



*JUMPCCHAIN 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 Which also becomes their prison.*

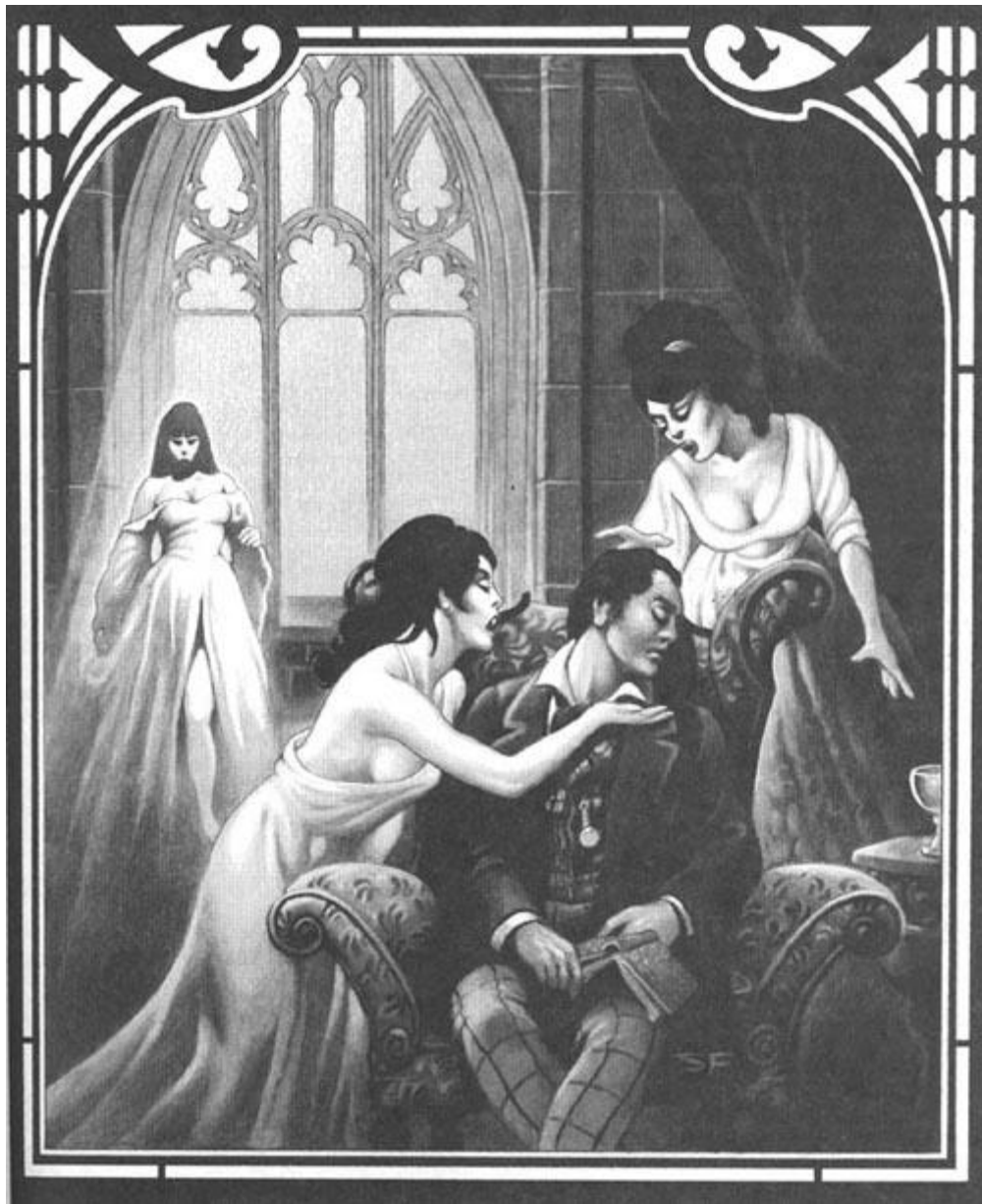
*Good Luck, You will need it.*

*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, Unless you Choose Outsider in which case you must choose a second background. 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: Free*

## ***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: Free*

**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: Free

**Monster Hunter:** *There are some who hunt the darkness. Those who fight the evil of this land. Most come to it after some tragedy has touched their lives, but whatever the reason you are one such individual who has decided to devoting their lives to the eradication of the darkness that dwells in this land. You know it will not be easy, indeed it may be impossible to ever truly change the face of demiplane however you live your life one victim saved at a time taking heart in the small victories you are able to achieve*

Cost: Free

**Outsider:**

*My mistake it seems you were not from this dark land originally, This is a special background that must be taken in addition to another background. Any ties that your other background lists apply to another world not the Demiplane of Dread. It is not an easy road for an outsider in these lands, often you will face discrimination however you are also free from any ties here.*

