hurt you. Their blades will not cut you and their arrows will fail to pierce you. However weapons made or coated with silver will affect you normally and a powerful enough weapon or attacker even with non-magical weapons still will hurt you though the damage they do may be reduced.*

**Monstrous** (Cost: 800 Cp) *you are not human; you are something else like a vampire or a werewolf. Despite that you are able to control yourself reasonably well. You still have the same problems as the rest of your race. Vampires need blood, burn in sunlight and have many other drawbacks for example. Also if other people find out you are a monster expect pitchforks and torches soon because they will not believe you are a good monster. One restriction though is that the monster must have a human form or look human*

## Equipment

*“Welcome to my shop of rare and unusual items. I dare say that you will not find anything like these anywhere else on the demiplane.”*

*First however feel free to take this free equipment. It’s lightly used but it’s previous owners will not be needing it anymore.”*

### Free Stuff

*One suit of Heavy or light armor worth up to 200 gp (Heavy Armor protects better but slows you down slightly)*

*One Melee Weapon*

*One Ranged Weapon with a bundle of 20 Ammo*

*Backpack*

*2 Weeks of Rations*

*50' of silk Rope*

*Sleeping Roll*

*Flint and Steel*

*Mess Kit*

*5 Torches*

*One Extra Set of Clothes*

*10' Pole*

*A sack of 20 gp*

*Note: For the following Section Merchants receive a 50% Discount on Everything.*

**Vistani Charm** (Cost: 50 Cp, Free: Drop In) a small trinket received from one of the traveling vistani for aiding them. It is said to ward the wearer from evil. It actually does sort of. You will encounter random dangers less frequently while traveling.

**The Gun** (Cost: 50 Cp, Free: Drop In) this rusty old flintlock doesn't look like much. In fact it can't even be loaded properly. However once per day it can be shot as if it were loaded firing a bullet that always strikes its target's vital spot even if that target is Ethereal and ignores resistance to normal weapons that some creatures have.

**Sack of 1000 gold** (Cost: 50 Cp, One Purchase Free for Noble and Merchant) It's a Sack; there are 1000 gold coins in it. It can be taken multiple times but is rather heavy.

**Trusty Steed** (Cost: 50 Cp, Free Noble) you receive your choice of a well-trained heavy war horse or a Riding Horse. The war horse comes with plate bardings while the riding horse comes with magical horse shoes that never wear out and allow them to run for twice as long before tiring.

**Armor of leaves** (Cost: 50 Cp) this light set of green studded leather armor is covered in a silver leaf motif.

When the user is hiding in a bush or tree with leaves the silver leaves will change color to match and make the wearer practically invisible.

**Wand of Thorns (Cost: 50 Cp)** this thin black twisted twig seems rather ordinary except for a word carved in to it that only you can understand. Once per day when the word is spoken and the wand is aimed, a large black 10' X 10' Briar patch of twisted thorny bushes of exceptional strength will instantly erupt from the ground.

**Lucky Charm (100 Cp, Free peasant)** you have a small pendant with a strange symbol on a chain. Unknowingly it is the holy symbol of an outworld god of hope. Once during a very dark time a pure and unselfish wish made upon it will be granted. If you perform a truly great act of heroism the god may grant you another wish after the first.

**Spectacles of Clear Sight (Cost: 100 Cp, Discount: Drop In)** A mundane looking pair of glasses. When worn they grant the ability to see through fog and magical darkness as if they were not present.

**The haunted stone (Cost: 100 Cp, Discount Peasant)** A stone haunted by the spirit of an adorable young girl. She is unable to interact with the world. Only you can see and hear her. Note: Can only leave a short distance from you or the stone, can't see in the dark but can sometimes sense spirits... sometimes. Also she counts as a companion.

**Silver hand Mirror (Cost: 100 Cp, Discount Noble)** this small silver hand mirror seems rather unremarkable. However it seems nearly indestructible so far and it shows the reflection of things as they truly are (Exposing Illusions and Shape shifted creatures).

