Fire Emblem

The Sacred Stones

Jumpchain Compliant

Presented by stupid_dog and friends!
Converted to text by NeoDraconis

In an age long past... evil flooded over the land. Creatures awash in the dark tide ran wild, pushing mankind to the brink of annihilation. In its despair mankind appealed to the heavens, and from a blinding light came hope. The Sacred Stones. These five glorious treasures held the power to dispel evil. The hero Grado and his warriors used the Sacred Stones to combat evil's darkness. They defeated the Demon King and sealed his soul away within the stones. With the darkness imprisoned, peace returned to the continent of Magvel. For over 800 years would this peace last...

In these times of peace, tales of past conflict have drifted into legend, and memories of the ancient dark arts have all but evaporated. It is now the year 803... In an instant, the whole of Magvel is threatened by an unexpected atrocity. The Grado Empire, the largest of the Sacred Stone nations, has invaded the kingdom of Renais under orders from Emperor Vigarde. A longtime ally of Grado, Renais is caught off guard, unable to mount any resistance. Grado's forces move quickly, seizing one territory after another. Compounding King Fado's worries, his son, Prince Ephraim, has gone missing. Grado's momentum carries its armies to the gates of Castle Renais itself.

Renais will fall... It is inevitable. But what happens next is up to you.

You receive a budget of 1,000 Choice Points which you can spend on experiences, abilities, and equipment to help keep yourself alive during your stay on Magvel.

The next section is dedicated to giving you a place in the world to call your own. Here you determine your point of origin, as well as age and gender.

The continent of Magvel. For some 800 years, a quiet peace reigned in the absence of the terrible darkness. The Sacred Stones have been passed from generation to generation. Nations have been built around their power and their legacy. The kingdom of Renais, ruled by Fado, the peerless Warrior King. The kingdom of Frelia, ruled by Hayden, the venerable Sage King. The kingdom of Jehanna, ruled by Ismaire, Queen of the White Dunes. The theocracy of Rausten, ruled by Mansel, the Divine Emperor. The Grado Empire, ruled by Vigarde, the stalwart Silent Emperor. These five countries house the power of the Sacred Stones. They are joined by the emerging mercantile republic of Carcino. **Roll 1d8 to determine your starting location.**

1: Kingdom of Renais: With its central location on Magvel it has many allies. The royal blood is said to be very pure, for some reason.

2: Kingdom of Frelia: The people of Frelia are not known to act on impulse, but they are known for loyalty. Dedicated pegasi trainers.

3: Mercantile Republic of Carcino: The youngest and smallest nation, ruled by a democratic council of elders. It is quite trade-oriented.

4: Theocracy of Rausten: A thickly forested region renowned for their peity and grace. Founded by the hero-saint Latona.

5: Kingdom of Jehanna: An arid, sandy region that is well-known for its mercenary guilds. Queen Ismaire is master of the guilds and land.

6: Grado Empire: The largest single territory on Magvel. They have a exceptional military but supposedly kindhearted rulers.

7: Caer Pelyn: A settlement separated from the troubles of the world. It lies hidden in the mountains.

8: Lagou Ruins: An ancient evil is said to still slumber here, but you should be more worried about the monsters that are awake.

If you are dissatisfied with the results of fate, you can instead spend 100 CP to choose any location on Magvel.

Roll 2d8+14 to determine your age. Your gender remains unchanged. You can select a specific starting age from 16 to 30 for the cost of 100 CP. If you

would like to switch your gender, you may do so for 100 CP.

At this point you may choose a new identity. Though a new life brings with it a host of opportunities it can also influence your mind greatly. You are gaining anywhere from sixteen to thirty years of experience that will shape the way you think, your instincts, and how you respond to situations. Deep down you are still the way you think, your instincts, and how you respond to situations. Deep down you are still yourself, but overcoming your new personality will be harder than simply quitting a habit.

Journeyman -100 CP: In your youth a local war hero left a lasting impression on you. Ever since you've attempted to emulate him. He never officially took you on as an apprentice, but you're doing quite well mirroring him on your own. You're strong but impetuous.

Recruit -100 CP: You were born and raised in a close-knit rural community. One day bandits came and killed everyone, motivating you to join the army. You are stubborn and reserved, but exceptionally loyal. Your heartfelt goal is to protect the people.