Cost: Free

## *Race:*

*Not all who dwell in this land are human. Though Humans are the vast majority other races walk the face of the Demiplane of Dread. You may choose one of the races below but be warned that nonhumans face discrimination in many Domains.*

### *Humans and Demihumans:*

*The Following races are amongst the most common in the Demiplane.*

#### *Human :*

*I do believe you are comfortably familiar with what a human is. This is a race that offers no great benefit nor drawback when compared to the other races.*

*Cost: Free*

#### *Dwarf*

*Shorter and more stout than the average human. These rugged humanoids tend to have beards and live in mountainous regions. They are resistant to magic and toxins. They are especially skilled at fighting goblinoid creatures, giants and orcs. They can see in the dark and have great skill in judging underground construction. Dwarves tend to be heartier than humans but not as charismatic*

*Cost: Free*

## **Elf**

*A long lived race, elves tend to be slightly shorter and slimmer than humans. They have fine delicate features. They tend to live in forested regions. Elves are neigh invulnerable to Sleep and charm spells and abilities, They are skilled in Bows. Elves have infavision that allows them to see in the dark for a ways. They have a natural ability to find secret doors even when not looking for them by just being near them. They are quite agile and quick but not very hearty.*

Cost: Free

## **Dark Elf**

*The Dark cousins of common elves, Dark Elves or Drow tend to live underground. They tend to have black skin, white hair and red eyes. They have even better sight underground than their cousins as well as a number of magical abilities. They can create dancing lights, fairy fire and darkness once per day. A drow of some skill may in addition cast the spells levitate, Know alignment, and detect magic once per day. In addition they have innately powerful magic resistance that grows in power as they do and some slight resistance to magic beyond that. Drow. because of their lifetimes underground; are blinded in light brighter than that of torch light. Also Drow are commonly hated by other races. They tend to be even more agile than their common kin, they also tend to be exceptionally intelligent, but are less charismatic than dwarves and share their cousin's relative frailty.*

Cost: 100 CP

### **Gnomes**

*Smaller Kin to dwarves, gnomes tend to be less stout are proud of their noses and tend to have lively senses of humor. Gnomes boast a similar resistance to magic as dwarves. They are skilled in combating kobolds and goblins and are trained in avoiding attacks from gnolls, bugbears, ogres, trolls, ogre magi, giants and titans. They have infavision that allows them to see a distance in the dark. They are skilled at judging underground construction as are dwarves. Gnomes tend to be very intelligent but lacking in wisdom.*

Cost: Free

### **Half-Elves**

*Someone of both Human and Elvish ancestry. They tend to take after their elvish heritage in appearance. Half Elves have resistance to sleep and charm spells and abilities, They have Infavision that lets them see in the dark like an elf and their keen senses allow them to locate hidden doors even without looking for them but not as well as an elf.*

Cost: Free



### *Halflings*

*Halflings are short, generally plump humanoids that look very much like small humans. The tops of their feet are generally covered with coarse hair. Halflings are magically resistant much like dwarves and have a similar resistance to poison. They are especially skilled with Slings and thrown weapons. Should you choose to be a Halfling you automatically receive Infavision that lets you see in the dark as well as the ability to understand the slope and direction of underground passages*

*Cost: Free*

### *Other*

*My it seems you are a curiosity around these parts. You are not a member of one of the standard Demihuman races but one from another world. Perhaps you are a Kender or a Changeling. You are a member of a race that is roughly equal power to a standard human or elf. One exception exists though. There are no Orcs or half Orcs in the demiplane of dread.*

*Cost: Free*

***The Afflicted:*** *The Fallowing races are different. You are one who has been transformed in to your current form. As such you may also choose a race from the previous section to serve as your base race.*

## *Vampire*

*You are A vampire. A powerful creature of the night, and undead creature boasting a myriad of powers, From incredible strength, resistance to damage, the ability to drain blood and life force from their opponents even to the ability to dominate people at will by looking them in the eyes. A vampire has all of these and many more abilities however they also have terrible weaknesses. They are fatally vulnerable to sunlight, they can be repelled by garlic or someone wielding a holy symbol or mirror. They can't cross running water and if submerged are quickly killed (though they may cross water on a boat if they are in their coffin). They can not enter a home without permission. If they are stabbed through the heart with a wooden stake they are immediately slain. However they return to life if the stake is removed.*