**Sun Blood (Cost: 100 Cp)** this strange crystalline Broadsword is exceptionally light, as light as a short sword. It appears to be holy as it deals massive damage to evil creatures and undead. It also allows you to create a 60' sphere of bright sunlight once per day.

**Elixir of healing (Cost: 100 Cp)** this small vial is filled with blood red liquid that is odorless and tasteless. Drinking the entire contents will heal you as if you had received a moderately powerful healing spell.

If emptied the vial will refill once a week, the liquid loses its potency in one hour if removed from the vial. This Item may be purchased multiple times.

**Creepy Doll (Cost: 100 Cp)** this marionette is slightly over a foot tall. Despite its sinister look it protects you while you're asleep. You have woken to find dead bodies of wolves and giant spiders in your camp before. Yet no one has ever seen it move.

Also any attempt to rid yourself of the doll fails as it turns up in your pack the next day. The expression on its face seems angrier for some reason.

**Silver Ring (Cost: 100 Cp)** after saving an old woman's life she rewarded you with a silver ring with 3 blood red stones. She told you that it would save your life 3 times; once for each stone. Later that day you got in to an ambush where you were nearly shot in the head with an arrow... if not for a loose rock you slipped on. Looking at the ring later that day you noticed one of the stones had turned black, you currently have two stones remaining.

**Sacred Scarf (Cost: 100 Cp)** this ragged scarf is all that remains of the sacred vestments of a saint. It is a relic, it grants the wearer complete immunity to disease, Resistance to poison and lets them heal at twice the normal rate. However these powers are lost for a period of time if the wearer willfully commits an evil act, how long depends on how evil the act.

**Belt of Savage Fury** (Cost: 100 Cp) this crude leather belt enhances the wearer's strength by a slight amount (they can lift 33% more). However once per day when the wearer is angered or in a desperate situation, they can enter a berserk rage doubling their strength for a few minutes. However doing so leaves them exhausted afterwards.

**Silver Bow** (Cost: 100 Cp) an oddity, a longbow made of silver apparently dedicated to some moon goddess from another world. Any arrows fired from it gain a silver coating and glow with a soft light. It is devastating to lycanthropes.

**Undertaker's Cloak** (Cost: 100 Cp) this drab gray cloak has a minor but useful enchantment. Non-sentient undead will not attack the wearer or even be able to see them unless directed by an outside force. Sentient undead are immune to this effect.

**Skeleton Key** (Cost: 100 Cp) this small ornately carved bone key seems to be able to open any sort of lock. Unfortunately it also seems to attract mindless undead to you as well.

**Last Hope** (Cost: 100 Cp) this ornate silver dagger appears to be nothing special. However it never needs to be drawn. If you wish it to be in your hand it will be.

**Full Plate of Alertness** (Cost: 200 Cp) this heavy suit of full plate armor has a minor enchantment. It will warn you of a surprise attack once per day.

**Wolf pelt cloak (Cost: 200 Cp)** this pelt of a wolf was taken from a *Loup Garou* skinned while it was in wolf form. Once per night will the moon is visible in the sky you may shape shift in to a large wolf. Not advisable to do where people can see.

**Mask of Shadows (Cost: 200 Cp)** this pure white featureless mask covers the wearer's face entirely. While it is worn the wearer is immune to all detection spells and witnesses cannot discern anything about their appearance or even voice. The wearer may also choose to appear as an average looking human of either sex.

**Shoes of the abundant step (Cost: 200 Cp)** these sturdy but well-worn shoes allow you to run at twice your normal speed for twice as long before tiring.

**Black Carriage Whistle (Cost: 200 CP)** Within your possession is a whistle once per day when blown it will summon a rider-less black carriage pulled by jet black horses. This carriage is large and ornate. It can take you to any part of the domain you are currently in not needing to slow down for difficult terrain. It is also surprisingly sturdy and resistant to attack.

