**Fire Emblem Archanea**

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# FIRE EMBLEM™

This is a story about love and courage, about the young warriors who fought with the continent's fate at stake...

Welcome to Archanea, jumper. It's a fantasy land, of course. Pegasus knights dot the clouds, their white bodies possibly mistaken for clouds as they flap. Or maybe you see wyvern knights? Regardless, this is a fantasy world, but one embroiled in complete war. Peace will be difficult to find here, at least for your first few years. You'll probably survive. You're a strong one.

The origin of this conflict begins in dragons, and it is through the death of a dragon where it is fated to end.

Many years ago, the Divine Dragons ruled other dragons and the continent of Archanea. They had a great and advanced civilization. But the march of time causes many changes. All dragons became infertile, unable to have children. Soon the dragons's mental state degenerated into becoming mindless beasts. Their queen, Naga, discovered a way of stopping this degeneration. If a dragon took on human form, their mind would remain unchanged by the ravages of time, at least for a while. The dragons who chose to take on human form were known as manaketes. But the Earth Dragons, who saw humanity as weak parasites, refused to take on human forms. Save for one Earth Dragon known as Medeus, who became a manakete.

Medeus watched his kind degenerate from their pride as he stood by at the Dragon's Altar, guarding it for Naga. Unable to stop it. And when time finally caught up to their minds, he fought by Naga's side against them in a great war between the two dragon tribes until she sealed them underground in a deep sleep. To keep them sleeping, she placed the core of the spell's power in five orbs, all on one shield forged from her fang (Known as the Fire Emblem). She then placed it in the Fane of Raman. The five orbs were called the Starsphere, Lightsphere, Geosphere, Darksphere, and Lifesphere. If but one of the orbs were taken off the shield, the seal would break. The Fire Emblem kept a second seal on all manaketes, halting their degeneration. Fearing that the other dragons would cause a problem for humans, she forged a powerful anti-dragon sword, called the Falchion, from another one of her fangs. This sword she also placed in the Fane. Then she had the wise Divine Dragon Gotoh protect humanity. She chose the Fire Dragon Bantu to protect the Fane, as Bantu was a kind hearted dragon. Medeus returned to his post, now guarding his sleeping kin.

Meanwhile, Medeus watched helplessly as the surviving dragon kin suffered terribly at the hands of humans. For humanity feared the dragons, as they remembered their suffering at the claws of the feral dragons. For they believed the manaketes could degenerate too, some day. Naga herself believed that the transformation and seal would only slow down their degeneration. Thus, she put her only daughter Tiki in a deep sleep inside the fane. Then Naga, after 5,000 years of her life, died. Of course, she ascended to become a true goddess, but had no more physical influence on this world. From then on out, the dragons had no leader. Gotoh had no desire to rule the manaketes. They turned to Medeus, Naga's right hand man, to rule them.

Many years later the human thief Adrah broke into the Fane. He stole the Fire Emblem, took off all the orbs and sold them, and used the funds to raise an army. Using his army, he conquered an arm of the continent and called his new kingdom Archanea. He then used the shield as the family regalia, and used three weapons he stole to empower his army. Parthia, Gradivus, and Mercurius. Gotoh was able to collect all the orbs, but he could not find the shield. Some feel that the very act of Adrah stealing the shield has laid a curse on it. Whenever the shield is gifted to someone who fights for the royal family, the one gifting it will never be able to marry for love.

Medeus became tired of just standing at the Altar and watching this fellow dragons suffer. He left his post and begun to conquer a chunk of the world.

He built a paradise for manaketes to live without fear of humans to make sure none of his kind was hurt again. Medeus called this the Dolhr Empire. His country became strong, but he got it in his mind to take

over the continent. Many humans became driven even deeper into the fear of the Dolhr Empire. All seemed lost.

Until the human thief Anri appeared, wielding the glimmering Falchion. Forged from one of Naga's fangs, the blade could pierce even the mightiest dragon hide. He was just a dirty and lowly thief who stole the weapon from the Fane at the request of Princess Artemis from Archanea, but his heart rang true. He was deemed worthy of wielding the Falchion's true might, and with the blade, Medeus was slain. Anri then formed the island kingdom of Altea.

A hundred years have passed since then in relative peace.

But the Dolhr Empire has now returned, and invades Altea. Medeus is alive once more, revived by the one of the most powerful mages, Garnef. Marth, the young prince of Altea, flees the kingdom to the island nation of Talys. Vowing some day to free his nation from Dolhr.

Many years pass, and Marth is now considered old enough to lead an army of his own. He will walk the path against Medeus, fulfilling the vow he made so many years ago.

And this is when you appear, in the year 604. If you choose to step into this conflict and hasten its end, prolong it, or avoid it is your choice.

You may choose an age and your gender if you wish. However, Manaketes are 1d4 thousand years old.

You are given **+1000 CP** points to survive in this tumultuous era.

## Location

You may roll 1d8 or choose your location for 50 CP.

1. **Altea**

A small island nation formed by the thief Anri after he slew Medeus. A big lake sits in the middle, with an island in the center where the palace lives. Here is where the divine blade Falchion rests. There was an inheritance dispute on Anri's heirless passing, and the eastern half of the kingdom broke off and became Gra (Which betrayed Altea to Dolhr during the war). Anri's brother's family ruled Altea. A peaceful, unremarkable nation otherwise prior to invasion. The climate is fair and sunny and the people cheerful, with much seafood and trade going through it thanks to its advantageous location.

Live here is the harshest under Dolhr rule. Criminals are enslaved and sent away to be sold off in chains on the flimsiest of charges (some dragons even implant evidence to make some coins). Humans have incredibly restrictive laws put on them as well. But as long as you keep your head down and wait for Marth, you should be fine.

2. **Macedon**

During the time of the past Dolhr Empire, this place was a developing area where human slaves were sent to work in. One of the slaves, Iote, learned to tame wyverns. He taught this skill to the other slaves, and soon they overthrew their captors. A hundred years have passed since then, and his heirs rule the

kingdom. Iote's shield is the family regalia. They ride wyverns, a creature related to dragons in the same way monkeys are to humans. But wyverns are prideful, and it takes someone special to ride them. It is also known for its elite force of pegasus riders known as the Whitewings, run by Princess Minerva.

It is a nation technically not part of Dolhr although it is a "vassal" state. Prince Michalis of Macedon killed his father and took the throne for himself. He then worked with Dolhr. Humans who collaborate with Dolhr are not enslaved and are treated better. Hence, humans here are not treated as poorly as the other occupied countries. You should be fine here as long as you don't cause any trouble.

### 3. Khadein

The city of magic, founded by the great and powerful mage and Divine Dragon Gotoh. He chose the isolated location purely to research away from the greedy hands of those who sought to profit from war. It is a city in the desert filled with magical advancements and an illustrious magic academy. It sits a ways away from the ocean, but a river flows near it. With reliable flooding allowing crops to grow, the city is a flourishing oasis. It is also a popular rest stop for travellers, with luxurious and affordable inns. Truly, this is a city of wonder.

Garnef has ran Gotoh out and rules the city with an iron fist. He's a much more benevolent ruler than Medeus as far as humans are concerned, but it isn't saying much. He's still terrible, selfish, and encourages corruption to foster a competitive environment. As well as having the academy do morally repugnant experiments for him else he'll withhold their funding.

### 4. Ruins Of Thabes

A tower looms over the sands of the Mamorthod Desert. This is Garnef's magical apparatus he uses to absorb the power of the surrounding environment, and it is his home base of operations. The ruins of a great city said to be more brilliant than Khadein, the human population did not live here for a very long time, greed ending any livelihood they had. It was the capital of the great dragon civilization that existed in the northern half of the continent. It is also where Naga's tomb resides.

There are many terrible secrets lying here that do not want to be found, but also the dreams of many wondrous things hidden within. Should you persist to find them, or flee to preserve your life, is your choice. But if you do not ally with Garnef, you should depart immediately else he has terrible plans in store for someone like you.

### 5. Dolhr

The Empire's seat of power. It is currently trying to invade the entire nation of Archanea. It is located on a big island to the south of Altea. Here dragons rule supreme and enslave humans. Slavery is an archaic, outdated practice seen as awful in most of Archanea. Even "free" humans are treated very poorly. If you are a human, you should do well to flee immediately. Else you risk enslavement as well. Dragons will enjoy a good life here, as long as they're okay with having human slaves wait claw and foot on them. Or until Marth eventually invades the kingdom and overthrows Medeus.

However, it is important to note that dragons have been slowly dying out, given how they aren't fertile. Age is catching up to them. There aren't many dragons left in this world, period. So it would be easy to catch a boat off this island.

### 6. The Kingdom Of Archanea

The second most powerful kingdom on the continent, next to The Dolhr Empire itself. Archanea is a somewhat free country. It has not been completely conquered yet. Princess Nyna is a fierce woman and has ordered the entire country to resist until the bitter end, even as she was captured. But it is a losing battle, and should Marth or powerful ally not arrive soon, the country itself will be swallowed up by Dolhr eventually in a few years. The knights here are proud and great.

Still though, it's not an entire warzone. People live their lives here semi-normally. Archanea is a big country of trade and coin. One could probably move down to the south and live a regular, peaceful lifestyle there. It will probably be the nation that suffers the least from the war.

7. **The Fane Of Raman**

A shrine in a frozen tundra. Protected by Ice Dragons, who have gone feral over time. However, even in their impulse driven minds, they still protect the fane. This shrine is where the Divine Dragons kept all their greatest treasures, but thieves have stolen some of the treasure. In a few years, it will be completely looted during the War Of Heroes. There are many goodies to find in here. The Fire Dragon Bantu protects the fane, but as of right now he has left it with Tiki to explore the world. An unfortunate decision, as Tiki was immediately kidnapped and taken right back to fane by Dolhr. Who has occupied it and has men from the Sable Order of Grunia protect it. You will be deposited right outside the shrine past them.

The villagers say the shrine itself is protected by a fearsome dragon goddess who devours anyone who sullies it with their presence. But this is just an exaggeration, for the "mighty dragon goddess" is really just a sleepy dragon child, known as Tiki. She does wake in extreme situations, such as a powerful force approaching the fane, but if a friendly person speaks to her, she will calm down.

8. **Free Choice**

You may choose any location, even from ones outside of the list, to start in.

## Origins

**Drop-In**

You have fallen from the sky with a loud thud. Your rear end is fine, and you have your equipment waiting right next to you. You are a clever, charismatic person. Your fingers are very, very sticky. You also have an outsider's perspective on this whole conflict, which may be needed. Your mind is unsullied by memories, and very few people know who you are.

**Knight**

Born to be a knight, you have been raised to know every part of what makes a knight. The knights in this realm are loyal and chivalrous as any knight should be. But not every country a knight is loyal to is a good one, and many admirable souls will die in the name of honor because of their lord's cruelty. Or maybe this war has jaded you to what loyalty is, and you set out with your own goals in mind.

**Lord**

You are a member of the nobility. You have a small kingdom, independant or otherwise. Within your heart burns the flame of heroism, or perhaps something more sinister. You are accustomed to the political landscape, and are well-versed in politics. You may have even have to betray your small plot of land to Dolhr to ensure your people could never be enslaved. Or maybe you hold out, valiantly so, against Dolhr

as its forces pound your small country from all sides. Or maybe you outright betrayed the other nations to enjoy a life of luxury among them.

**Manakete** (100 CP if a Fire or Ice Dragon, 300 CP If Divine, Mage, or Earth Dragon)
You are a dragon that chose to keep human form and thus avoided your fate. Whether you fight for the glory of Dolhr or you feel that humanity is worth defending, or you simply do not care, you are a great and mighty dragon. Even the weakest, youngest dragon is difficult to kill for a dedicated group of human soldiers when in their true form. You use a dragonstone, a handheld quartz-like stone, to transform. When you leave this realm you will have no need of it to transform.

Manaketes are a widely varied bunch. The Ice Dragon tribe has gone completely feral, but should you choose this option you will be the last remaining Ice Dragon who has kept their mental facilities. The Fire Dragon tribe still lives, but on its last legs. Their breath is ice and fire respectively. Divine Dragons are powerful even by dragon standards, and Earth Dragons can rival Divine Dragons in strength. All Dragons cannot reproduce until the future where this fertility problem is solved, but this limitation will be taken away when you leave. Or if you have a way to keep it or still reproduce.