*Cost: 400 Cp*

## *Werewolf*

*You are a werewolf, whether by birth or curse miraculously you can control your form. You have the ability to take the form of a wolf or a hybrid form. Even while in your humanoid form you possess the ability to communicate with wolves and dire wolves, You have the keen sense of smell of a wolf and can see in the dark if even a small bit of light is present. As a wolf or Hybrid you gain a substantial resistance to damage that can be bypassed by silver. Your bite has a chance to also transfer your curse to any humanoid or giant that you bite.*

*Cost: 200 Cp*

## **Mummy**

*You are a mummy, you look like a desiccated corpse covered in very old funeral wrappings. Mummies are physically very powerful. They are strong, incredibly tough boasting a small damage resistance.*

*Mummies are so horrifying that even the sight of them can render a person paralyzed with fear. However the true horror of a mummy is the powerful curse they carry in their touch. Not only does it rapidly rot away the victims body but it is incredibly hard to stop by normal means requiring either a break enchantment or remove curse spell and a large degree of luck before they disease may even be treated magically.*

*Mummies are also able to see in the dark.*

*Mummies however are incredibly vulnerable to fire taking twice the regular amount of damage from it.*

*Cost: 300 CP*

**Monstrous:** *Ah it seems you have chosen a hard road indeed. You have chosen to be of a race that is not remotely human. In the Demiplane you can expect to be treated harshly despite your actions should your race be found out if it isn't immediately apparent. You likely will have to deal with crowds of well-intentioned people out to kill or drive you off.*

## **Doppelganger**

*You are a doppelganger; A natural shape shifter, able to take on any humanoid shape between 4 and 8 feet tall. Doppelgangers in their natural form appear as grey slender limbed humanoids. They are pale and hairless and have large bulging yellow eyes with slit pupils. They are able to read surface thoughts at will and are able to change their shape to any humanoid within their range of height.*

*Cost: 200 Cp*

### *Incubus/Succubus*

*You are a succubus or incubus depending on your gender. Succubi are demons or Tanar're that live to tempt mortals. They are tall beautiful women with bat wings. While not warriors Succubi do possess some formidable combat capabilities. In their natural form they possess claws, are very resistant to attacks not made by cold iron, or special good aligned sources. They are immune to electricity and poison and are resistance to acid, cold and fire to enough of a degree to render some low level spells ineffective and reduce the risk from greater magics. They also possess a formidable magic resistance and are able to use telepathy at will as well as being able to speak any language at will.*

*They have a plethora of magical abilities including the ability to charm monsters at will and the ability to read surface thoughts at will amongst others. They even have a slight chance of summoning a Tanar'ri called a Vrock once per day*

*Cost: 500 Cp*

## *Flesh Golem*

*You are a flesh golem. A powerful creature created through arcane knowledge and dead bodies stitched together in to a large powerful form. You were granted a mind by the powers of Ravenloft. Flesh golems are physically powerful and extremely durable boasting a minor resistance to damage though it's ineffective against adamantine weapons. Flesh golems tend to be slightly clumsy when compared to a human. They are immune to most magics. Those that can be resisted by magic resistance are except for as fallows. Fire and cold based spells merely slow a flesh golem instead of hurting them. Electricity based spells heal flesh golems instead of hurting them.*

*Flesh golems are able to see in the dark for a short distance and are able to see in the dark if there is some light present.*

*Cost: 400 Cp*

## *Class*

*You would fare ill indeed if you entered this world unprepared. Your life in this world has taught you a number of Skills and abilities that can be categorized as a class. You automatically receive one class free, you may take another by spending 100 cp each. The Available classes are listed below. (Note: Descriptions when possible are based on 2<sup>nd</sup> edition versions, please feel free to use the version from whichever edition you feel comfortable with.*

***Fighter:*** *A warrior trained in the use of weapons and heavy armor. They may use shields and specialize in the use of certain weapons.*

***Barbarian:*** *Savage warriors from less civilized lands. Barbarians boast a powerful ability to rage increasing their already impressive Strength and durability for a short time. Barbarians tend to be tougher than normal fighters and seem to have keen senses that warn them of traps and incoming sneak attacks allowing them to defend themselves against them. Barbarians also move faster than most other classes. Barbarians are not skilled with heavy armor.*

***Ranger:*** *Warriors of the wilderness who have several advantages they have learned from their rural life. A Ranger in light armor are trained in fighting with a weapon in each hand. They are skilled trackers, and are adept at handling both trained and untrained animals. Rangers are also able to learn some clerical magic.*

**Paladin:** *A rare class not common to Ravenloft. A Paladin is a holy warrior able to use many holy abilities. They may Detect evil intent (Except when in Ravenloft); They are remarkably resilient to effects that allow a chance of resisting, They are immune to disease and may heal others by touching them once per day. They are able to cure disease a certain number of times per week based on how powerful they are. They are also surrounded by a holy aura that makes it harder for evil creatures to hit them. A paladin using a holy sword can project a circle of power that has a chance to dispel hostile magics. A paladin may eventually learn to turn undead, devils and demons in a similar fashion to a cleric. They may eventually learn to summon a mount and may even learn to use clerical magic. However in exchange for all of these abilities a paladin must adhere to a strict code of conduct or risk losing their abilities.*