**Belmont (cost: 400 Cp)** this whip is a from a legendary vampire hunting family. It is heavily enchanted to deal massive damage to undead. It can even break some stone walls and is virtually indestructible. It also is able to pierce all but the most powerful magical protection. The sight of this will give even darklords pause. (Read: You just went from a plaything to a serious threat in their eyes.)

*Just a simple ordinary deck of Cards (Cost: 400 Cp) this is an ornate deck of 22 cards. A person may draw any number of cards from it but may only do so once and receive an effect. The effects of the cards are entirely random ranging from gaining wishes, magic items and retainers (who count as companions) to death, summoning a grim reaper to fight you and having your soul imprisoned in another dimension. To find a complete list of effects look up deck of many things.*

## Companion Import

**None (Cost: Free)** There is no companion import for Ravenloft and this is intentional. Isolation and mistrust are key elements to the Domain of Dread. You may ofcourse bring your companions with you but you cannot give them lives in the land of mists. They also may learn classes and gain levels as anyone else might do. However remember bringing them in to Ravenloft also leaves them open to corruption from the Dark powers should they commit an evil act.

## Setbacks

*Need more points? You can choose to take some setbacks that will make your time in Ravenloft more interesting in exchange for more points.*

**Lame (+ 100 Cp)** When you were younger your legs were badly damaged, you walk with a limp and are considerably slower than other people.

**Phobic (+ 100 Cp)** A Trauma at a young age left you deathly afraid of something. You will be paralyzed with fear when confronted with the object of your fear.

**Disfigured (+100 Cp)** the land has changed you. A physical feature of yours is now unnatural. It will make people uncomfortable and wary.

**Unwanted Harem (+ 100 Cp)** something about you drives monsters of your preferred sex(es) wild. While some of them may look somewhat human, not all of them do. Even those that do are usually evil and even those that aren't can't be called nice. Also they become violently possessive of you.

**Holy (+ 200 Cp)** something about you shines bright in the darkness of the land making you a target for the evil creatures that dwell there.

**Panicky (+ 200 Cp)** you are rather high strung and prone to fear. The terrors of the Demiplane of Dread have an increased effect on you. You are also more prone to going insane.

**Tragic Watchman (+ 200 Cp)** Madness is common in the domain of dread; however you have a special luck for being there to see people break. You are no more susceptible to madness but people around you seem to be driven over the edge easier.

**A Past you just can't leave behind (+ 200)** The Demiplane of dread sees the wounds of your past, your failures and failings, It seems to go out of its way to push you in to similar situations. You will see your sins and failures reflected virtually everywhere you look.

**Favored (+ 300 Cp)** the dark powers that rule Ravenloft find you exceptionally interesting. You are one of their favorite new toys. Not only are they eager to reward you with new power should you perform any evil acts but they are eager to put you in soul wrenching situations to see you suffer and broken.

**There is no way out (+ 300 Cp)** your stay has been extended a bit. You no longer automatically leave after 10 years but instead must find a way out yourself. The jump ends when you die, succeed or become a darklord; whichever happens first.

**Forewarned (+ 300 Cp)** It seems the darklords were warned of your arrival, worse they seem to think that you are the key to their escape. They will stop at nothing to capture you. They also are fully aware of your powers.

**Me and my shadow (+ 300 Cp)** apparently when you entered Ravenloft the evil in you split off becoming a separate being. While you didn't notice any change in personality it took half of your powers from other jumps. You need to recapture your evil half and find something called an "apparatus" a device that is capable of splitting beings between the good and evil halves of themselves to reverse the process. If you do not by the end of your jump then

*you fail the jump. Also your evil half will be seeking to rid themselves of you to claim your spot in jumpchain.*

**Tatyana (+ 300 Cp)** apparently you are the reincarnation of Strahd's lost love Tatyana Federovna. Your starting Location is automatically Barovia and your gender is female for the jump. Strahd will stop at nothing to claim your heart. Good luck. Should you remain free at the end of 10 years if you wish you may choose to take Strahd with you as a companion. This may not be the wisest course of action as he will still be Strahd but it's an option if you wish.