Mage dragons have incredible resistance to magic making them untouchable by mortal wizards of the realm, even if they lack the strength that Divine and Earth dragon posses. They are also magically gifted, true to their name. Their breath is magic in of itself, and only those who can resist magic could hope to stand up against them.

**Mage**
A mage who pursues magic, you find it fascinating. You are a well-learned scholar who always keeps track of their books. The wartime climate has forced you to pick up how to use magic tomes for self defense. You're just a scrawny mage after all, you've probably never touched a sword in your life. You have been taught to resist magic more than the average person. You have set out to find answers or a safer place to live.

**Village Hero**
A mere peasant by many standards, nevertheless your village is famous for sending exceptional knights to protect their lords. You are exceptional even by other knight's standards, and you have a fierce sense of loyalty. Or maybe you set out on your own to find what journey awaited you in this war-torn land, and have no lord. Fate seems to smile upon you.

**Mercenary**
The only lord you have is your contractor's coin. Chivalry just doesn't work for you. You're a sneaky one, and you have done what you must to survive. You're not a bad person, per se, but you may or may not be unscrupulous in your methods. This war is perfect for filling your coffers, as many need extra hands to protect their lands during this time of desperation.

## Perks

**Drop-In**

**Encouraging Friend** (100 CP, Free Drop-In)

Smiles are rare in these dark days. Not everyone can be as cheerful as you are. But that means you'll have to bring the fun along! Cheer is easy for you to spread, and no one will find your peppy attitude bizarre or uncomfortable to witness. After all, you're someone who brings joy. There's nothing strange about that!

**Secret Shop Sense** (100 CP, Free Drop-In)
You can find hidden doors and secrets only an expert in finding them could can. But nothing really slips past you otherwise. You have an instinctual treasure sense. You can just FEEL when cool and rare items are nearby. Heck, you can tell when they're right under your feet in the desert sands. But you also have a sense for hidden shops and black markets, and for all intents and purposes you don't need special access to be allowed in them.

**Listen To Me, Fool!** (200 CP, Discount Drop-In)
Why can't people listen to you? Don't trust them! Don't do that! And yet they go ahead and do it anyway. Not anymore. Now your words actually sound like wise advice to people, because you can come up with very good reasons why your advice would be good advice. This isn't an instant win button, but you certainly are very good at sounding like the smartest person in the room.

**Let Your Heart Show What Is True** (200 CP, Discount Drop-In)
Passion isn't everything. You could be the most passionate person on the planet, but sometimes the lack of hard work and lack of talent gets in the way. Not anymore. Your true passion shines in battle or when you do any other things. The more passionate you are for a subject, the better you are at it and the faster you grow in it. Whether fighting or otherwise.

**I Must Talk To Her** (400 CP, Discount Drop-In)
The power of love and friendship is strong. It can snap out those mind controlled by magic, and heal their souls. Indeed. You have a rare kindness in your soul that can enrapture even the cruelest of hearts. It can shatter the hold of the most powerful magic on someone's mind. You can take advantage of this, reminding someone controlled my mind control that you're here, and that they're not themselves.

But more than that, you could win over almost anyone with your kind deeds. Even the cruelest tyrant, while he may not be changed, will hold a soft spot for you in his heart should you take care of him when he is on the verge of death itself.

**Honor Isn't All That Cracked Up To Be** (400 CP, Discount Drop-In)
Common sense can be amazingly rare sometimes. That's why sometimes the job falls on you to bring it when people don't know it. But you've got more than common sense, you're legitimately smart when it comes to seeing through plots and plans during trouble. You could find ways to make your plans work as well if you want to help others. It can even help you cut through bullshit politics instead of dealing with nonsense like "she couldn't marry the man she loved because politics" and convince people that it's okay to retreat instead of making a heroic last stand.

**A Wondrous Power** (600 CP, Discount Drop-In)
You are, in fact, a shapeshifter! Capable of impeccable imitating allies and everything and anything right down to their skill with weaponry and magic, and powers if you can feasibly use them with your usual body.

...Except dragons. Sorry! Although you can imitate the human forms manaketes take. You will have to stand next to them to shapeshift as well. No matter what, it will always take five seconds to transform. And you won't be as durable as the person you're shapeshifting as, either. So be careful with this. But it does come in handy for pranks or when you need to copy someone's skill on the battlefield. You also can only copy those friendly to you.

**Anri's Legacy** (600 CP, Discount Drop-In)
Anri was just an ordinary thief who stole the Falchion, but slew a mighty Earth Dragon with it. Now you are his walking legacy. You may not be related to him by blood, but you are a clear image of him. You are a legendary thief who can sneak into heavily guarded places and steal things even protected by the elites of this world. Not only that, you count as being "worthy" of using your pilfered treasures no matter what you get your hands on, like Anri was worthy of using the Falchion despite being by all accounts a common thief. If you can control the might of your weapons is another matter, however.

**Knight**

**The Body Double** (100 CP, Free Knight)
You can disguise yourself as anyone, but anyone who takes a closer inspection will see you aren't the person if there are any major differences, such as age or gender. Still, it can temporarily work in a fix as a diversion. You can even do this on the fly with minimal resources you can use to disguise yourself. Helps when you want to distract your foes from your lord.

**A Noble Warrior** (100 CP, Free Knight)
You are exceedingly gorgeous. People all over speak of your beauty. But your beauty isn't just physical. You have a beautiful noble heart apparent to all who see you. Or they think you have a beautiful heart. It is up to you. This allows you to socialize with those you wish to assist in such a way that you come off as trustworthy and capable of what you are doing. You could win people to your side with your noble words, and win the respect of the enemy with your nobility.

**I Can Handle Rejection** (200 CP, Discount Knight)
Ah..love. It can make or break you. But still, for you rejection isn't that bad. You can take it fine. A romantic or close bond with someone cannot push you into taking evil actions. Even if you're hurting inside, you'll continue to follow your moral code. Nothing, not even powerful artifacts of evil, can manipulate you or take advantage of your emotional turmoil to corrupt you into taking actions you normally would not take. Indeed, it would be difficult for magic in general to bend your will, but this is when your protections are the most effective.

**Avenge My Brethren!** (200 CP, Discount Knight)
A knight avenges his fallen comrades. You are no different. But your sense for revenge doesn't just apply to avenging the fallen, even if its the most effective in this regard. When revenge is a cause for you, fate shall lead you to the most direct means to accomplish your revenge. Such as leading you to a battlefield where the man who struck down your mentor stands, or if it was an invading country that killed your friends, you'll force them out.

**Blessed With Blades** (400 CP, Discount Knight)

You run into legendary weapons easier, and you will have skill to find those without an owner. Not only that, people seem much willing to trust you with handling important weapons. Whether you come off as worthy or merely competent enough in their eyes to use their greatest weapons, they'll give those weapons and other important objects to you. Legendary weapons also instinctively like you, and will occasionally guide your hand to take favorable actions with them during combat.

**Tenderness Among Harsh Thorns** (400 CP, Discount Knight)
Sometimes you are roped into doing unkind acts, or maybe in unforgiving organizations or worlds being kind only invites trouble. Not any longer. Tenderness is not a weakness. Nothing will force you to compromise your moral code in this area. Your kindness cannot be taken advantage of by those with ill intent in harsh circumstances. No one will think you weak or pathetic for being a gentle person. If you disobey harsh orders and substitute in kinder methods of dealing with the enemy, no one will discipline you for acting out of line. If you spare a child because you do not physically harm children, even if you have killed their family on strict orders they won't come back looking for revenge or trying to kill you.

**Within My Hands Is Your Bane** (600 CP, Discount Knight)
A knight must kill. It is an unavoidable fact that at some point, a knight will have to kill. You are very good at this specific task when it comes to killing a specific target.

Any physical weapon (Whip, sword, bow, it does not matter. As long as you can physically hold it in your hands, it counts as a weapon) you use counts as a 'bane' against a target you have designated. This can range from a group of people, a type of monster, or a singular person. The more specific, the stronger it is against them. You can even use this to end the life of a target with seemingly no weaknesses. Every three years you may change this bane to something else, or when you completely eliminate the target. Whatever comes first. If there is a specific weakness it has (Like a certain type of poison), this weapon will work just as much if not better than the weakness. One unfortunate limitation is that you cannot instantly end your target's life with a single strike from your weapon, unless it was strong enough to do that to begin with.

This is not an instant kill option, and you will have to physically touch the person with it or harm them with it. While your weapon may also be magical, it cannot be a spell in of itself unless it was conjured.

**Campaign Of Conquest** (600 CP, Discount Knight)
Within your hand is the potential to grasp the world. That is what you dream, and your plans will make it a reality. Your intelligence doesn't apply to mere skirmishes.

No, you have the talent to plan for huge campaigns, the charisma to convince soldiers to join your case, and the fangs to keep your army in line. You can make the most out of a huge lack of resources, and should you start with nothing, your magnetism will pull soldiers to your banner. Your plans are intricate and vast, and very few people could hope to outwit you in pure tactics les they play right into your hands. Barring any meddlesome protagonists, you are entirely capable of feats of great conquest. But you should be smart enough to deal with fate outside of the gift you now have, right?

**Lord**

**That's Obviously Evil** (100 CP, Free Lord)

Not only can you point out when someone is being a jerk, you can give attention to this too from other people. Perhaps consequences can even be in order should you talk to the right people. Of course, it's your word against theirs, but you won't be so easily silenced. People will give you a chance and hear you out, at least.

**Friend Or Foe** (100 CP, Free Lord)
You can discern who is and isn't hostile and is open to being recruited by you for help, like if someone was being forced to fight you or is being dressed up to look like an enemy. You are also an excellent judge of character, able to discern if someone is the type of person to lead you into a trap or is honestly assisting you.

**An Island Kingdom To The East** (200 CP, Discount Lord)
There are some fights just you cannot win. You may need to flee to a safer place until you can come back later and stronger. Now when you flee, there will always be someone willing to hide you until you can withstand the forces searching for you. Their hospitality will always hold out until you can adequately survive against your foes, and it'll be difficult for them to find you.

**They're Stronger Than You Think** (200 CP, Discount Lord)
You can accurately assess how good and clever someone is. You won't be caught off guard by their sudden skill or become so arrogant that you will fail to miss something. You'll know exactly what to prepare for. Losing can still happen, but only because you chose to fight something you couldn't possibly win over, either by plot armor or unfortunate happenstance.

**Surely One Day You Will Be Able To Set Things Right** (400 CP, Discount Lord)
Those who survive the hardest fall are the ones who get up, even when their legs are bleeding and their body in horrific pain. Even now, when you suffer a terrible loss, you will always have the luck and time to recover and recuperate. Hell, fate itself will arrange a second chance for you to try once more. For example, being forced to flee your own kingdom for your safety will let you live in secrecy until you are capable of claiming your kingdom once more. But be careful. Only when you are capable of succeeding will this help. It is not a certain victory. Be cautious and do not abuse this luck.

**Dynasty of the Jumper-King** (400 CP, Discount Lord)
Marth's family lineage ruled long into the future, and your lineage will have the same luck. You family name will hold for generations, and they will inherit minor versions of your physical strength and skills as a default. However, the closer are your descendants are to being considered "worthy" of your legacy, the more powers from you they will inherit. You may place further limits on who gets your powers, such as those worthy who adhere to a select moral code may gain your powers to prevent abuse from those who you personally consider unworthy. This is not limited to just genetic powers passed down. They may inherit your magic skill or other boons you have acquired over your journey. Your family lineage will always be blessed with great luck, ensuring they live even when their foes scheme to get rid of them. They may still live in just one surviving heir, but they will still live and return.

**Together We Ride** (600 CP, Discount Lord)
The Hero-King Marth's strengths was his ability to win people to his side, even when they worked with the enemy. While he couldn't save every noble hearted soldier on the opposing side, he won over many. He was even more successful winning over people who opposed his enemies. When someone gained him as

an ally, they gained a thousand in him. For his leadership made many, ranging from the Princess of Archanea herself, to lowly peasants, come to his side and fight for him. With this unity, he overcame Medeus.

You also have this talent. Barring people who are extremely set in their ways and who haven't been lied about you, you you could win most anyone to your side and get them to lay down their lives for you and your cause. The most prideful see merit in what you do and will join your cause and take your orders. Even villagers and the common folk aren't immune to this. For you see, your charisma inspires them to take arms to fight by your side against their enemy.