**Wizard:** *A Student of the arcane arts. One who can learn a vast array of spells. Though very limited in the type of weapons they can use and unable to cast spells while wearing armor. However with experience they gain powerful spells that more than make up for it. With enough experience they learn how to brew potions and craft scrolls and potentially how to make even more powerful magic items. Optionally they may choose to specialize in a school of magic losing access to a couple of other schools but gaining more spells per day.*

**Sorcerer:** *An arcane spellcaster like the wizard, however where the wizard's power comes from arcane studies, the Sorcerers come from innate magic in their blood. They are able to cast more spells per day than a wizard and do not have to memorize spells as a wizard does but in exchange know much fewer spells. Sorcerers are slightly less limited in the weapons they know how to use but still are unable to cast spells in armor. Lastly Sorcerers are able to summon Familiars. Familiars are magical creatures resembling small animals. They are unusually tough and intelligent. Their power grows with their masters.*

**Priest:** *A person devoted to a god and granted powerful magic in exchange for their service and devotion. Clerics can use any type of armor or shield. However they are limited to bludgeoning weapons. In addition to powerful magics granted by the gods clerics possess the ability to turn or control undead based upon if the god they serve is good or evil.*

*Optionally the weapons, armor and spells a priest gains may be different based upon the god they choose to worship.*

**Druid:** *Priests of Nature Deities. They are limited to natural armor and shields (Like leather armor and wooden shields). They gain several special abilities. They have very minor resistance to fire and electricity. They have their own secret language. With enough experience they can identify plants, animals and pure water with perfect accuracy and pass through overgrown areas without slowing down or leaving a trace. They eventually become immune to the charms of woodland creatures and eventually can change in to animals three times per day. Eventually with enough experience they gain the rank of Hierophant. Their progression of learning spells stops but they gain several powerful abilities in exchange.*

**Monk:** *Martial artists who seek to perfect their bodies, minds and souls through intense training. They are specialists in fighting unarmed and unarmored. They skilled in using a number of martial arts weapons. They gain quite a number of magical seeming abilities through their intense training and study.*

**Rogue:** *A thief with many skills such as picking pockets, Hiding, moving silently and Detecting noise. They possess a brutal skill in knowing how best to attack someone who is unaware or has their attention divided. Also with enough training they can learn to read magical scrolls.*

**Bard:** *A entertainer and jack of all trades. Possessing a few thief skills the ability to learn to use any weapon and wear armor up to chain mail. They even are able to learn a decent number of arcane spells with time and training. However what sets them apart most from others is their ability to use their form of entertainment to inspire*