Pupil -100 CP: Quick-witted, energetic, and more than a little mischievous, its surprising you were able to find a mentor for the magical arts. Thankfully, all that matters is your exceptional gift for magic itself. Your curiosity often gets you into trouble.

Guttersnipe -100 CP: An era of peace isn't necessarily an era of prosperity, you're evidence of that. You have a cynical view of the world, but have a better understanding of the world than other origins. You gain skill in matters of stealth, pickpocketing, and lockpicking.

Lord -200 CP: You were raised in the confines of a castle, but still have a great deal of compassion for the less fortunate. You are used to the finer things in life, but have the good grace not to always expect it. Your greatest weaknesses are naivety and an eagerness to forgive.

Drop-In Free: You gain no new memories on arrival, and no connections to the world either. At least you know that your judgment isn't being swayed by memories of a life you never lived. Or perhaps you're missing out on a life you could have had?

During the chaotic period that follows the fall of Renais, covering ground quickly and having companions you can rely on becomes ever more important. So too does the ability to fight off the overwhelming number of brigands and beasts eager to take

advantage of the weakened nation.
The following sections allow you to utilize your remaining CP to improve your situation in the realm. You may improve old companions, obtain new ones, acquire gear, or even impressive new abilities.

In some cases you will see options marked with discounts or freebies. Discounted sections only cost 50% when paired with the indicated identity. Freebies are given to that identity without charge.

Together We Ride(First Free for Drop-In) -200+ CP: Over the course of your adventures you've no doubt acquired companions to share in your journey. Those with monstrous forms could easily be mistaken as evil beings by ignorant villagers. With this you may purchase human forms for companions. The price is 200 CP for the first ally, and 50 CP for each additional companion. You can not use this option to provide human forms to a companion purchased with this jump. In lieu of a human form, allies can be given the body of a mount listed below, but this costs a further 50 CP each.

Horse(Discount: Recruit) -200 CP: A fine example of the Common Renais Brown, this horse has possibly overseen more battles than half the soldiers in the Renais army. The animal is rather tough, and easily bears a heavily armored rider. Could possibly be smarter than it initially appears.

Pegasus(Discount: Lord) -400 CP: A noble, surprisingly intelligent animal reared in the Kingdom of Frelia. Trained and combat ready. It is very fond of apples, but will eagerly accept most food offered. Take care not to overfeed it.

Dragon(Discount: Lord) -500 CP: A formerly brutish rough-scaled dragon captured and trained to bear aerial cavalry for Grado. It has become quite complacent in captivity and likes being doted on. It acts much like a pet dog would.

Wyvern(Discount: Lord) -500 CP: A smooth-scaled winged serpent that has lost none of its viciousness for its time in captivity. It is easy to maintain as it hunts prey

without supervision. Makes a good scout and seems cunning at times.

Skills & Abilities: Magvel offers a wide range of quality powers for the discerning reality jumper. How about you take a quick look and see if there' s anything that interests you?

Oath(Free: Recruit) -100 CP: You've sworn an oath to protect another. If that person might come to harm and you are near, you can place yourself in harm's way instead. When you do this your ally is certain not to suffer any damage.

Spirited(Free: Journeyman) -100 CP: You can quickly adapt to new situations. You are able to set goals and follow through passionately. You are not easily shaken, enemies that rely on fear or corrupting effects will have less power over you.

Steal(Free: Guttersnipe) -100 CP: You have a gift. It is easy for you to liberate the possessions of others, even in the heat of battle. You still cannot automatically steal held weapons, or worn clothing/armor though.

Second Skin(Discount: Recruit) -300 CP: Any armor you wear will never be damaged significantly enough to impair your ability to continue fighting. It can be rendered less protective, but movement will never be restricted.

Unstoppable(Discount: Journeyman) -300 CP: Even the roughest of terrains don't slow you down. You can easily move through thick underbrush, over loose terrain, and along sleep slopes. Swimming at speed is as easy as walking.

Vanish(Discount: Guttersnipe) -300 CP: You can cause a single target to completely lose sight of you for a few seconds at a time.