**Slayer Of Dragons** (600 CP, Discount Lord)
You fight a lot of powerful enemies. At some point, you will take on an enemy far stronger than you can muster. But that's okay. You're not fighting them alone. Not only will fighting with your friends against a great and powerful foe empower you with friendship, destiny will favor your actions. Like the hero of a legendary story. For you are a dragon slayer, jumper. You kill dragons with the power of friendship.

Very few foes could hope to overcome the power of friendship and love when your friends are by your side.

**Manakete**
**The Exception** (100 CP, Free Manakete)
You are unusually noble for your race. To play right into your animalistic impulses is beneath you. Humans see and understand this about you. People will not fear you or hate you for being who you are, unless you were an actual threat to them. They will accept you for who you are no matter what.

**Magical Gift Of Dragons** (100 CP, Free Manakete)
One of your parents was a Mage Dragon. Or perhaps you are a Mage Dragon yourself. Regardless, you have been blessed with not only a great well of magical talent even for a dragon, you have an unnatural talent with coming up for creative workarounds when you hit a wall when it comes to creating new spells. A limitation is only but something to get around. You may not be able to spit out big huge fireballs if the system does not allow it with your current capabilities or at all, but you could stretch a weak little fireball into a mass spark to set a field ablaze.

**Wrapped In Myth** (200 CP, Discount Manakete)
Dragons are a staple of Archanean lore. They are larger in life in personality and deeds. No one ever forgets a dragon if they've met one. Even if you aren't one, you've certainly earned quite a reputation, even in worlds where you haven't committed deeds. You are legendary in your own right, and whispers of your deeds follow you from place to place. If you've earned it, of course. No foe of yours could use this knowledge against you if you so desire. People also, if you desire it, will never forget an encounter with you.

**I Am Me** (200 CP, Discount Manakete)
You are you. And not even the march of time can change that. Your eyes will always blaze with the passion of youth, and you resist traumatic events to your psyche well. Age itself won't negatively impact you. You shall only advance as a person but never lose your reasoning through trauma. While you may still become traumatized, it will never be irreversible or extreme enough for you not to manage without outside help. Indeed, you have basic knowledge to help yourself out should you become traumatized.

Also you'll remain fertile. Just in case age is an issue with fertility.

**Dragonsleep** (400 CP, Discount Manakete)
Sleep is good for the soul. Even dragons need a little bit of shut-eye. Some need a thousand years of sleep, in extreme cases, to deal with their brain issues. Your brain heals itself much, much better when you sleep. Like trauma or from physical wounds. But sleep doesn't just fix your brain issues, it can also heal your soul while you sleep, and halt any nasty processes on your body like a disease, curses, or aging. Depending on the damage, you may have to sleep upwards of a week or in extreme cases a couple of months. You may also induce this healing sleep in others, and they will have the same benefits you have when sleeping.

**Flames of Hatred** (400 CP, Discount Manakete)
Hate. The fire that scorches in a dragon's belly is powered on hate and emotions, or so what Medeus believes. Your emotions lend you much strength. The hotter the hate, the stronger the fire your spit burns. Your emotions lend you more power than ever before. The more you hate someone, the stronger your hits and magic strike upon your foe. If you don't desire to be powered by hatred, you may choose some other emotion to derive your strength from. Like maybe love or jealousy, even.

**Ruler Of Dragons** (600 CP, Discount Manakete)
You are recognized as a dragon ruler, and maybe even the second coming of Naga. You have the potential to become unusually big and powerful even for your race (Human or Dragon), and you could become a possible threat to Medeus in this state eventually on your own. After more than a thousand years, you may become as strong as Naga herself. You also give off a 'royal' aura. This boon also grants mastery when it comes to winning the respect of the most arrogant of people, even non dragons. In fact, you could actually get them to like you should you interact enough.

Dragons happen to be a prideful bunch, but even the haughtiest of dragons will instinctually recognize your abilities and skills when it comes to leadership. For you are a ruler of dragons. Should there be an actual ruler of dragons, their rule will still override yours.

**Glittering Paradise** (600 CP, Discount Manakete)
To rule is to bring happiness and wellbeing to your subjects. By leading through example or through a fair and just rule, any method you choose to rule will bring prosperity to your people. It may be through much conflict and toil, but at the very end paradise is within your vision, and you will and can grasp it.

Economics, happiness, resource distribution, all of it is within your mastery. People will flock to your paradisiacal kingdom of peace and prosperity.

**Mage**
**I Cannot Fight, But I Can Heal Your Wounded** (100 CP, Free Mage)
It sucks that you can't really do much of anything to help. Now you won't be completely useless. Anything small you do won't butterfly into huge negative consequences for your actions, and you find that beneficial actions meant to help your world are much more effective. But say, doing big negative actions like killing the wrong person can still result in a long chain of fearful mistakes.

**Tick Tock, Move That Frock** (100 CP, Free Mage)
Mages are squishy. They don't belong on the front lines. This is just common sense. Sometimes you gotta run FAST in the other direction from your enemies. And boy are you fast when running. A squishy mage like you is more comfortable far away, where few enemies can retaliate. Hell, it'll be difficult for any pursues to catch you when escaping from your captors.

**The Favored Student** (200 CP, Discount Mage)
You are a perfect magic student. Teachers intuitively like you and you'll have no trouble running into magic teachers of any common magic art. Your mind is like a sponge, absorbing magical knowledge from lectures and teaching. You also give off the impression of being responsible enough to be trusted with super power magical spells.

**Working Towards A Cause** (200 CP, Discount Mage)
Altruism is a much more powerful force than people give it credit for. When you work towards a cause that doesn't directly benefit you, like protecting your loved ones or inventing something to help people, your progress becomes much, faster than you could normally. Training to protect your loved ones could allow you to gain much more strength than you normally could gain.

**Collecting Nature's Energies** (400 CP, Discount Mage)
Magic on Archanea is collecting nature's energies and sealing it in different items. Starlight as a tome was used with power taken from the Starsphere. You have extended this reasoning so that not only can you collect energy from the environment to seal inside an object and draw on it at a later date when you lack power, you also can seal one ability of yours inside a book or a staff for people to use. This ability may also be empowered by the magic you seal in it. You can also teach people in other realms how gather energy from the world to seal into books for use.

**Save Point Smithing** (400 CP, Discount Mage)
You can construct a portal in time to run into from your current position in the timeline as you smith the portal if you wish. Upon running back into the portal, your memories will return to your body. The portal may only be used for a forwards and return trip, and if you die and have no method of returning to life, you cannot have someone run into them to reset your death. This portal in time can be scribbled on the ground in only five minutes. You may only have one portal open. This is mental time travel, and portal will remain open until your final death.

**Starlight** (600 CP, Discount Mage)
No one's defense can stand up to your might. This is Gotoh's ultimate masterpiece. This is a spell that can reach through even the most impenetrable of defenses. However, it will always be inferior to the actual weakness if one exists, and cannot instantly one shot powerful enemies. Even powerful artifacts can eventually be penetrated if you study and improve upon the spell you know. But the raw power of this spell is not to be ignored--this spell in general is a powerful one, trumped only by the Aura spell in this world.

**Taken From The Starsphere** (600 CP, Discount Mage)
Magic in Archanea is about taking energy from the environment and sealing it in objects for humans to use. Gotoh applied this concept to draw on the power in the Starsphere to create the powerful spell Starlight, and you also have access to his unique way of creating spells.

When you posses a great and powerful relic, it is entirely possible to create spells based on the feats such an artifact can accomplish. You may need to take a few years at most, but it can be done with the proper spell costs appropriate for its strength. You may even somehow mix and modify their effects however you please once you become better at this skill. Perhaps you could even mass produce inferior versions of the artifact, but that is a long way away from what even Gotoh has accomplished.

**Village Hero**

**The Hero Of Shadow** (100 CP, Free Village Hero)
No one needs to know your name. The world needs to look to the ones who will guide it. Indeed, when you consciously act in a way that makes sure the world doesn't give credit to you, you'll find that not only will people credit the heroes for the work, fate will help you succeed even better even moreso. The people of this world does not need you, but it does need heroes to help save it. Why not help them know who their heroes are?

**Advice From An Outside Source** (100 CP, Free Village Hero)
People can give you good advice about your powers and tips if they know about them. It won't help you as much as a mentor can, but if you ever feel lost or unsure what to do someone will come along and give you a spot of advice. People will also give you accurate assessments of your skills and capabilities from time to time.

**The Talent Of Est** (200 CP, Discount Village Hero)
You can very quickly grasp the fundamentals of anything you keep your mind to. You count as 'talented' in the basic areas needed to get started in anything like magic or healing. But talent can only carry you so far, even if it'll help you out. At some point, you'll need to put your weight into training.

**She Said I'd Live For A Hundred Years** (200 CP, Discount Village Hero)
You visited a fortune teller once, who told you you'd live for a hundred years. You are definitely too young to die now according to it, that's for certain. You have this same reassurance about any of your plans. You will know if an action you plan to take, should nothing unpredictable like a freak accident happen, will result in you losing or winning given your current abilities and resources. There is no hint you have to help you win, just a simple reassurance.

**Bond Forging** (400 CP, Discount Village Hero)
When you get close to someone you gain a "bond" with them, you gain an empowering potion that can temporarily increase in their greatest attribute in a combat situation. It just appears in your hand. You cannot gain any powers as a result of these bonds, but bonding with a great swordmaster would probably grant you great skill. You in extension are an exceedingly friendly person and intuitively know what to do/say to befriend and get to intimately know your allies over three one on one conversations.

**Loyalty Is A Boon** (400 CP, Discount Village Hero)
You care a lot about your liege and friends, but does your liege care about you? Similarly, can you ever say that people are loyal to you as well? And furthermore, can you ever accomplish deeds for your liege? Fate will aid you as you accomplish deeds in your liege's name or protect them. If you walk into a trap meant to kill your lord.

But even then, this loyalty can be abused. You might be sent out into a battle you cannot win. Worry not. You are far too useful for your liege to betray. Or maybe you're just friendly enough to them that they would have second thoughts upon trashing you to the side. Your charisma also inspires people to be loyal to you. They will never drift away from you, no matter how much time passes.

**Guided By A Force Similar To You** (600 CP, Discount Village Hero)
It feels like you're guided by a force that is similar to you in goals and personality. As well as using methods you prefer to accomplish those goals. But this force knows far more than you. Sometimes you may suspect that it knows how your story ends and is just making you go through the motions to make it happen. Do not worry, though. Ultimately you are the one in control and it's just guiding you with it's vast knowledge. It manifests in an intuitive feeling that always points you in the correct steps to reach your goals.

But at the same time, just because it knows everything and guides you doesn't mean you'll be able to succeed at the actions you have to succeed. You still need to be capable of fighting your foes, for example.

**A Place In Fate** (600 CP, Discount Village Hero)
Fate has a specific purpose. It is a plan. An outsider like you probably has no place in it. But now you do. You're important, damn it. You no longer need to bust a way into fate to actively earn a place in it. It does not deny you when you search for ways to meet those important to fate, or try to matter in some way. As far as it was concerned, no interference you make could end up worse than what you were trying to avert in what fate had in store. At worst, your actions were meaningless in the end. And not only that, should you desire it, fate will place you in the role of protagonist of whatever story you happen to stumble in.

But if you do not wish it, fate will not place you in the role.

**Mercenary Leader**

**A Terror With The Blade** (100 CP, Free Mercenary Leader)
You are a famous one. Your fighting style and skill, even if not very substantial, is a visually impressive sight to behold. Those who watch you become terrified at your supposed might. You're quite vicious. Word of you gets around quickly, for who could forget a fighter like you? You might even get a dozen imitators pretending to be you at some point, you famous one.

**Gladiator Fighter** (100 CP, Free Mercenary Leader)
You fought in the gladiatorial arena matches in your youth for money. The arenas were bloody kill or be killed affairs. Honorable chivalry would just get you killed, so you learned to fight dirty to survive. You have a knack for fighting in all kinds of sneaky ways. Throwing sand in people's eyes, hitting below the belt, nothing is impossible for you to do in these one on one matches. People will just accept this part of you, even if they prefer to fight honorably. They know you had to do what it took to survive.

**Contractor** (200 CP, Discount Mercenary Leader)
No one is better than you at negotiating contracts. Your contracts are absolutely free of any loopholes that could be twisted against you. Even the best lawyers have no hope of finding loopholes in your written words. But you're entirely free to make wording that benefits you, of course.