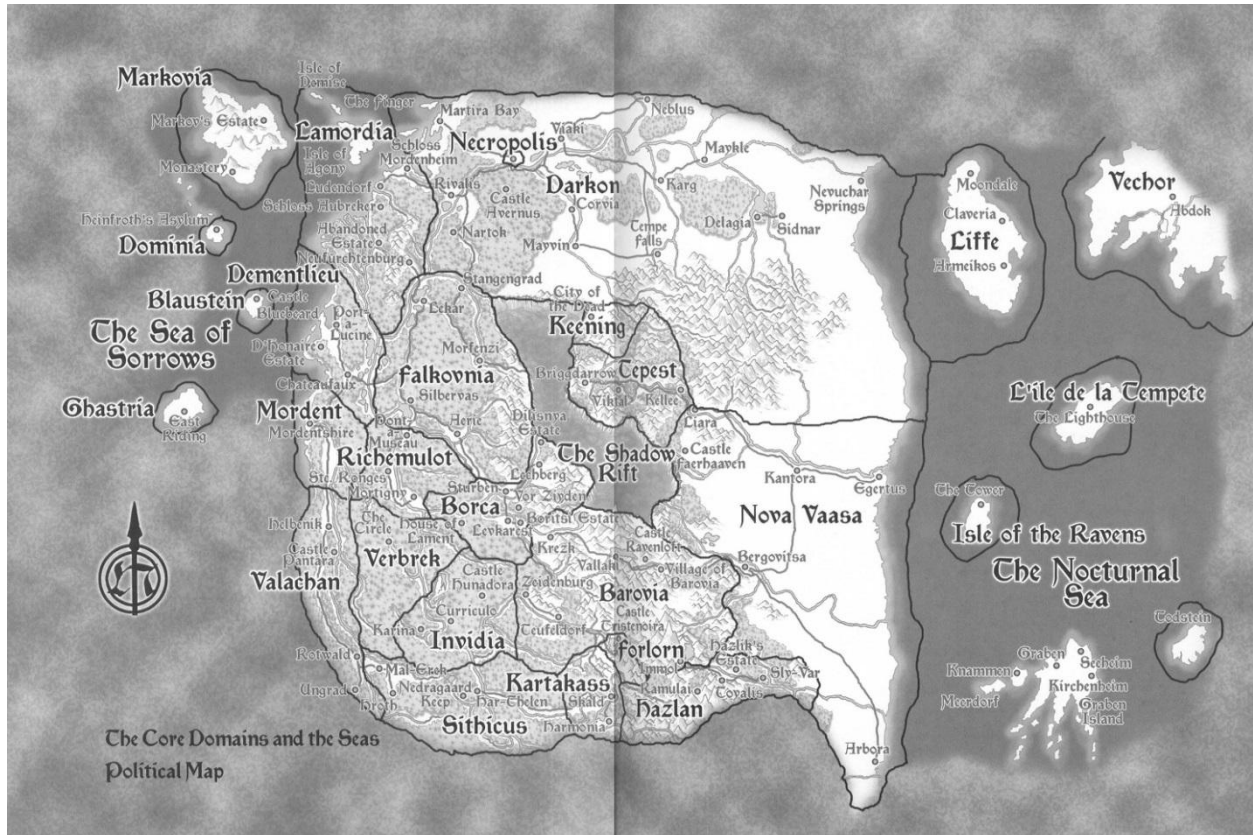


*others to fight better in combat and to counter sound based attacks with their performance.*

***Psionicist:*** *Masters of the minds who use mysterious mental powers. Psionicist begins with access to one of six disciplines (Clairsentient, Psychokinetic, Psychometabolic, Telepathic, Psychoportive, and metapsionics) they also learn a number of psychic attacks and defenses as they grow in power.*

## *Starting Location:*

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



1.	<i>Barovia</i>	<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.	<i>Darkon</i>	<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.	<i>Lamordia</i>	<i>The domain of Adam, Mordenheim's Monster. It bares 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	<i>Sithicus</i>	<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.</i>
5.	<i>Mordent</i>	<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	<i>Dementiu</i>	<i>The Domain of Dominic d'Honaire the hypnotist who rules from behind the scenes. This domain bares 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	<i>Folkovnia</i>	<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	<i>Your Choice</i>	<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, Free: 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.

**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, Free 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. This perk may be purchased multiple times to increase the other aspects. The discount only applies the first time.

***Physically Fit (100 CP: Free Peasant)*** you are exceptionally fit, your 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.

***Common Man (Cost: 100, Free: Peasant)*** whether true or not you seen by the lower class as one of their own. You make friends with them easily and can expect fair treatment from them as long as you don't go out of your way to antagonize them. You may even expect their aid in the form of free services or information once in a while.

***Appraise (100 Cp, Free: 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

***At the very last moment: (100, Free Monster hunter)*** You have a peculiar brand of luck, some would consider it more a curse however when something bad is going to happen it's more likely to happen when you are around and should you wish to interfere you have a far greater chance at stopping any innocents from being hurt.

***A deeper understanding of evil: (100, Free: Monster Hunter)*** One who stares in to the darkness often finds the darkness staring back through you. Because of this you have a keen understanding of Evil. Though you don't give in to it. You know with absolute certainty when an action you would take would be considered evil. Further you have gained an understanding of those with

*twisted and dark minds and are able to comprehend the motives behind the actions of those who are evil.*

***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.

***Experienced (Cost: 100)*** It seems you are beyond your peers in your level of knowledge and abilities. Each time this perk is chosen choose one class you possess and your level in that class is increased by one. This perk may be purchased up to 10 times total.

***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.

***Unchanging (Cost: 200, Discount: Drop In)*** You are particularly resistant to any affect that would mutate or disfigure you. Your body will not scar. Transmutation effects will have trouble taking hold and even curses will tend to affect what's inside you rather than your physical appearance if they affect you at all.

***Scholar (Cost: 200, Discount: Noble)*** You are truly a learned man well versed in the arts and sciences of the world. As a person of great knowledge you take in information from books at a much greater rate than your peers. The speed at which you conduct research is also increased. Finally you are blessed with a keen mind that sees beyond that which is obvious. You are particularly skilled

at finding long lost secrets and clues that other more casual readers might miss when reading through books.

**Secret Keeper (Cost: 200, Discount: Noble)** The noble families are no strangers to keeping secrets, Some very dire. Whether by practice, passed down knowledge or luck; Your secrets tend to remain secret unless you choose to reveal them. One determined enough and with enough effort may be able to uncover your secrets but it will be much harder than it would otherwise.