Great Shield(Discount: Recruit) -400 CP: 10% of the time, enemy attacks will simply rebound off your armor ineffectively. These deflected blows do no harm to you or your equipment.

Intimidating(Discount: Journeyman) -400 CP: The mere sight of you on the battlefield scatters cowardly foes. Most will be demoralized simply seeing you as their opponent. Enemies will hesitate to attack if they feel outmatched.

Double Team(Discount: Guttersnipe) -400 CP: You have mastered an ability allowing you to create illusory doubles of yourself during a fight. This can easily confound enemies and get them to expose their weak points to you.

Elder Magic(Discount: Pupil) -300 CP: This school of magic is powerful but occasionally risky to us. One must allow dark magic to flow through them to control it,

and for the weak-willed it carried the risk of allowing darkness into the heart.
Anima Magic(Discount: Pupil) -300 CP: The traditional elemental magic spells fall under this school. With proper knowledge and tools, one can call upon the force of fire, ice, lightning, and wind based spells.

Light Magic(Discount: Pupil) -300 CP: The magic associated with churches and goodness, but it is only as good as its wielder. It is the flashiest, but also the weakest form of magic when used against non-evil targets.

Phantom(Discount: Pupil; Requires Elder Magic) -300 CP: You can summon a shadowy phantom to attack & distract your opponents if the summoned being takes any damage it disappears. Only one at a time.

Looking Good(Free: Lord) -200 CP: You gain a talent for identifying someone's moral standing simply by observing them. Good people will be more attractive, whereas the ugliest people will be the most evil. This has no effect on the appearance of canonical heroes or villains.

Slayer -200 CP: When you wield a weapon or magic against an evil monster, you do significantly increased holy damage. This ability is only effective against creatures with evil motives, not simply savage beasts.

Secret shop? I can assure you I have no idea what you're... Oh, another jumper! Feel free to browse my wares, I can even offer a cutie like you a discount! Take as long as you need.

Just remember sweetie, prices aren't the only thing I can cut in half.

Dragonshield(Discount: Recruit) -100 CP: A small dragon emblem in the shape of a shield. It confers a permanent defensive bonus when used, making the user more resistant to physical attacks. Once used the dragon image fades from the item.

Energy Ring(Discount: Pupil & Journeyman) -100 CP: Once worn, this enchanted ring confers a boost of energy into the wearer. This energy is wholly beneficial for the user, improving both magical and physical strength.

Secret Book(Discount: Guttersnipe) -100 CP: This tattered old tome confer ancient tricks that improve skill and expertise. Unfortunately, it is so old that many of the secrets are illegible, and turning the pages usually results in them crumbling apart.

Angelic Robe(Free: Lord) -100 CP: An immaculate and beautiful robe of heavenly silk. When worn it disappears, and take with it all earthly aches, ills, and injuries of the

wearer. The user is granted an immediate benefit to health.
Goddess Icon(Discount: Drop-In) -100 CP: A tasteful bust of an enigmatic goddess. It doesn't seem to do anything, but you feel luckier just for having added it to your item collection. This luck is non-transferable, even if the icon is lost or destroyed.

Speedwing(Discount: Journeyman & Guttersnipe) -100 CP: A lone white feather. It grows heavy in your hand. You feel faster now. Use of a Speedwing slightly improves your speed.

Nidhogg(Discount: Guttersnipe) -300 CP: An incredibly powerful bow passed through the royal line in Frelia. It fluctuates probabilities in the wielder's favor and so it is almost always able to hit its mark.

Talisman(Discount: Pupil) -100 CP: An unassuming gemstone that helps repel hostile magic energies. After being worn once, the effect lasts forever. It won't prevent enemy spells from hurting you, but it will make them hurt less.

Sacred Stone(Discount: Lord; Only one may be bought.) -600 CP: Part of the Demon King's soul prison is in your possession. As long as you ensure it remains sage the Demon King cannot rise again. You can draw on the gemstone for magical energy, if very foolish.

Audhulma(Discount: Lord) -300 CP: A magical blade infused with icy energies. Not only does it excel against slaying monsters, it provides the wielder with increased resistance to their foul magic. It is traditionally property of Jehanna's King.

Vidofnir(Discount: Recruit) -300 CP: The legendary winged lance of Frelia. Though not as mighty as some relics, seems to have a will of its own in blocking incoming attacks. You may find this spear jerk to block an attack you weren't even aware of.