Not just that, though. If you don't like a contract you got into? You could just leave without any negative repercussions. You won't have the benefits from the contract anymore, but your employer can't exactly do anything about you breaking the contract. They can't sue you for leaving before your time, and they won't become furious and attack you over it. You're in this for yourself, after all.

**Neutral Party** (200 CP, Discount Mercenary Leader)
It's just business, really. No one expects your allegiances. As long as you're not actively provoking anyone or trying to fight them, you'll be left alone. No one will force you to join them or violently attack you unless they absolutely had to. Like if you had some sort of powerful artifact they seek.

You keep to yourself, and everyone respects that. If you want a quiet life, you'll have one.

**Leader Of The Pack** (400 CP, Discount Mercenary Leader)
The leader of the pack is always the best at something. That's just common sense. When you get better at something, everyone gets better at something. You work as a team. Not only when you lead a group your skills will shoot up to make it so that you, no matter what, are the best, at a specific task like swordfighting or schemes. And in this specific task, anyone who does not have this skill will naturally acquire it over time when you lead them. Even a mage could become a threat with a blade in due time with this boon.

**Best Parent Ever** (400 CP, Discount Mercenary Leader)
Your skills as a parent? Very good. You can adopt children and raise and give them the best childhood they could ever have. You could have a lot of power over them. Surely you won't abuse this, yes? You could mold them however you like if you wish, but of course if you want to just be a good parent who is good at teaching their kids stuff, that's fine too. Your children won't come back and kill their oh so loving parent, either. They will naturally adopt your morals and opinions, and they may even display the same skills you have.

But if you just want to raise them to be cruel, heartless puppets with this power, that's also possible. Children are so impressionable, after all.

**Jumper's Legion** (600 CP, Discount Mercenary)
You jumper, have a gang of siblings. Six siblings. Bizarre siblings, but siblings nothingless. When one dies, another is replaced in less than ten minutes. It would take your actual, final death to end their march.

These siblings by default are clones of you but with the powers and boons from one realm you have been to each, or each clone shares one realm's powers or boons. It is your decision when you summon them. Or they can share a realm's boons and powers. Each one looks exactly like you even if they don't share the necessary physiology , and it will be difficult to tell them apart from you other than their equipment. They do not count as companions and cannot be imported as such.

**From Nothing To Something** (600 CP, Discount Mercenary)
Sometimes all you have is just yourself, an axe, and the dreams you have in your head. It can be rough to get your own mercenary or bandit group off the ground. And that is why you have the skill and charisma to win people to your side and see you as a competent leader.

You have a skilled business sense to find opportunities and the skill to know when to retreat. In realms untouched by war, you could apply this charisma and acumen to getting a small business into an international corporation in less than ten years.

## Companions

**A Sleepy Nagi** (300 CP)
A Divine Dragon Manakete will come with you, if you purchase this option. Her name is Nagi, and she is quite sweet. If a little sleepy all the time and prone to trailing off. Shockingly, Nagi herself is powerfully strong, perhaps almost as strong as Medeus or Gotoh. She doesn't have a lot of memories about herself...how bizarre. But many dragons who gaze upon her recognize her as a revived dragon. She even came from another realm to this world.

How strange.

Who is she?

**Canon Companion** (100 CP Per Purchase)
You may bring one person per purchase with you on your journey. You do not need a pod for them. You may also define their relationship with you, such as lovers or family. You must also ensure they live to the end. If you desire to purchase Gotoh or Garnef you will have to pay 300 CP to purchase them, however. Xane costs 200 CP and benefits from the "A Most Wondrous Power" perk. You may also buy anyone from the War Of The First Exalt scenario with this option, although Atlantes costs 300 CP.

**Companion Untouched By Fate** (100 CP Per Purchase)
Someone who did not participate in these events may join you if you so desire. They get a free origin and 600 CP to purchase items and perks with.

**Companion Import** (100 CP Per Companion, 300 CP for Eight)
If you so desire it, you may import someone you have brought along into this world. They gain a free origin and 600 CP worth to buy items and perks.

## Items

You may import items into these slots as you see fit.

**Vulnerary Pack** (50 CP)
A pack of health replenishing bottles of tonic. The liquid itself is medicine tasting and is licorice flavored. Small enough to be hung off the waist and regenerative enough to heal any wounds sustained in battle barring life and death ones.

**Silver Weapon** (50 CP)
This is a basic silver weapon fitting for your origin, like a sword or a spell tome. Silver weapons are the strongest common types of weapons, and are typically given as gifts by lords to their vassals as thanks for their service or some other deed.

Mages gain a Rexcalibur tome, a powerful wind spell that conjures wind blades as strong as steel. It is especially strong against flying foes, and can cut up anyone who stands in the user's way. Anyone can use this tome, regardless of skill. Manaketes get a stronger version of their dragonstone to transform with, a Divinestone you can use. Even for Divine Dragons, possessing this stone is rare. This dragonstone empowers the user's breath against other dragons.

**Drop-In**

**Levin Sword** (100 CP, Free Drop-In)
A bizarre weapon with a jagged, glowing blade resembling a lightning bolt. This sword grants the user the ability to draw upon their hidden magical power and shoot lightning. It also will never break, unlike the Levin Swords you find here. While the only Levin weapons to be found in this time are swords, upon purchase you may make this a Levin Spear or Bolt Axe or some other weapon found here if you desire. Or import a weapon not found on this world.

**Thief Staff** (200 CP, Discount Drop-In)
This odd staff allows you to magically yoink away things from chests and from people, as long as they're not physically clutching it in their hands. It teleports items any items it steals in your bag or hands if you desire it. This Staff is also infinite use as well, and won't break. It's range is also very far--while it doesn't encompass the whole world, its range is limited only by eyesight. The staff itself has magpies carved into the handle, with silver and gold coins in their mouths. It also shrinks for convenience's sake should you need to hide it.

**The Geosphere** (400 CP, Discount Drop-In)
This vibrant green orb has cracks running across the surface that give off the impressions of leaves. This is a copy of the Geosphere. It allows you to occasionally steal money from people you fight, but this is not the only thing you can do. The money just teleports into your wallet or bag. The Geosphere itself also commands nature. Anyone who holds it will have nature at their fingertips. Rain down thunder and lightening on your foes, and make the world around you to flourish as you see fit. Also anyone that suffers from a lack of fertility will become fertile once more if you bless them with the sphere.

**Jumper's Weapon** (600 CP, Discount Drop-In)
You've been gifted with a unique weapon, that is not only recognized as yours, but it greatly enhances two of your attributes, like your magic or speed. It could be a legendarily powerful spell tome or sword as long as the weapon can be found in this realm. It also equips you with a regen factor when you hold it, healing moderate wounds every five minutes and keeping your body pulsing with magical energy. Not only that, no one else can possibly hope to wield it unless you will it so. And somehow, it will never break and always finds its way to you should you become separated from the weapon.

Fate will also favor your survival at worse and victory at best in a fight when you wield this weapon. Such as the weapon finding sensitive weak points to strike. If there are none you could possibly strike or none at all, the weapon itself will make one. The appearance itself is up to your personal tastes.

**Lord**

**Lord's Rapier** (100 CP, Free Lord)

A rapier is a classic weapon. Instead of brute force, the weapon itself relies on skill and speed to strike. Every lord is given one to indicate they are worthy to rule. As ruling takes more than just brute force of arms, but skill and precision. This is why this blade always seems to strike at critical points with a reliable frequency. It moves as fast as the wind.

**Master Seal** (200 CP, Discount Lord)
Should someone have committed a great deed, you may bequeath unto them this Master Seal. It grants great power to the person, but only once. This boost is permanent, and it will have to be earned. The receiver's growths may also be increased upon being received, but this is a minor boost. This Master Seal can greatly increase any relevant skills to who the person is, such as their magical power and knowledge upon being given to a mage.

**Fang Of Naga** (400 CP, Discount Lord)
This sword is a weapon almost as strong as the legendary Falchion, and resembles it by default. You may import any item, like a spell tome or a weapon, to make it powerful and to count as a dragonbane. Not only will you be more effective against anything related to dragons, this item gives off a divine aura. People who see it will know of the strength within it when they gaze upon it, should you desire it.

**The Fire Emblem** (600 CP, Discount Lord)
The holy shield of legend! A copy of the exact one granted to Marth from Princess Nyna!

...and it unlocks any treasure chests, magical or otherwise.

B-but that's not all it can do! It also automatically dispels any magical deception meant to fool the owner, such as illusions and mind trickery. It also can act as a magical focus to ensure that any magical seal you cast sticks (And by holding it, you instinctively know how to cast a magic sealing spell) as long as the five orbs on the shield stay put. Ordinary combat won't knock the orbs off either unless someone was specifically trying to knock them off. This magical spell is perhaps powerful enough to seal a being as strong as Garnef away if you're strong enough to seal away something like that. But even if you can't, you can still seal weaker beings away with it.

However, it is important to note that you cannot seal something *inside* the shield without outside knowledge.

**Knight**

**Valiant Mount** (100 CP, Free Knight)
This mount can be a horse, wyvern, or pegasus. It is fast, loyal, and tough. Undying and so very loyal, it seems to obey your every command. A beautiful member of its species, it is powerful. The mount will always arrive when you call for it no matter where it is, and it cannot die. It is also very smart and probably has a personality of its own. It has basic problem solving intelligence.

**Sable Order Of Knights Membership** (200 CP, Discount Knight)
You are now part of the Sable Order of Knights, an elite force known all throughout Archanea for their skill and bravery. In other realms you are now considered part of an elite force and have the political weight to show for it. You will have a history of being part of that elite group, but you cannot seriously alter events

prior to your arrival in that world. There is no way you could ever lose this title or bring shame to it no matter what your actions.

Or you could be considered part of the Whitewings, a Macedonian order that uses Wyverns and Pegasi to fly. It's no different.

**The Jumper Order Of Knights** (400 CP, Discount Knight)
An army of knights that obey your every word. They do not count as companions and cannot be imported as such, but they follow your every word. They will never rebel against you out of a sense of honor, and none can be convinced to turn against you. They would rather die than betray you. Should they all die, they will come back within a week. For not even death can stop them from serving their lord.

But for some reason if you don't like that, then you may order them to think for themselves.

They don't comprise just knights. They can include mages, healers, and thieves. They do not count as companions, but as followers. They never forget anything you teach them, and they count as talented in any skill you teach them with. Including magic arts. They can exceed peak human with their strength, but cannot gain nonhuman abilities or physiology without enhancements you make to them.

For an extra undiscounted 100 CP, you may add pegasus knights and wyvern riders to the order.

**Regalia Copy** (600 CP, Discount Knight For One Purchase)
Aurelis has three mystical weapons, Parthia (A bow), Gradivus (A lance), and Mercurius (A sword)--you have a copy of one of them. Not only are they incredibly powerful, the weapons will answer only to those they have deemed worthy and skilled enough to use them. You are one of them. This copy is not only protected by the insurance that purchase brings, it is far more powerful than the mystical weapons found in this world that it copies. It will never break or shatter.

Parthia grants the wielder the power to greatly resist spells flung at them, Gradivus can once per fight completely heal the wounds of the user on top of the minor regeneration it grants them, and Mercurius will double the learning speed of the user when used in battle.

**Village Hero**

**Kris's Confect** (100 CP, Free Village Hero)
A sweet treat that will temporarily enhance the consumer's attributes in battle. Comes in a box of nine candies per purchase that will be replenished in the warehouse after three days. These treats will always be to the consumer's liking and they will never make them fat. It will be nutritious.

**Rainbow Growth Tonic** (200 CP, Discount Village Hero)
You wanted a permanent growth? You may have it. This is a small rainbow-colored liquid in a small dark green bottle. Once at the beginning of every jump you will receive a bottle of the stuff. This is a permanent, minor boost to your growth rate in your abilities. You cannot produce more. It will work for anyone you give it to, however.

**The Starsphere** (400 CP, Discount Village Hero)

A dark blue orb on which the twelve zodiac constellations are etched upon. This is a copy of the Starsphere, one of the orbs on the Fire Emblem. The Starsphere is remarkable for significantly boosting the growth of the one who has it--they grow much stronger in a short amount of time if they carry this sphere close. Experience sticks around longer inside their head and they develop in power and skill, magical, physical, or otherwise, at a faster rate than usual. It also gives a minor boost to the owner in general. It's not much, but it could mean the difference between an enemy barely alive or completely dead on the battlefield.