**Common Sense (Cost: 200, Discount: Peasant)** You possess an all too rare quality. You have sound judgement and are practical. It is very rare for you to make a foolish mistake and often you are better able to perceive the best course of action to deal with any problem you are facing.

**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.

***More than legends (200, Discount Monster hunter)*** There are many myths and legends about those that stalk the darkness. However believing too deeply in them can quickly lead to ones demise. You have a knack for finding actual weaknesses even in those things that you have only just encountered for a short time. You also have a sense for when a particular weakness of a kind of monster does not apply to a particular member of that breed. You also have greater luck at finding the type of item a creature is weak to near where you encounter them. While it is far from absolute it happens often enough to be helpful.

***Those who fight monsters (Cost: 200, Discount Monster Hunter)*** In your chosen profession one must possess a strong mind and sense of self. No matter the horrors you see, no matter what you encounter you will not change. You will not grow cold or cynical in the face of a dark world. You can maintain a positive outlook even when everything seems against you. You may dwell in a world of darkness but will not allow that darkness to dwell within your heart.

***Supernatural Investigator (200 Cp)*** 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.

***Curse Breaker (Cost: 400, Discount: Drop In)*** You are one with a slippery fate that is not easily marred by those who would tamper with it by afflicting you with curses. Weak or moderate curses will fail to take hold, even stronger curses will have their effects greatly reduced upon you and you have an exceptional ability to find ways to break curses that affect you. You even have better odds of freeing others from curses that afflict them.



**Untainted (Cost: 400, Discount: Drop In)** Magic and abilities you possess are more resilient to being negatively affected by outside forces. For instance you are able to cast spells and use abilities like spells that would normally be altered by the demiplane of dread as normal. However certain spells and abilities may still draw the attention of the dark powers.

**The good Doctor (Cost: 400 Discount: Noble)** You are an excellent physician able to help treat the sick and mend wounds. Those under your care seem to heal at incredible rates; Your medical skills seem to stretch the bonds of conventional medicine, you may transplant organs between species and with time and effort may even be able to do such feats as creating hybrids of multiple species and creating life from using only dead bodies and electricity.

**Protector (Cost: 400 Discount: Noble)** In the best of worlds protecting others is hard. Be it enemies or plain misfortune bad things often will find those would seek to keep safe. Not any more however. Those you wish to keep safe seemed blessed with incredible luck. On top of that they seem to make poor decisions that would endanger them much less often than they would otherwise.

**Overlooked (Cost: 400, Discount: Peasant)** You bear one of the greatest blessings one can have in this land. You bear the blessing of being overlooked. You seem but another commoner not worth the trouble to many of the terrors that stalk the land. Should there be a choice between you and another target to sate whatever monstrous hungers they may have usually they will choose another target unless you are actively trying to engage them or draw attention to yourself. Your protection is not absolute and should you find yourself alone with something dangerous looking for a victim it will most likely attack you normally.

**Fortify (Cost: 400, Discount Peasant)** The long dark nights of Ravenloft are often deadly. Monsters roam the night and often claim those that are not well protected. You however have determined that you will not be one of those. You know how to secure a place to the limits of it's ability to be secured. Your efforts to ensure that a building is safely secured seem extra effective. Further even things that shouldn't be warded away by your efforts such as ghosts that can walk through walls and creatures of mist seem unable to break through your barricades.

**Not all gold glitters (Cost: 400, Discount: Merchant)** You have a most peculiar and beneficial sort of luck. Items of great value and power seem to find their way in to your hands through unexpected means. You will find rare and hard to find items being peddled with junk. You may find a powerful artifact laying amongst trash in an ancient ruins. While you will not always find such fortune wherever you go it will be often enough to be noticeable.

**The hunters hunted (400, Discount Monster Hunter)** Some brave people must stalk those things that stalk the night. However trying to do so through sheer force of arms or magic is often folly. You instead are an expert at exploiting a creatures weakness once you find it. You are also an expert at setting traps. Lastly do to all this necessity of forethought your planning skills are greatly increased.

**Hunter's Instinct (Cost: 400, Discount: Monster Hunter)** You have a feel for the unnatural. You can sense when things are wrong around you and have a supernatural cause. While it is not always certain you usually have a good idea of the cause of your unease though you may not fully understand it's nature. Still any warning when dealing with the unnatural is invaluable.

***Magic Resistant (Cost: 600 Cp, Discount: Drop In)*** You boast a formidable level of magic resistance even giving moderately powerful spells and spell like abilities trouble affecting you. What's more your resistance shall grow as you do increasing to a virtual immunity in time with enough growth.