Garm(Discount: Journeyman) -300 CP: A giant axe heavy-looking that seems incredibly light when you wield it. The apparent weightlessness has no impact on the damage it can do, which actually seems excessive even for its enhanced size.

Gleipnir(Discount: Pupil; Requires Elder Magic.) -300 CP: An ancient dark tome that whispers hidden secrets. It can be used to twist gravitational forces pelting your enemies with everything nearby.

Excalibur(Discount: Pupil; Requires Anima Magic.) -300 CP: When used by a proficient Anima mage, it calls upon the frigid north winds to slash apart an enemy. A Sacred Twin relic of Jehanna.

Ivaldi(Discount Pupil; Requires Light Magic.) -300 CP: Opens a path to the heavens, through which beams of holy light rain down and devastate any monsters they encounter on the battlefield.

In every difficult situation there is potential value. If you're feeling a bit short on choice point, simply take on additional challenges and reap the rewards. You may select a maximum of two drawbacks.

Fragile Weapons +200 CP: You and your companions weapons seem to be unable to take more than a few blows. Unless maintained diligently, don't expect your fighting tools to survive to see the end of a battle. This effects the wear on magical tomes and staves too.

Power of Love(Incompatible: Guttersnipe) +100 CP: Beyond anything else, you will be confident in the power of love and friendship. You believe that this alone can solve difficult problems and will be devastated each time love fails to save the day.

Duessel's Lance +300 CP: Though generally a perfect fit for the Grado army. General Duessel is notoriously poor at keeping track of cursed weapons. You have come across one lance formerly owned by the Obsidian General. It will sap at your sanity and drive you to fulfill all your darkest desires, as well as give you a lust for battle.

Evil Eye +100 CP: Somewhere, out in the distance, there is an Arch Mogall watching you. You will always feel its gaze on you but never be able to pinpoint its location. It is very likely sharing every bit of information it learns about you with the Demon King. Causes insomnia.

Jumperstone +100 CP: In order to use any of your abilities from previous worlds, you are required to keep a cumbersome gemstone on your person at all times. It looks valuable and is likely to become a target for thieves.

Bonewalker +250 CP: You carry the scent of the grave. Your eyes reflect the moonlight menacingly. Each day your flesh becomes more withered and corrupted. If common citizens become aware of your predicament, expect to be treated as no better than a mere monster.

Demon King's Ire +300 CP: Formortiis has taken a keen interest in you. Whether it is hate or twisted love you cannot discern. You will be plagued by vivid nightmares and perpetually be hunted by the forces of darkness. He will attempt to sever you personal

bonds with your allies and companions and drive you to despair.

Fog of War +100 CP: More often than not, whenever a battle breaks out the weather seems to turn against you. Heavy rain, dense fog, blinding sunlight, or harsh winds. When it occurs, this condition will blatantly favor your foes (or at least be worse on you than them).

Providence! +50 CP: I L'ARCHEL, THE BEAUTIFUL PRINCESS OF PEERLES BEAUTY, DO DECLARE BY DIVINE ORDER YOU ARE TO JOIN ME IN MY FIGHT AGAINST EVIL. I EXPECT YOU TO REFINE YOUR DANCING SKILLS AT ONCE.

You will be subject to the whims of L'Archel.

You've done it. 10 years have passed since your arrival on Magvel. All of your selected drawbacks are removed. This part of your journey has one last choice to be made.

Where you go from here is up to you.

Return: You awaken in bed in your home. It's almost as though you had never left. Everything seems the same – except you. Though you return to the age you were when you left, you retain all powers, skills, equipment, and even the companions you've gained over your adventure. Even though you're home, who's to say the adventure has to end?

Remain: Magvel is the place you could imagine spending the rest of your living in. There is still so much to do here, and without a doubt you're the one to do it. You keep everything you've acquired on this adventure and your previous jumps. However, you will never be able to return home or visit another universe.

Continue: Quit now? Absolutely not. You want to carry on to the next world and see what fate has in store for you. You keep all the bonuses gathered from this adventure and the previous ones. Perhaps someday you'll be able to retrace your steps.

Enjoy the journey.