**Hidden Village Of Heroes** (600 CP, Discount Village Hero)
You grew up in this place, maybe. This is a village of knights. These families are prideful in their heritage. Serving as mages, thieves, archers, or classic cavaliers, most in this village at least have dreamt of being heroes. What's even more surprising is that they all have potential to fulfil their dreams of heroism. They all can do great and heroic deeds on their own. (Or villainy if you want to be that kinda person) People born here can become blessed by fate to have the same leverage as protagonists or at least very important characters. They do lack plot armor, though. This village is always seemingly protected from the watchful eyes of those who try to spy on it.

And you? You count as the lord of the village. Everyone here is loyal to you. You will always have a place here to flee to, and you will always find a great and wise mentor willing to teach you here if you wish. But if you search for a mentor to teach you an exceedingly rare fighting style or magic art, you will have to seek them out yourself, for none are found here in the village.

**Mage**

**Pure Water** (100 CP, Free Mage)
A small, clear blue container of unusually clear and shining water. The container itself is beautiful, with swirling patterns on the cap and waves carved in the glass bottle itself. This water is not only refreshing, it allows whoever or whatever it is rubbed on to temporarily resist magic to a minor degree and enhance their magic. Or can be a nice refreshing drink, as it is always pure and good tasting. Comes with a crisp mint taste and smell.

**The Aum Staff** (200 CP, Discount Mage)
A dark brown staff with many curls on the handle, and on the top a magic gemstone sits. Only one of this staff exists in this world, but this is a copy of that staff. This staff can revive one person every ten years. There is no limit on who you can revive in the realm you use the Aum staff in, but they must be in the world. Anyone can use this staff, unlike the one in this world where only women of royal blood may use it. If you suffer a final death, no one can revive you with this staff.

**Glower** (400 CP, Discount Mage)
This tome is a thick, heavy, dark blue book upon which the gold markings of a glowing eye sits. Ever-watching. This tome is capable of penetrating most mortal spell resistances found in this world, although Mage Dragons are still immune to it. But do be careful. Other realm's resistances to magic may be stronger than what this book has to offer. But even then, the spell's power itself is nothing to sneeze at. It's stronger than what the average mage can access in this world.

**Magic Repository Blueprints** (600 CP, Discount Mage)

Garnef did not become powerful through mere skill. No, he invented a great and powerful apparatus. While it's concept was simple, it's effect was great. A bigger container to passively absorb and store energy from the surrounding environment that let him draw on a great pool of magic power. You now have the copy to his blueprints to this container.

It is a great and powerful tower, acting as a secondary magic container and an extension of your overall ability to cast magic. You may draw on it at any time for your strength and it will supercharge you or anyone you allow to draw on it. Your power may be overall increased as well, allowing you to use more energy at a time than you would have normally. In order to build the tower, you must have a great many resources. It may also be located in another realm outside of the one you are in. Skill and knowledge only limits your power, now. You may teach and mass produce these blueprints.

**Manakete**

**Unsuspicious Cloak** (100 CP, Free Manakete)
Manaketes can be easily recognized in a lot of ways, even by the common person. Even in their human form their wings can poke out, and their eyes are reptilian in appearance. That can be inconvenient for them. This cloak obscures your true identity. While you are wearing it, any weak willed person will look away from you. You just won't look very suspicious when wearing this dark cloak, as people just accept that it's normal for you to wear it.

**Dragonstone Staff** (200 CP, Discount Manakete)
A well-worn staff upon which a pale, multicolored dragonstone sits upon. The stone upon this staff is made from a bizarre mixture of all kinds of dragonstones. Dragons carved in the staff twist up the body and hold up the stone. It is made of wood, pale as a bone, but will never rot. However, this staff will never need repair. Although it may need to recharge after intense use. This staff temporarily transforms the target into a dragon for an hour. It requires a recharge (For an hour) if used to turn someone into a Divine, Earth, or Mage dragon. You may turn up to three people into Fire or Ice dragons

No person transformed by this staff, however, will be considered a threat to an actual dragon in a one on one fight. All staves of this kind have been lost by Marth's time, but purchasing this staff will make sure you have a surviving copy.

**The Dragonsphere** (400 CP, Discount Manakete)
This glowing, turquoise green sphere has a sickly pale glow to it. It is small enough to be carried in a tiny bag off the belt. When Naga was working to create an artifact that would seal away the Earth Dragons, she developed this orb. Ultimately, she never used it on the Fire Emblem, for it would conflict with the magic of the other orbs on it. This sphere enables the holder to depower a single person with abilities no normal human of this world can use on their own. Such as sealing away the dragon powers of manaketes, or locking away the ability to use magic. This ability can be resisted by those who are capable of resisting magic, but it takes a strong resistance to overcome the divine might of the orb. Over time their abilities will return, but they won't be returning anytime soon during a fight.

**Realm Of Dragons** (600 CP, Discount Manakete)
Medeus is not the only one with a country of dragons. Somewhere on the continent of Archana, you rule a small dragon kingdom of your very own. The climate and placement may be of your own choosing, such as an island or a frozen country to the north. Regardless, it is a paradise. All crops harvested and grown

here flourish, and disease rarely strikes those who live here. Dragons instinctively flock to this paradise, feeling that it is a wonderful place to live in. But what good is a dragon ruler without a castle that can hold his hoard?

In the center of the kingdom (Or where you wish to place it) is a big hill on which a glittering castle sits. This castle has loads and loads of chests and spacious rooms for one purpose: to store treasure. You may hoard anything or anyone you wish in these hallways. The castle is far bigger on the inside than it is on the outside, thanks to powerful dragon magic. It is about as big as a small city on the inside for storing treasure. It also has a roving band of loyal and competent manaketes protecting it as well, who cannot be persuaded to betray you. The design of the castle is to your specifications.

**Mercenary**

**Darksphere Charm** (100 CP, Free Mercenary)
This tiny charm of a hanging black orb is a tiny replica of the magic inside the Darksphere. The Darksphere is an orb that nullifies all attacks towards the user. This charm isn't even a tenth as strong as it, but its enough to give you a minor defense boost, acting somewhat as a minor nullifier for all damage given to you. It isn't that strong, obviously, but it is certainly noticeable if you keep it around for long enough. It's small enough to hang off a belt or a bracelet. It will never shatter and will never be stolen from you.

**Again Staff** (200 CP, Discount Mercenary)
This staff has many feathers carved in the handle near the bottom, resembling a nest. Birds in flight are carved near the top. Drawn representations of the wind curl in the blank spaces, giving the impression of a big gust of wind. The spell bound to this staff speeds  twice as fast for thirty minutes. You cannot stack this on multiple castings from the same or other staffs. This is a rare staff and one in high demand.

**Bane Weapon** (400 CP, Discount Mercenary)
This weapon doesn't have any distinctive features on it unless you desire it so. But its benefit is that it is a 'bane' weapon, a weapon that is extra painful to the touch for whatever it happens to be the bane of. It's also designed to be especially good at killing whatever it's the bane of, as well. This is a weapon that is a bane of something you specify upon purchase. It has to be something found in the setting, like mounted soldiers, flying creatures, armored units, ect ect. You may import this weapon in this slot.

**Expansive Trap-Filled Hideout** (600 CP, Discount Mercenary)
This is mundane looking shack to disguise the entrance to the real hideout. It's unremarkable otherwise and leads no special attention. However, it is unmarked, and very few people will know about it except those who you allow to know about it. Hostages kept here will simply forget where it was if they escape. It would take serious tracking efforts to find this place. The stairs inside lead to a dark, swirling maze of halls and unlit cellars as big as a castle. There are so many nasty and gruesome traps that activate to kill outsiders (But leave you and allies alone). Like a pit that opens to a perpetually boiling vat of hot oil, walls that shoot out spikes and draw close to smash the invaders.

But even deeper in the castle are huge stores of weapons, food, and everything a bandit could need. The treasure rooms here and filled with chests that are almost impossible to open save for some of the best lockpickers in the world. If someone were to screw up opening them, then a bomb in the chests will

explode, killing the would-be thief but leaving the treasure unharmed. This also comes with a mercenary group or a bandit group at your beck and call. Their morals align with yours. If you'd like to have a group of dashing merry men or sadistically awful bandits or greedy mercenaries, specify it upon purchase. These mercenaries can comprise just about anyone. Pegasus knights, mages, knights, and the like. They are loyal to you and wouldn't leave you for any reason.

**Drawbacks**
**+1000 CP Drawback Limit**

**The Hero Of Shadow** (+0, Manakete Forbidden)
You will be at Marth's side, helping him out and taking Kris's place. You will help stop the dastardly plot by Lady Eremiah to kill him, and the jump will start in the beginning of the War of Heroes in year 607 instead of the year 604.

**In The Footsteps Of The Hero-King** (+0, Lord Origin Only, Cannot Take Hero Of Shadow or Helping The Hero-King)
Marth was never born. Instead, you were born in his place. Dolhr invaded Altea, forcing you to flee. The jump starts when Marth would set out from Talys, and your starting location is the island nation of Talys.

You must retake Altea during your time here, and topple the Dohlr empire. Only then, may you be allowed to leave.

**Echoes Of The Past, Present, And Future** (+0 CP)
Should you have come here before or come once more here in the future, your actions shall be remembered. And should you have come here to this world during the Valentia jump, your Benefactor will tie things up fine so that no big huge time paradoxes happen. Free of charge.

**Bald** (+100 CP)
You're BALD and people think you're ugly because of it.

**Unintimidating** (+100 CP)
You think you're big and scary, but the truth is that you're not. At all. Whether it be that you have beady looking glowing eyes and angry eyebrows from under your hood, or a funny looking expression on your face at all time, you will be laughed at constantly by others. Expect to be the butt of jokes everywhere.

**Extremely Rude Attitude** (+100 CP)
You are obviously evil. Even the bad guys think you're a little off-putting in your apparent desire to sling brutal threats and orders at the drop of a hat. Your actions won't be seriously affected, but you are a huge jerk. No one will want to be your friend here. Marth will...tolerate you, but he won't hesitate to call you out if you cross a line.

**Tragic Love** (+200 CP)
Ah, love. It can make or break you.

In your case, love will break your back over the knee. You'll be tormented as you face difficulties in any relationship you have. You may even fall in love with someone, but events will conspire so much that

you'll be forced to fight each other. Or they'll die in battle. You will never be together with the ones you love. If you had any prior loves, expect to have a lot of conflict between you and them.

**Curse Of The Jaegan Archetype** (+200 CP)
You're pretty strong...right? Too bad. You're not getting stronger in this jump than what you started with. Any growth you have will be in slow, small amounts, not matter how extreme or hard you train. Is this really worth the extra points?

**Helping The Hero King** (+200 CP)
Marth needs help from you. That's right! You! Now unless you help him out, he's gonna fail and Dolhr will take over. But if you want to help Medeus, he will also need your help, because he's going to lose against Marth. Whoever you ally with must succeed.

**Honor-Obsessed Cast** (+200 CP)
People on your side are honor bound to the point of being an idiot, and whoever you oppose will be hypercompetent enough to exploit it. Hope you like keeping an eye on your allies and being the bearer of common sense.

**Puppets Don't Cry** (+200 CP)
You are aggressive, wrathful, and have forgotten what love feels like. You sneer at it. For you have a traumatic past. Perhaps you are one of Lady Eremiah's orphans, or a harsh political climate has closed your heart. Drop-Ins will become traumatized not long after they arrive. Only the power of kindness and friendship could hope to mend your broken heart.

**No Dragonstone** (+200 CP, Manakete Only)
Tossed it to the side or simply lost to the world, you have no dragonstone to use. You are just confined to your weaker human form. No dragonstone you acquire will work for you, either.

**Kaga Hates Jumpers** (+200 CP, Cannot be taken with Jumpchain Emblem)
You have no more out of realm powers, and you can't even use your trusty go-to weapon or magic spell. You are just an ordinary citizen of the realm, nothing more. But the warehouse isn't sealed away. Meaning your other equipment is fine, but your main weapons and powers are gone.

**Marked By Eremiah** (+200 CP)
You have a bounty on you, and Lady Eremiah would like to collect that bounty for some nice cash. She will sent Katarina, along with a few others, to kill you. You must either kill her or snap her out of her mind control. You may also convince Katarina to come with you. If you do so, you may bring Katarina along as a companion without a pod.

**Captured Friends** (+300 CP)
Garnef has taken four of your Companions, or friends you made here if you don't have that many companions, and wants to sacrifice them for in dark ritual to empower Medeus. You must rescue them before it's too late. They also will be under a very strong mind control spell and will be unable to break out on their own without your help. If they die, you are going home.