***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 mist (and clouds) to transport yourself over long distances to locations that you are familiar with.

***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 You are unable to bar a dark lord from entering your domain if it happens to be within their own. Their claim to the land is greater than yours so they are able to bypass this ability.

**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. On top of this you are extremely resilient, even against magical weapons and powerful beings you are as tough to harm as if you were wearing heavy armor.

**The Devil's own luck** (Cost: 600, Discount: Peasant) It seems you have an angel looking after you or perhaps truly you do have the devil's luck. Your luck is exceptionally good. Good things happen to you often and bad things rarely do. However where your luck truly shines is in life threatening situations when your luck seems to skyrocket. While it is certainly not infallible you will find those who wish you harm slipping and falling when perusing you. They may accidentally mistake someone else for you or they may drop or break their weapon much more often than they should. However luck even such as yours is fickle at best and relying too strongly on your luck too often is a sure way to end up dead.

**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.

***Evil Defeated (600, Discount: Monster Hunter)*** When Darkness is defeated often the scars they dealt live on far after it's fall. Victims still remain and often underlings are still waiting in the wings to take their masters place. However this is not the case anymore. When you destroy a great evil the loose ends left behind seem to mend themselves. Victims will heal (for instance a newly created vampire might find themselves cured of vampirism or those traumatized by it's actions may quickly recover) also any organization or following they had will wither and crumble instead of leaving a power vacuum to be filled.

***Poisonous Soul (Cost: 600, Discount: Monster Hunter)*** Perhaps you truly one to pure for this world. Creatures of Darkness who would seek to steal away your life force, soul, essence or even blood will find a nasty surprise awaits them. This perk does not protect you from being drained of anything but those who do so take devastating amounts of damage directly in proportion to the amount drained. Vampires who foolishly partake in your blood will likely burst in to flame and die. Even those of great power will find themselves severely injured as their body violently rejects your blood. Even creatures that get a mouth full of your blood from biting you may perish lest they are quite powerful.

**Dark apprentice (800)** Well it seems you have learned a trick from the dark powers themselves. You have created your very own demiplane. Your demiplane is a dark place to torment your foes that you may draw others in to. The more powerful a person is the greater the chance they may resist the pull of your demiplane. Especially if they are more powerful than you are. Though they still require some means of escaping the pull be it teleporting or simply being fast enough to escape the area you are trying to draw them in from.

You may control the look and layout of your demiplane up to and including people within it though they are not directly under your control and will be nowhere near rival you in power. People created by your demiplane may not leave it as they are just a piece of your demiplane.

You may also choose to lay curses upon those you have trapped within your demiplane. The limits of the curses you are able to lay upon someone is that of your imagination.

Your demiplane is not inescapable however. Those of strong enough will to continue to look for a way long after others would have given up or those clever enough to trick you may find ways to escape eventually.

You are unable however to release those you trap within your Demiplane freely. They must escape themselves and should they do so they are returned to the world from which they were taken.

## 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 X 2*

*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 it's 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 barding while the riding horse comes with magical horse shoes that never wear out and allow them to run for twice as long before tiring. If you already have a horse you may import it.

***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' X10' X10' 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.

***Torch of Daylight (Cost: 100, Discount: Peasant)*** This torch seems ordinary upon first inspection. However any attempts to light it fail. However once per day when held aloft and willed to light it will flair to life creating an area of bright light equal to sunlight. This bright light eliminates all shadows and does incredible damage to creatures hurt by sunlight this light lasts for an hour.

***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).

***Tools of the Trade (100, Free Monster Hunter)*** For one who stalks the darkness being well armed is a matter of life and death. You have a number of tools useful for destroying monsters, a number of wooden Stakes, A silvered coated Weapon, A number of vials of holy water, A holy symbol, some wolfs bane and some Garlic. More than that your tools refresh each day at dawn with anything used or broken being replaced.

***Van Richten's Guides (Cost: 100, Discount: Monster Hunter)*** You possess a hefty leather backed tome titled Van Richten's Monster Hunter compendium. This tome is a collection of guides written by the famed Monster hunter Rudolph Van Richten including several unfinished notes gathered and published by the Weathermay-Foxgrove Twins. It includes notes on vampires, liches, ghosts, werebeasts, fiends, the created (golems), the Vistani, Witches, Warlocks and Hags. Your version though seems to have some differences than the commonly available version. It lists Statistics from the game itself. It also seems to be unable to be harmed by any means and even if lost always returns to you.

***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. Though this sword weighs as much as a short sword it hits with the force of a Broadsword, it's magical enchantment helps to guide the aim of it's wielder and adds to the damage they inflict slightly.

***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. it's magical enchantment helps to guide the aim of it's wielder and adds to the damage they inflict slightly.

