



Heroes of Myth Jumpchain

By: RadicalRoadkill

O' great and powerful heroes, our world is in grave danger from a demon of great power and requires your assistance posthaste!

Or does it?

under mind control). This toggle cannot be forced to be utilized if you are mind controlled or something similar.

Earn Your Happy Ending - 800 CP

For many people, their future is set in stone, being bound in things such as fate or prophecy. The future or fate is never set in stone for you, you can always change the future as you see it, be it through your possible abilities of prophecy or other means. You are immune to fate itself and other similar forces that would prevent you from obtaining the future you want. This also makes it so that all other forms of precognition will not work with you in the equation, appearing as if you did not exist to those with such powers.

The Not-So Demon Lord:

Magic 101 - 100 CP

You didn't always want to do this did you? Of course, with a name like yours, to survive you would need to be able to defend yourself from disgruntled attackers. This is where your abilities in elemental magic come in, while you may not be a 'Demon Lord', you don't need to for the basics of elemental magic. You are capable of using fire, water, earth and wind magic at a basic level. This perk is incompatible with 'The Illusionist' origin, if bought, you will receive it post-Jump.

Looking the Part - 200 CP

With a plan as risky as yours, you really need to look the part of a 'Demon Lord' on the off chance that your illusionary disguise fails. This perk helps you look the part of an evil overlord, making you very intimidating when you wish to be. You also know what to wear to maximise your potential as a 'Demon Lord' and how to act in the most terror inducing way possible with your current abilities.

Escaping Your Past - 300 CP

To truly escape your past and your ancestor's name, you will need to fake your death, an inevitability that you have been preparing for a long time. You have immense skill in faking your own death, being able to make it extremely believable through the usage of both mundane and magical methods. The more time that you have to prepare for your

'death', the more realistic it will appear to be. This ability will also adapt to any future abilities and knowledge that would help you in your endeavors, such as incorporating an illusionary ability or a new camouflage technique. This also helps to boost any abilities that are focused on disguising and subterfuge, considering the considerable usage of both fields in this perk.

In Need of an Illusionist - 400 CP

Sometimes you just need the right person to accomplish your goals, but can't find anyone with the skillset you need, this is no longer the case for you. You are now exceptionally good at not only finding help for fulfilling your goals, but also at finding people that have the abilities and skills you may need. You are granted great luck when looking for people with specific abilities and skills, ones that are more likely than not looking for a job; and can usually be persuaded to join you. The Perk also gives you an impressive aptitude in activities such as job interviewing and making use of other's talents for your own ends.

God Save the Mayor - 600 CP

It seems that you inherited something else from your ancestor besides your magical powers, but also their immense skill in both management of territory and in politics. You are exceptionally skilled at what makes a successful politician; including charisma, leadership skills, political savvy and the management of the territory under your control. Your skills in leadership rival the conquerors of your old world, such as Alexander the Great; easily being able to rally your military with ease and can gain the adoration of your citizens with impressive speeches. Your skills in economics are just as impressive, with you being able to restore your town's economy to what it once was before a tragedy such as the majority of your town being destroyed by a demon.

In the Blood - 800 CP

You have a magnificent ability, my friend! Not only are you able to master your inherent abilities ten times faster than it would take anyone else, but this ability also reduces drawbacks from using it by ten times as well. This includes things such as being able to spew fire out of your mouth, or a special type of magic only your family is able to use. This kind of power is what puts you on the radar of people of power; luckily for you, they would have to actually look at your blood to find out about

repair itself after 24 hours of receiving damage. The timer for repairs will restart upon the last time it received damage, so taking damage while repairing will restart the process in another 24 hours.

Swords Come From Somewhere - 300 CP

In times turbulent like these, owning a blacksmith's shop is rather lucrative, something that you in fact now own. You own a large forge and a shop attached to it, in a commercial area of your choosing. Both your shop and forge automatically clean and repair themselves every day. If you are not a Drop-In, your shop and forge will start off having staff and if you are a Drop-In, you will have to staff the facilities manually.

The Castle of my Beloved - 400 CP

You are given control of a large castle and the land surrounding it, it may not actually be owned by your beloved, unlike Letha. The castle automatically cleans and repairs itself every day. There are magical barriers preventing nefarious individuals from breaking into your castle, upon the failure of the barriers, they will notify you and repair themselves after 24 hours. These barriers are of high quality and capable of defending against most enemies, excluding the true outliers of the setting like an actual 'Demon Lord' or something else with a similar level of power.