**The One Known As Jumper** (+300 CP)

The heroes and villains must not know your true identity. Only one may know who you are. Choose wisely, and they cannot be Marth or Medeus. If the others find out who you truly are and your jumper nature, you are going home.

**A Bloody Mess** (+300 CP)
You will lose many allies in combat, and it will be a very bad experience for you. You'll get attached to them, only for you to lose them in the very end. It will devastate you as you find it difficult to save your friends. Your companions will be unaffected, but those who you befriend here have a high risk of dying. Are you willing to sacrifice your allies? To suffer like this? To lose the ones you love?

**The Jumperbane Weapon** (+400 CP)
A legendary weapon has been discovered. Lance, sword, axe, spellbook, bow...its form doesn't matter. It is the perfect anti-you weapon. It embodies any weaknesses you might posses. And a skilled user on the other side, who despises you to their very core and finds you repugnant, possess it and seeks to kill you with it. They've seen everything about you in a vision. And they find you to be a blight on this multiverse. This user is incredibly, violently, determined to kill you.

This weapon will not instantly kill you if you touch it (But the sensation is akin to painful burning if you touch it), but any defenses you have against it go down quickly. Armor? It shatters under the weapon. Regen? You can't regenerate from any wounds made by it unless it is destroyed or the owner is killed. Magic protection? It dispells that. Have a dragon form? It's a dragonbane weapon. It cannot be destroyed instantly, either. While it doesn't harm your companions as much as you, it will also affect them. Worse is that if it kills you once, you are going home. No extra lives can help.

The solution is simple: Find a way to destroy it or kill the owner. If you do not kill but wish to keep the weapon, you may also convince the owner not to kill you. But it will be difficult, as your ideals oppose them. They find your very presence morally sickening. Destroying it will make the owner give up (Almost comically quickly) and leave you alone. Killing the owner will make the weapon cease to harm you any longer. It no longer hurts you to hold it. You may take it with you if you like.

**Jumpchain Emblem** (+400 CP, Cannot be taken with Kaga Hates Jumpers)
All your out of realm powers and the ability to access the Warehouse have been sealed away into five orbs, and scattered to the edges of the continent. You need to find them and collect them. Oh right, and Garnef is also searching for them. Why? Because he wants to make a powerful spell out of them. And if he gets those orbs, it's game over for you.

When you have acquired all five orbs, your powers will return. Although you need only two to access the warehouse. Acquiring the orbs will be difficult--after all, someone else probably found them. And put them in a heavily guarded area.

**World War Fire Emblem: Loptyr's Revenge** (+600 CP)
Forces invade from the far off continent of Jugdral during the War of Light and Shadow when you arrive. The ongoing war in Valentia ends up spilling into Archanea, or should you have been to this realm before in Valentia, Alm and Celica mysterious disappear. The person in charge now decides to invade Archanea and Jugdral. Now, it's no longer a mere conflict in Archanea. The forces of Jugdral, Valentia, and Archanea are waging a vicious war against each other and it is the biggest conflict this world has ever seen. Bigger than when Naga waged war on the Earth Dragons. This is a worldwide conflict.

The one behind this conflict is none other than a leftover cult of Loptyr. They're going to take over the entire world. They've already schemed their way back into power in Jugdral, and have turned Alm and Celica to stone. And they are chasing after Marth to turn him to stone as well.

You'll have to figure a solution to this mess, or at least survive this long, bloody affair.

## Scenarios

There is no limit to how many scenarios you may take.

### Sage Hubba's Pursuit Of Shanty Pete

Shanty Pete was a legendary pirate who lived and died long before Marth's time, and has since faded into myth. Pirates swear in his name, and there are many songs and stories about him. He is a folkloric figure in not just Archanea, but all Fire Emblem Worlds. His memory will survive long past Chrom's time.

There's a reason for that. Shanty Pete, upon his death in Archanea, became an einherjar. A walking phantasmal being created from his personality and deeds. His spirit is a wayward traveller of not just the oceans, but of the Outrealms. A wide realm of possibility that encompasses the Fire Emblem multiverse. His deeds were legendary enough to leave an imprint on this world, and now it wanders the Fire Emblem multiverse searching for treasure. As Shanty Pete wandered the ocean when alive. Of course he can't do anything with the treasure. He's just an echo of a once living person, feeling only Shanty Pete's mythical greed. Like all einherjar, he can only react and think like the person he once was, but he can never care about others. He can never truly feel or create any new desires. He is just walking deeds and stories. He doesn't even have a soul. Indeed, it should be best to call einherjar a natural phenomenon than a living entity.

Other einherjar wander the Fire Emblem multiverse. There aren't armies of them wandering the worlds all together. Many just wander the cracks in between, and sometimes lurk in small worlds and villages in those cracks. Of course, those small worlds and villages are populated by actual people too. But einherjar are also frequently found in them. Sometimes they appear in the main worlds, but this is a rare phenomenon.

Sometime during your time here, you shall be contacted by a young man called Hubba. He is somewhat of a huge nerd when it comes to legendary heroes. He might even have romantic feelings for some of them. (And probably lewd drawings of them.) Hubba is working on creating a whole new magic craft, and he feels he can absolutely accomplish its creation in a workable state. He wants to make cards out of the Einherjar that allow you to summon them, but he can't find funding anywhere. It's difficult in this postwar (or during war) economy to even get normal funding. Why would anyone want to give this random upstart cash for something that hasn't even been shown within reason that it's possible to accomplish? No, he's not getting the money. That was the curt response Hubba got. But you? He's sensed that there's something otherwordly about you. And he feels you can help him. He's even got a reward lined up if you take his offer That is to say, his complete compiled notes about Einherjar. They're not as sophisticated as they will be a thousand years in the future, but you could do much with these notes. You could make Einherjar out of still living heroes.

He'll refuse any funding you offer him, as this has become a point of pride for him. He'll get the magical institutions to admit that his work has merit. He'll get their money. And he'll do it by actually bringing proof that his magic works, by capturing the einherjar of Shanty Pete and presenting him to the fools at

Khadein. Shanty Pete is too wily to stand still in one place, and his pirate crew is much too aggressive for Hubba to fight on his own. He periodically leaves this realm. Hubba needs to nail him.

In order to accomplish this, Hubba has constructed a portal at the most southern point of Macedon to other worlds. This portal isn't entirely practical to use in day to day life, hence why no one has really spoken about it or used. Also Hubba's terrified of what might happen if it's used on a wide scale. It's based on his father's research into long distance teleportation. His father discovered other worlds, but kept it secret from the general public because of the problems it might cause. Hubba saw Shanty Pete's einherjar appear in other worlds during test runs of his gate, but wasn't able to capture him.

The portal is also finicky and rejects people at random other than its creator. But to you and your companions (And any friends you made in this world)? It works absolutely perfectly, given your otherworldly nature. (Also it works for Anna too, given that she's in fact Hubba's little sister.) Hubba would like to study you to see if he can fix the portal. But that's a long way off.

You and Hubba have to chase Shanty Pete around the Fire Emblem multiverse, and destroy him and his crew. Hubba needs to collect the scraps left behind by Shanty Pete's einherjar and crystallize it in a card, which is why he must be destroyed. But Shanty Pete is a clever one, and you will spend much time tracking him down. You cannot take anyone or anything you find in the worlds you visit with you. But if you've been there before, they'll recognize you. But that's not all. An Einherjar of you has joined Shanty Pete's crew. And you will have to fight them. This Einherjar of you is not as powerful as you are. They have only the boons you have acquired in this place, and boons from other Fire Emblem jumps as well if you have been to them. They are the culmination of what the Fire Emblem multiverse remembers you for. Depending on your actions, they may even be much different than from who you really are.

Defeat Shanty Pete's crew and your Einherjar, and Shanty Pete will give you a copy of Shanty Pete's card and your Einherjar's card. Khadien will give him money to help him develop his work developing cards for the Einherjar.

You can only make on Einherjar out of any single iteration of any person you meet. You do not have to kill them, but it'll be easier to make them if they're dead or in a ghostlike form. If they're alive, you will have to collect the scraps from the impressions they have left on this world by going places where they have done great deeds. You will also run into wandering Einherjar of people in the settings you arrive at.

The original Anna herself will set up shop in your warehouse and sell you Fire Emblem related wares, like Master Seals and Levin Swords. Anna will also become multiversal travelling merchant with her boyfriend, Jake. She will even start up a family of Annas. Hubba will allow this to happen because she's just one person who will make a family, so this isn't so bad.

### War Of The First Exalt

Long after you would have left this realm, Grima (Or should you have killed him, some other creation of Forneus awakens, stronger than Grima himself) would have awoken. A sorcerer by the name of Atlantes is behind this. Grima would have then awoken the other Earth Dragons. No, he did not merely awaken them. He killed them, and raised them as dragonlike Risen. Necrodragons are not a new phenomenon in the setting. But typically necrodragons are made from weaker dragons. They aren't an entirely huge threat. These are Earth Dragons, risen and controlled by Grima. Controlled by the thanatophages, bugs

that control the corpses. Earth Dragons could already challenge the might of Divine Dragons at their peak, but even now they will be more difficult to kill.

The Schism happened a little before all this. A period of great warfare and discord. Splitting the countries of Archanea into three powers--Regina Ferox to the north, Plegia to the west, and Archanea to the east. Atlantes steals the Fire Emblem, breaks the seal on it, awakens Grima, and seals away the remaining Divine Dragons so they cannot intervene. Only Tiki is able to escape the mass seal. Atlantes soon takes over Plegia, and has it violently invade Regina Ferox and Archanea.

This war will violently twist the continent and fuse parts of it together in an earthshaking display. Earth Dragons can command the very Earth itself, and they can burrow and emerge from the ground as they place. A descendant of Marth, Sharle (Pronounced “Shar-Leh”), who will later known as the First Exalt, attempts to destroy Grima with The Falchion to cease this catastrophe. But the Fang of Naga shatters upon attempting to strike the creature. It is clear that Grima is now far stronger than Medeus.

A mage dragon by the name of Maugris warps Sharle to Khadien from Grima before the evil dragon can strike him down. He is Gotoh’s heir to his magic academy, chosen before he parted from this world. Maugris runs a group of Mage Dragons known as the Order Of The Oasis (For they are based in Khadein). The Order Of The Oasis collects Falchion’s broken pieces and reforges them into a blade far more powerful than the original Falchion. It can now sense when the corrupted blood of Grima’s is present. For Grima has created a cult around him during this time, and Atlantes commands it. This cult gained power from him, learning how to corrupt gathered energy to make it stronger when sealed in tomes. Dragons could also blood pacts with people to lend them their power if they need to be, and this power can be inherited down the family lines. Grima gave his power to various leaders of the cult and had them spread to the edges of Archanea.

But the Falchion does not have Naga’s full power yet. Sharle must enter a blood bond with the dragon Naga to unlock its true power. But her mortal body has long since rotted away, and only her voice may reach this plane. Not her power outside of Mount Prism. Where her spirit sleeps. Without a physical body, Naga cannot share her blood with anyone. The Order devises a ritual that will allow the one going through it to gain a blood bond with Naga. Imprinting onto him her divine mark and power. But in order to establish the connection, they need someone who has a blood bond from when she was still alive.

And that is Queen Fedelma of The Grandbell Kingdom Of Jugdral arrives. Fedelma had a powerful ancestor who made a blood bond with Naga many years ago, a man by the name of Saint Heim. She also posses a rare gift for prophetic visions in her sleep. But it’s less reliable than it sounds. Else she would have prevented this entire catastrophe.

Fedelma has a vision of you. Of your journeys in other worlds and your great deeds done here during this time. From seeing what you have done, she feels you are the savior that will bring an end of the catastrophe befalling Archanea and if not stopped soon, the world. Upon waking, she uses her near genius skills with magic to summon you from your time. You will be summoned near the end of your stay here to this time. Her approach to you is stiff and formal, and she takes a great bow towards you. Fedelma informs you that Archanea, yet again, is at an hour of need. She tells you that you and Sharle must take part in the ritual, to defeat Atlantes and Grima.