**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 when 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 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

***Familiar faces (Cost: 50 each/200 for 8)*** It may seem that a place like the demiplane of dread is one where someone would want their closest companions by their side. They must first consider carefully the darkness they are leading them in to. The dark powers are insidious with their ability to sow dissention, paranoia in even the closest of relationships.

However should you be willing to risk it you may import your companions in to Ravenloft granting them memories, a free background and 600 cp to purchase whatever they wish. However there is an additional drawback to importing them. Imported companions may not be swapped out like normal. You cannot save one from falling in to madness or darkness by simply sending them off to your warehouse. They must face the darkness of Ravenloft without any sanctuary against it.

***New Faces (Cost: 50 each/200 for 8)*** Instead of choosing to take along previous companions you may create new ones. These will be residents of the demiplane of dread. They will start with a free background and 600 cp to purchase a race, skills, abilities and equipment.

Like with imported companions they may not be switched out if purchased here.

***Canon Companion (50/300)*** Within the Demiplane of Dread there are many heroes and villains of note such as Jander Sunstar the Vampire or Rudolph Van Richten the vampire hunter. Or Perhaps you wish to live dangerously and choose a Dark Lord to travel with you. Though doing such is greatly perilous. If you wish to choose a normal humanoid you may do so for the price of 50 cp each. However if they are something with considerable supernatural powers such as a vampire or a Dark Lord it will cost you 300. However this merely ensures the opportunity to take them along. You must also receive their consent as well.

***The haunted stone (Cost: 50)** 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.*

## Scenarios

### **Dark Lord:**

*Well it seems you have gotten in to quite a bit of trouble in your stay here. You have drawn the full punishment of the Dark powers that rule the Demiplane and are now one of their play things. However there is yet hope.*

*For this scenario the omnipotent entity that controls Jump chain will not reclaim you while you are a dark lord but will instead extend the 10 year limit to that of 100 year. That is how long that is how long you have to find a way to escape being a dark lord or escape Ravenloft itself*

*You must do something that has only been done twice in all of the recorded history and find an escape.*

*Should you fail to do so in 100 years the omnipotent entity will treat it as if you had chosen to stay.*

*Since you are a dark lord you are granted a domain about the size of Barovia fashioned after your choosing. You are able to control the monsters in your domain and able to close it's borders either with the standard confusing mist or some other way to detour people from entering and leaving.*

**Reward:** *Such efforts are not without their rewards. Should you succeed not only will you be leaving Ravenloft and continuing your chain but you will also be taking your entire domain and power over it with you throughout the rest of your chain.*



## *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.*

*What evil lurks in the hearts of men (Up to + 100, Requires Old Faces or new)*

*The Demiplane of Dread is a harsh place and it's cruelty can twist those around you in horrible ways.*

*Should you have Imported companions they are now far more vulnerable to mistrusting you, as well as being more vulnerable to falling victim to madness and corruption.*

*Should you have taken previous residents as companions... they have already felt the effects of this place. From the start of your adventures they tend to be mistrustful and paranoid. They may also have other mental ailments or corruption that may not be initially apparent.*

*You may not gain more points from taking this drawback than you spent on importing or creating companions*

***Classless (+ 100)** It seems that you are not very skilled. You do not receive a class for free. Instead your class is set as commoner. You may not purchase other classes or take the experienced perk. You gain nothing from having the commoner class. You may however eventually learn another class with time, effort and likely money.*

***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.

***Revenant (+ 300 Cp Note: cannot already be undead)*** Your arrival here was not an easy one. Shortly after you were arrived you were unjustly and cruelly murdered by a being powerful enough to do so. However your chain did not end as your spirit was not able to rest instead your corpse rose up as an undead monster. You now appear as a decayed version of what you usually would look like. You are a Revenant. This has given you some benefits. You can sense the general direction of your murderer. You can potentially paralyze your murderer by looking them in their eyes. You do more damage to your murderer than you otherwise would. You heal faster except for damage done by fire, you are immune to acid and gasses. You can only truly be destroyed by being burned to ashes. Also as you are not inherently evil you are unaffected by turning and holy objects... however this comes at a major price. One year and one day from the time that you rose from your own grave your body will decay completely to dust and you will lose your chain. Should you manage though to kill your Murderer before that time then You are returned to life gaining the Revenant form as an alt form.

## *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 (With a splash of 3<sup>rd</sup> Edition) however you may use whatever edition you prefer as a reference.*

*\*The magic resistance perk grant's a 20+1 per level spell resistance*

*\*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.*

*\*both the sun blood and the silver bow are effectively + 2 weapons before their specialized enchantments against certain foes are invoked.*

*\*When in doubt fan wank.*