## Choices

*After 10 Years in the demiplane of dread you may choose what to do next.*

**Homeward Bound:** You return back home. You awake at home the day after you left. You are the age you were originally. You keep all of your skills, abilities, and equipment.

*Congratulations, You Survived*

**Remaining...** Your Bravery or foolishness is astounding. You will remain in Ravenloft for the rest of your life.

*In Your world you will be reported missing and will never be found.*

*Good luck*

**Onward to a new world!** You keep your powers and gear you have acquired. Your friends stay behind but you may see them again one day. 10 more years in a new world. At Home time has stopped.

*Best of luck.*

## Notes

*Adventures in the Demiplane of Dread.*

*Many magics, abilities and Items work slightly differently in Ravenloft.*

*Items and abilities introduced in this CYOA are not counted for the following part (except for Magic and Psionic powers gained from skills and abilities which are subject to the following)*

*\*Any Item or abilities that involve Necromancy, Darkness, Death or evil tend to work better in Ravenloft however relying on them to often may get you the attention of the dark powers which will curse/bless you with more powers and penalties.*

*\*Any abilities that would allow you to sense evil fail to work.*

*\*Mind Reading: Intelligent Undead, even those with mild Intelligence are capable of sending false reassuring thoughts. Undead that are caught unaware or surprised are unable to do this.*

*\*Resurrection/Raising the dead: any abilities that let you bring things back to life has a small chance of bringing them back as an undead of relatively equal power as they were in life.*

*\*Wish/Limited wish: The dark powers will pervert any wish or similar ability to the best of their ability.*

*\*Pokemon: Non-native, non Pokemon Mystery Dungeon pokemon do not fall victim to the corrupting powers of Ravenloft (Though their abilities may be affected) because they are considered Neutral doing what their trainers tell them to. However Native Pokemon (Those that are born in Ravenloft or are somehow Native) or those from Pokemon Mystery Dungeon world are capable of independent action and hence capable of being corrupted.*

*\*Teleportation: Abilities that allow for short or long range transportation cannot leave the borders of a domain if the borders are sealed.*

*\*Summoning/Conjuration: Summoning Creatures from other planes is difficult, you are rarely able to get what you intended. Further they cannot be sent back to their home plane like usual. This may lead to hostility. Also if you summon animals and there is a dark lord nearby that can control that type of animal. Their control supersedes yours.*

*\*Planar Travel: You cannot travel to other planes nor send others to other planes. Ravenloft doesn't let go that easily.*

*\*The Dark Powers: They are a mysterious entity or entities responsible for the creation of Ravenloft they are the ones who elevate people to dark lords. It is unknown what they are, how powerful they are, if they are truly sentient or even if they are truly evil. They do however act with the equivalent of Dungeon Master Powers (In D&D terms they would have whatever ability the DM says they do as they are more an inherent part of the mechanics of the universe than a character themselves. So their powers are undefinable)*

*\*Darklords: These are beings of great evil that have been granted a domain to rule. They are usually beings of exceptional power and evil but are also prisoners of their own Domains being unable to leave. They are also cursed with being unable to attain whatever it is they truly wanted, with their goals being just out of their reach. If a Darklord is slain one of 3 things happens. The ownership of the Domain either goes to the most next most evil person in the domain, The Domain is Annexed by a neighboring domain if there is a Darklord Neighboring that is powerful enough to do so or the Domain fades from existence (maybe going back where it came from or just ceasing to exist entirely) Should you be in a domain that would fade from existence you will be deposited randomly in another domain instead.*

*\*This CYOA was designed primarily with the 2<sup>nd</sup> edition; however you may use whatever edition you prefer as a reference.*

*\*Yes that is a Deck of Many things in the item section... just if you get the wish card be sure to post your wishes on the board so everyone can tell you how you screwed yourself under and have a good laugh about it.*

*\*When in doubt fan wank.*