Fedelma has an excellent grasp on politics, economics, and magic. She is a good ruler, even if her charisma can fall flat at times. She has great pride in her station and who she is. Even if the crown weighs

heavy on her head, she would rather remain queen than abdicating her throne to someone else. Should you have been to Jugdral before in the past, she will have possibly heard tales of you passed down. Depending on your actions, she will have a very positive opinion of you, and eagerly listen to the words of a legendary hero like yourself. Or (very reluctantly) have summoned you against her better judgement, for the visions said you would be the key to victory. Don't be surprised if some of her details are wrong about you. Much time has passed since your visit to Jugdral, if you have been there before. Fedelma has light, puffy, silvery blue hair and dark purple eyes. If you've seen Deirdre during a previous visit to Jugdral, you'll notice she's very similar to to her in appearance.

Fedelma has emotional issues. Politics have forced her to close her heart out of necessity, for she came into power during a very large civil war and was forced to unite it again through force of arms. Her visions told her she had to, else chaos would befall Jugdral. She has military experience behind her for this reason. Fedelma can come off brutally pragmatic, and is very reluctant to get close to anyone. Fedelma is very serious and has difficulty recognizing humor. (She also has romantic feelings for a Silesse King in Jugdral and writes letters to him on a daily basis. She very much looks up to him, but hasn't confessed to him yet. Neither is she aware she even has them.)

Fedelma has brought along with her a pegasus knight retainer by the name of Liath. Liath isn't very knowledgeable on your exploits unlike Fedelma, but she'll hold great respect for you regardless from what she has been told. Liath is the model of a perfect pegasus knight. With a custom made spear with two wings, much like Caeda's spear. She comes from Silesse and knew the king that Fedelma so admires. Unlike the very awkward Fedelma, Liath is a very charismatic individual. She has a talent for diplomacy. She's passionate and beautiful, with flowing green hair and eyes as bright as the blue sky she flies upon. She has admirers of all genders. The winged spear she possess is her greatest treasure. But she is a very high strung perfectionist, and can be overtly critical at her breaking point. She needs to learn how to relax. Romantically, her eyes are set on Sharle. Sharle can be amazingly perceptive and good with empathy, and she finds these to be desirable traits. Her and Sharle frequently can be seen together, as they became fast friends.

Too bad Sharle just can't recognize or notice her affections. Sharle, much like Fedelma, has awkward social skills. He's very good at fighting, but when it comes to actual diplomacy and having a presence, he's very lacking. Much like Fedelma. Fedelma is just better at him for pretending she doesn't have that problem. But Sharle is a good-natured guy who can quickly discern someone's needs in only a few seconds into a conversation. He's just not good at picking up romantic affections. He has potential to become a wise king who could lead his country into a new golden age if given the right lessons and a confidence boost. Sharle feels dwarfed compared to you, no matter what actions he has heard you do. He doesn't feel like he could possibly measure up to you. Tales of you have been passed down through his family, and he considers you a legend compared to him. He does his best not to show his insecurities, but it manifests in letting you call the shots and him not saying anything or giving his input. Since clearly he'll always be wrong. Poor guy is a giant pushover when it comes to you, but it's not your fault. Sharle is the spitting image of the classic Fire Emblem protagonists--dark blue hair and clear blue eyes. He's very muscular too.

The Falchion breaking has made him feel useless. Even though Sharle knows it isn't a rational feeling, he feels that the blade has rejected him. That's why it shattered, he believes, because he could not access its true strength. That he has not earned its respect, and was only chosen to wield it because any other surviving heirs to his bloodline died during the Schism. He isn't completely torn up over it, but he struggles a lot with it. It did nothing to help his insecurities over being a terrible king.

Tiki also has grown in the time you were away. Maugris and the Order Of The Oasis have been protecting her at Archanea Castle. She is physically a dragon teenager now, and is going through the dragon equivalent of puberty. She is perpetually cranky, a far cry from the sweet dragon child you probably knew. Only Sharle (And probably you) can speak to her without her spewing fire halfway in the conversation. Sharle and her are very good friends. Tiki will recognize you instantly, but will refrain from any childish nicknames she had for you in an attempt to look mature. (This will go away the next time you meet her in Awakening--having lost her teen angst)

You'll have to go to Mount Prism and go through the ritual with Sharle. Atlantes has not dismantled the Fire Emblem--needing to to keep a seal on the Divine Dragons, of course. As long as the Fire Emblem is together, the ritual can still be done. Plegian forces have arrived at Mount Prism, with their Risen army, and you must fight to the shrine where Naga's spirit lives. The recipients must step in the holy fire representing Naga's power, and the fire will impress upon the recipients Naga's power. Sharle will have trepidations about the ritual as Maugris has warned him that should he be found unworthy, the fire will burn him to death. If Sharle dies during the ritual, no one will be left to lead Archanea, and Marth's lineage will end. He believes that he will be found unworthy but will step into the fire anyway. He has no other hope left but to believe in himself and let the fire decide.

It is for his bravery in stepping into that flame that Sharle will be found worthy, and live. You will also be found worthy.

You will gain Naga's power, and your blood will greatly resist any magic that tries to pierce your body. You will also gain a minor form of Naga's magical power. The mark of the Exalt will be burned upon you, and any children you have will also gain the mark and benefits. Your physical and magical limits will become bigger, and your growths in all aspects will increase. The Falchion will become stronger than it was before, and any weapons you carry during the ritual will also receive Naga's power.

Sharle will find the fact that that he lived very surprising, and while his issues will not be instantly solved, he will begin to speak up more. He will display a spine more often. Further help is needed to help him gain potential as the First Exalt, but progress will be much quicker.

Now, the real quest begins. You may choose who to fight first: Fight Atlantes, or fight Grima.

Fedelma gets a vision after the ritual in her sleep, and it's pointing to Atlantes's location. He lives in a great stained glass dome to the northeast of Regina Ferox. In the middle of an inhospitable mountain range. His castle has gone unnoticed thanks to its remote location. Atlantes has been using powerful warp magic, superpowered by his magical repositories (Which are also destroying the environment. Most are scattered all throughout Plegia but some are around his palace, and will turn Plegia into a desert wasteland if no attempt is done to destroy them.) to run Plegia and come back here. In fact, his entire army of Risen is powered by them. He is not aware that his location has been discovered yet. But he will notice your armies marching to his location sooner or later and try to take over the eastern half of Regina Ferox to get more troops to defend his stronghold with. If you choose to fight Atlantes first, Liath will suggest that she go to Plegia to destroy the magical repositories in hit and run tactics while you march to his palace.

This is very dangerous for Liath, and so she will take a large force with her on this mission. She will hold off fighting Grima and immediately leave Plegia once she is finished destroying the repositories. (She will not fight Grima with only a hit and run force.)

Upon reaching his palace and breaching the stained glass dome (Which is reinforced by powerful magic--one of the guards outside the gate has the key if you can't smash your way in), you will see a beautiful gardenlike maze. The temperature is hot and muggy inside. Clouds float in the air, naturally watering this place. There is an entire ecosystem within this dome. This hedge maze is full of blooming flowers, fountains, and carries all sorts of desirable illusions that will tempt you. These illusions are personalized to you and the other soldiers. Fedelma has an illusion of the Silesse King that she loves being in mortal danger. These illusions also carries mind tricks but they can be resisted if there's prior knowledge that this hedge maze will trick you--Fedelma, for example, becomes convinced that the King is kidnapped by Atlantes and in danger. Liath, should she come with you, will see Altantes and rush in to defeat him immediately if not stopped. Only to get caught in a trap and that Atlantes is really just a monstrous dragon. Sharle's illusion is that of his parents, praising him. His parents were heavily critical of him growing up, and a part of him still desires their love and attention. His neglectful mother even wishes to give him a hug. Your illusion will be personalized to you. They may distract you in some way Steel yourself, and remind the others that these are mere illusions.

Once you have moved past the maze, you will find that his castle is patrolled by half human, half dragon Risen. Investigation deep in his magic labs reveals he has been doing experiments in his spare time to relieve boredom, and his soldiers are the result. The Dragon Risen will be hyped up on energy should you have fought Grima before and Liath has not destroyed his magical repositories yet. His palace also contains many treasures ripe for the looting, should you desire them. Siege tomes, staves, levin swords, his palace contains many magical treasures. When you enter the top floor Atlantes has prepared for you, he reveals that he made the palace his biggest magical repository just in case you destroyed the rest of his. Atlantes also summons up clones of himself that are just as powerful as him to help lead his Risen soldiers, and the fight begins.

Atlantes, while he does not have access to the Imhullu tome like Garnef did, is much more powerful than him. He made vast improvements on the magical repositories (The blueprints of which you can pilfer if you desire) that Garnef created. You will have a very difficult fight on your hands, but it's possible to win from with what you have been given.

Should you destroy Atlantes first, Grima will go into overdrive, munching sacrifices at a rapid place in the Dragon's Table until he becomes far stronger than usual.

But you may also fight your way into Plegia first and seal Grima at the Dragon's Table. If you choose to fight Grima first, Liath will volunteer to fly to Regina Ferox to warn them of Atlantes's location. Both Khans will lend her their forces and go off to fight him (Destroying the repositories in Regina Ferox first) while you fight Grima. (You may tell her to wait for whatever reason, however, and she will obey) She will take a small force with her for protection, but if you feel it's not enough you may give whatever enhancements you wish. Atlantes will be too busy dealing with Liath's forces to try to support Grima.

Plegia is the most enemy thick of the two choices. Between the rampant cultists, the wandering Earth Necrodragons, and the enemy soldiers, you'll have a hard battle ahead of you. Grima is humongous and terrifying to behold. You may attempt to kill Grima right here and now, but at this point it is difficult with only boons this realm has given you. Sharle by default will seal Grima away during the chaos.

But should Grima fall first, Atlantes will enter panic mode and begin supercharging himself on the repositories if they are not destroyed. He will hold out against Liath's army for a while, and after you kill Grima you will have to show up with your army to tip the scales in your favor. Liath's army will do a good job weakening him.

When a lull hangs over Plegia and Atlantes's palace, Sharle will collapse. He is relieved that the battle is over.

Fedelma suggests that the Fire Emblem be dismantled. The Divine Dragons could have helped fight off the Earth Dragons and averted this whole mess but Atlantes stole it and sealed them away. It's not safe to keep the Fire Emblem in one place, and this conflict has destroyed the Earth Dragons, and therefore need for the seal on the Fire Emblem in the first place. The Falchion is keeping Grima sealed, and it can only seal Grima. So they have only to benefit from distributing the spheres to the different countries, so no one can abuse them. Tiki is moved from the Fane of Raman to a shrine on top of the tree where Mila and Duma lay. She once again lays asleep, so she may protect the shrine for as long as she may.

Sharle thinks that Archanea needs to be renamed to "Ylisse", a name that means "Prosperity" in the language of old Archanea. So he renames Archanea to Ylisse, so that this country may be blessed with eternal prosperity. He will give Plegia it's independance and only help rebuild it, as they do not want to completely take over the country. But if it invades the other countries, he says he will step in and stop it. The conflict has also caused a rebirth of worship in Naga. Sharle is seen as a divine king for his connection to Naga and his actions in saving this world.

Sharle and Liath get married not long after. The wedding is gloriously big. Fedelma, if you have convinced her to confess to the Silessian King, says she may marry him soon as well. She returns you back to your time (Unless you do not desire it, in which case you may stay here for an extra two years), and returns to Jugdral.

For your actions here, you will be gifted with Atlantes's blueprint of his improved, stronger magical repositories. However, unlike the purchasable ones, these ones will harm the environment unless you make an attempt to improve upon these blueprints. The benefits of the ritual will grant you a powerful divine aura that commands respect from godlike entities and dragons. Your magic power and resistance growth will noticeably increase in speed. The legend of what has happened will become widely known from world to world. Any weapons you had on you during the ritual also becomes blessed with Naga's strength.

You may also bring one NPC from this scenario too.

## Bringing Back Glory To The Dragons

Gotoh is panicking.

News of what has happened in Valentia have jolted him. A dragon exiled there, Duma, has degenerated into a monster. Gotoh remembers Duma. The willfully hotheaded Divine Dragon who, on multiple occasions, refused to obey a simple, but very important rule Naga had: Don't cause unnecessary war if you can resolve it with diplomacy. Naga feared this would happen, so she sent a Falchion and his sister Mila to keep control over and pacify him upon exile. He had such strong willpower. No magic could control

him. Between his sister and his vast willpower, surely he could never degenerate. But it happened anyway.

Surely the hotheaded, willful Duma should have been able to resist the degeneration, but this is obviously not the case. If this is not the case, then what of Gotoh? Would he degenerate too? Would the remaining dragon tribes fall the same way the Earth Dragons did? At least they degenerated by choice.