The Crown - 600 CP

You are given a copy of the crown of Ithos, regardless of if you somehow get the original from the vaults of the royal palace, prior to it transforming into Caron (a powerful demon). While the crown appears as a normal, though regal crown; just like the necklace, this is not the case. Hidden from both mundane and magical detection, this crown can transform into an artificial being, with similar abilities to that of Caron. This being is not sentient, being more similar to a robot than a living being. It is absolutely loyal to you, and immune to anything that would remove this loyalty, such as mind control or reprogramming.

and a warehouse that contains your equipment. Both your office and warehouse automatically clean and repair themselves every day. If you are not a Drop-In, your office and warehouse will start off staffed, but if you are a Drop-In, you will have to staff it yourself. You have the proper paperwork associated with the construction industry regardless of your origin.

Family Manor - 400 CP

You are given control over your ancestral manor, once owned by your reviled ancestors. This manor will automatically clean and repair itself at the end of every day. There are also magical barriers preventing people from breaking into your manor, and should the barriers fail, they will be repaired after 24 hours automatically. The barriers that surround your manor are of high quality and are capable of defending against the majority of this world's enemies, excluding the outliers like an actual 'Demon Lord' such as Cadafel.

The Nomadic Mayor - 600 CP

You are given a copy of the town of Elith, as it is by the end of your Jump. This copy will be accessible through your warehouse (this copy does not include the people of your territory). The town will not degrade while in the warehouse, though it will become normal territory once more if imported into a jump and will stay that way until that jump is over, after which it will return to this non-degrading state (should you wish to return it to your warehouse). This is to make sure your infrastructure doesn't fall apart or anything similar.

Companions:

Friends of the Heroes (Require the Narrative to be Discarded) - 100 CP

Import a companion with an origin of your choice and the 100 CP, 200 CP, 300 CP and 400 CP perks associated with the chosen origin. They may take drawbacks that don't affect the setting directly for extra points.

The Illusion of Power + 600 CP

All forms of out of Jump items and abilities are disabled for the duration of the Jump and cannot be used. This also includes things such as the Cosmic Warehouse or other similar add-ons to your chain. The only abilities you have are your body-mod, knowledge and whatever you purchase in this Jump.

Doomed From the Start + 800 CP

Unleashed from his prison in the book of prophecies, the demon Cadafel is released at the beginning of the Jump at the very height of his full power. Cadafel is capable of immense and complicated illusion based magic, and is able to manipulate reality by imposing his 'truth' to the world. Even without his reality bending illusions, he is still an incredibly strong demon, capable of taking on many mages and soldiers at once. He will be unleashed at the Academy after freeing himself from the book of prophecies and will make his way to Pasema. The town of Pasema is very close to the gate between the Human realm and Demon realm, something that Cadafel hopes to exploit.

Authors Notes:

Hello everyone! Thank you for taking the time to play through my Jump! I hope you've enjoyed it. As always, constructive criticism is appreciated for my Jumps, as to improve my future work. Also, shoutout to those that voted for this option in the r/Jumpchain poll, thank you very much!

This Jump is based on a choose your own adventure game/novel depending on how you look at Choice of Games' games. The title of the novel is "Heroes of Myth" and is written by Abigail C. Trevor.

I very much enjoyed playing through this novel a number of times, and would definitely recommend it to anyone who is fond of CYOA books or fantasy novels. The novel really made me feel like the differences in what options I chose actually mattered and influenced the story, rather than just changing the wording of a couple things. The best part however, is the characters in the novel; each of them is very well written and easily likeable in their own ways. Overall, I would recommend you give it a shot!

Once again, thank you for reading through my Jump, I hope you enjoyed it!

Information About Cadafel, Meretdith and Caron:

Meretdith is fairly strong for a demon, even when being compared to other demons in the story, being able to hold down a weakened Cadafel for a time. The demon Caron introduced during Queen Despina's wedding is moderately stronger than Meredith, as he was her teacher. Caron is also the original illusionist's ancestor and how they got their special form of illusion magic, generations later (should you not be a Drop-In).

Cadafel is the true 'demon lord' of the story, capable of reality bending and is able to destroy and manipulate large areas very easily. While in the game he is indeed capable of significantly damaging Pasema, this is just after he broke out of his confinement, which had left him significantly weakened. At the height of his power, he would have been strong enough to wipe the town of Pasema off the map with minimal effort.