He needs to find a way to stop this degeneration for good. He figures he should try to improve the dragonstone formula, but the only way to retrive it is from Naga's tomb in Mount Prism. Gotoh fears that her spirit has degenerated as well, but he doesn't know for certain it it has. The formula itself is written in stone above her resting place, and you must go there to retrieve it. He also desires the Geosphere so he can create a new spelltome to restore the fertility of the dragons. The Geosphere itself is easy to acquire, just get the Fire Emblem and have Gotoh examine the Geosphere. He shall reward you with the formula as well as knowledge on how to make his improved dragonstones, plus knowledge on how to make the fertility granting tome.

When you have arrived at Mount Prism, you'll see a huge swarm of dragons. With Medeus dead or no longer in power, the dragons have instinctively flocked to her tomb searching for a leader. They have sensed her spirit, but not even Naga's voice can rule them anymore. You will have to either sneak past them or destroy them--these dragons are too deep in their instincts for Gotoh to completely cure without your help. In his eyes, taking them out is a mercy kill. Perhaps if you sneak past them without killing them, you could save them if it's possible for you with out of realm means.

Once you have successfully entered Naga's tomb (Her spirit has not degenerated, thankfully), you will see the formula on her tomb. It's a relatively mundane mix of materials, other than some spells (Also written on the tomb above her resting place) needed to cast during production to make new dragonstones. Return to Gotoh at once with the formula. He says there is no easy way to do this, but you need to find all the sentient dragon's dragonstones and return with them for Gotoh to fix as he improves the formula to avoid degeneration at all and restore fertility. It should be easy to convince the dragons to give them to Gotoh (Who is very well-known among all dragons for being very wise), but finding them will be difficult. The fall of the Dolhr Empire has made many dragons flee to the edges of the continent. This may take even a few years. Not only that, the Dolhr Empire is still fresh in a lot of human's minds. They're also looking to kill the dragons. You will have to race around the continent, looking for them. You may even have to fight some human armies depending on what happened during the War Of Light And Shadow.

Once you have collected all the dragonstones, return to Gotoh and work with him again. Gotoh will uncover a groundbreaking revelation with his work. He will find that it's entirely possible for humans to take dragon form. They cannot become as strong as a Divine, Earth, or Mage dragon, but they will be about as strong as an Ice or Fire dragon. He's also discovered that you may put two abilities of yours in the stones, allowing the humans to use them when transformed as a dragon.

You will not lose your abilities when you put them in the stones, either.

Gotoh will teleport the stones back to the dragons, so there is no need to worry about who gets what.

Gotoh is not a man who goes against his word, and he will fulfill his end of the bargain. He will give you the knowledge on how to create dragonstones that humans can use (Using the groundbreaking

knowledge he got) that you may place two abilities of yours in, and teach you how to make the fertility granting tome. This improved dragonstone formula will also actually empower the Manaketes as well. You may also bring Gotoh with you, should you accomplish this.

## Rebuilding A Country

The War of Light And Shadow and the War of Heroes has many fatalities and casualties. One of them is the country you ruled or happen to be the sole surviving heir to the throne of. Drop-Ins will find an old King with no heirs who believes you are worthy to rule his small country. He will die during or after the war after naming you his heir. If you have purchased Realm Of Dragons, then this will be a seperate country. Should you successfully rebuild it, you will keep it and it will come with you. Getting a country off the ground takes time, so your time here will be extended from ten years to twenty years. Fail, and you will be sent home. Succeed, and you will be able to take it with you on your journey.

There are some goals you must fulfill before you time ends here:

Provide for food and housing. Many people lost everything they had during the war. You will need to rebuild affordable housing and get the farms back up and running. Needs make the economy circulate, but you will have to provide for them first.

The roads have to be in working order. Clear out the bandits and keep the roads well-patrolled. You need to make sure they can circulate in the first place.

Get the country's economy working. You do not have to completely eliminate poverty, but you can't have only the rich live in comfort. You just need to make sure no one is starving on a daily basis. Whether through social programs or a high job rate.

The cities need to be working. A lot of cities were burnt down to the ground during the war. You need to have built or restored about two major cities. Thankfully, there are some working mines and quarries in your country that will provide resources to you to rebuild cities. But you may have to reach into importing from other countries soonish.

Give this country one big feature to it. Such as a great academy, exceptionally unique cuisine, a notable magic art, or a center of trade, you must make it stand out among the rest of the countries of Archanea. It must become famous as well.

It's military has to be able to defend the country. Not conquer others (No other country on Archanea wants another war on their hands, so you don't need to worry about invasion), just enough to defend it. However, you will soon encounter internal strife, and some force may be needed to put it down.

Eventually, you will find that a few nobles have decided to make their own countries during the chaos. That won't do. You will have to run around with your army, conquering the noble's claims and doing with them as you see fit. These tiny countries won't be able to live just by themselves. Too bad these nobles have bought out a bunch of mercenaries, and these mercenaries are equipped with all sorts of powerful weaponry.

There are three main ones you need to worry about. The others are a small time, but these three are the biggest threats.

The one to the north has no special tricks but he is a master strategist and has strength in numbers. He has the most money and the mercenaries have the best equipment. Defeating his troops in combat will get him to knock it off. He doesn't want to pay the taxes, but he could easily pay for the taxes and continue living as he normally does and still run his part of the country. He's mainly motivated by greed in this case, but again, he will knock it off if you defeat his troops. The most reasonable guy out of the three. He just needs to be reminded who's boss around here.

The noble to the west doesn't like how the new laws force her to put an end to her ghoulish magical experiments. (More specifically, they actually hold her accountable for her actions now that law enforcement can get the rights to go through her labs if they think she's doing suspicious actions. If she tries to hide the evidence that's also illegal.) She will send her "creations" onto the field, which are just zombie Necrodragons from the continent of Valentia. She's also planning on flooding her part of the land and drowning all the villagers so she can use their corpses in a massive army if not stopped in time. Her castle is protected by a massive moat infested with...zombie sharks. Yeah.

The last of the nobles to the south is a manakete who wants to bring back the Dohlr empire, and is trying to construct a magical repository to gain power. He is a Mage Dragon, and thus possesses a very strong resistance to most mortal magics flung at him. He was a student of Garnef, and has access to his powerful mind control magics. He will do a mass version of this mind control and hope up all his soldiers and mercenaries into a blind rage. They will be pushed past their limits, to the point of injury to their bodies to utterly and mercilessly slaughter your armies.

Upon being confronted, he will turn the mind control magics on himself and transform, becoming completely feral in the process. The manakete's muscles will rip and tear at his skin, and his massive body will become a hideous, twisted sight. He will push himself past his limits to the point to injury and possible death. But you will still have to fight him until then. Remember he is a magic dragon, and possesses very strong resistance.

After defeating these three, a deadly plague will appear and wipe through your country. The only way to treat it is through a special plant that grows on your kingdom's soil. This plant needs to be gathered on a massive scale and treated so humans may consume it. Some people in the kingdom know how to treat the plant, but it's still largely unknown to most of the world.

When the smoke clears, your country shall become peaceful once more. Save for the occasional bandits or feral dragon.

## The End

**Go Home**
What it says. You are going home with your stuff, as you feel this is where your journey ends.
**Stay**
Perhaps you liked this place. Very well. You may stay. You may have an extra +1000 CP.
**Leave**
You may keep going on your journey

## Notes

Yes, I know the names on the map aren't the same as the ones in the jump. I wanted to find a map with all the proper translated names but I couldn't find one. Sorry.

### A Wondrous Power

Before that ONE person (Yeah, don't think I don't notice the same complaint about my jumps) asks if the "no dragons" rule is a canon limitation: yes. It is. It's based on Xane's shapeshifting. Xane (Pronounced chain-y) is actually a manakete who's skilled at magical shapeshifting but threw away his dragonstone for some reason, so he can no longer shapeshift into a dragon. Every weakness and limitation I put in the perk is the canonical limitation.

Now if you happen to be a manakete and you buy the perk, consider the "no dragons" rule lifted.

### A Sleepy Nagi

It wasn't exactly officially stated but it's pretty heavily foreshadowed that Nagi is just Naga but reborn. Or revived. Considering how in the code she is called NAGA and that when Medeus fights her he states he's not the only dragon who's been revived.

There's a lot more evidence that she's actually Naga, and it's so heavy that I think it's okay to flat out make her Naga. Although if you take the continuity option and go to Fire Emblem Awakening, my suggestion is that Nagi is just a reborn dragon made with Naga's body, if that makes sense. Thus Naga's soul is still kicking around and can't do things without elaborate ceremonies.

### Fang Of Naga

You may import a gun here and any bullets you fire out of it will have the Fang of Naga effect. They will also count as magical and anti-dragons. Just fucking shoot the dragons to death. Bang fucking bang.

### Hidden Village Of Heroes

No you can't get a mentor to teach you skills with the rarity of things like True Magics in the Nasuverse.

### Kaga Hates Jumpers

Not really anything too important, just a bit of trivia. The drawback title is based off the "Kaga Hates Axe Users" meme in the Fire Emblem fandom. It's because Shouzou Kaga, the guy who created Fire Emblem, always gave the shaft to axe users in the FE games he made. They (Plus their equivalent Fire Magic) sucked when the weapon triangle (Kind of like pokemon types but with weapons, it goes Swords beat Axes beat Lances beat Swords) was introduced in the series. One game (Mystery of the Emblem) didn't even have playable axe users. No, literally. They didn't. Not even a crappy unit who could use Axes. He left Nintendo so this problem isn't really a thing in Fire Emblem, but it's still a meme among fans of the older games.

Not really important but just in case the title confused you there it is.

### Sage Hubba's Pursuit Of Shanty Pete

If you want to put emotions in the Einherjar you make, one way of doing that is getting perks that allow you to infect robots or nonsentient beings with emotions. Don't think of Einherjar as ghosts in a "sentient being with unfinished business" sense. Think of them as more of like Stone Tape theory about ghosts. But

they don't strictly follow rules of Stone Tape theory, I'm only using it as an example if it's difficult for you to wrap your head around.

**War Of The First Exalt**
I'm going to level with you that 80% of the stuff that happens in the First Exalt's age/the NPCs are original creations. The scenario is borderline fanfic, but I had to make it that way because not a lot of details are known about the First Exalt, except that he's a guy, he's not Marth, and during his time Archanea split into the three countries (Ylisse, Plegia, and Regina Ferox) we know during Awakening. Queen Fedelma and Liath and Sharle are named after mythological figures. Sharle is named after Charlemagne, Liath is named after a warrior woman from Irish Myth who trained Ireland's equivalent to King Arthur (Fionn Mac Cumhaill), Fedelma is named after a magical princess from Irish Myth who could see visions (Hence Fedelma's gift with prophecy) and Atlantes is named after the evil mage from The Matter Of France. Maugris is named after another mage from The Matter Of France.

If you're looking for the jump where you go to Jugdral, go to the Fire Emblem Geneology Of The Holy War jump.

**Can I get the Imhullu tome?**
I'm not offering it in the jump but if you want to track down Garnef and steal his magic, go ahead. Just realize he's the fucking strong (settingwise, Fire Emblem is low power, compared to say, Dies Irae or Warhammer 40k) and was the big bad's right hand man, so it won't be easy for a first jump or early jumper to do so. Next to Gotoh he's the strongest guy there is in the setting magicwise.

If you're exclusively here for the Imhullu tome and this is your first jump, your best bet is to go Drop-In because I designed that line around thieves and Xane.

## Changelog

Ver 0.3 - Incomplete version. Presented to thread on request of anon.
Ver 0.4 - Jumpable WIP
Ver 0.5 - Nerfed Dynasty of the Jumper-King, buffed Together We Ride, Jumper Order of Knights, elaborated on the Silver Weapon option for Manaketes, added more elaboration to some perks, added more aesthetic details to the Pure Water item, added War Of The First Exalt, Bringing Back Glory To The Dragons, Rebuilding A Country scenarios.
Ver 0.6 - Minor Edits, elaborated upon the scenario reward for War Of The First Exalt.

## Thanks To

Digger for supporting me, as always
The IRC/Thread
Valeria gets a special mention because her jumps always inspire me to keep going, but also because she gave some really glowing praise to me in the IRC while the jump was made and it gave me a huge confidence boost in my stuff + fuel to keep going and really keep trying with this jump.