



Fire Emblem Heroes Book III
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Twenty years ago Crown Prince Gustav ascended to the throne and became King in the wake of Hel having attempted to invade Askr. It was only through the actions of his father, the former King, that Gustav survived long enough to exploit what weaknesses he could find, and create a seal over the portal to Helheim from which her forces spilled forth. If only it was Askr's task to seal those portals, if only Embla's mad king did not delight in the potential destruction of his enemy. And so for twenty years, that portal has sat there, open, under a magical seal and constant guard.

One week ago, the seal broke open. Hel aims to take Zenith once more, and with the power of Askr's founding king, Lif, and Embla's ancient empress, Thrasir, on her side, there seems to be no stopping her. I can only hope that you have a plan of some kind, for I doubt the same methods will work again.

Live or die, may your legend never die.

+1000 cp

Origins

Drop In

Ah, Summoner, there you are! I was wondering where you'd gotten off to! Oh? You're not the Summoner? But you have so much in common with them... Well, no matter. You don't quite qualify as a hero, but you were called here by Breidablik all the same. Or maybe you just fell through a portal one day? Not like it matters much, you're here now.

Drop In's may begin anywhere.

Realm of the Dead

...Well, this is kind of interesting. You've only just arrived in the jump and you've already died! Let's say that one didn't count, and call you a proper undead shall we? You are either a god of the dead or under the command of one, and as such are the enemy of life everywhere. Strictly speaking you ought to be trying to conquer Zenith due to orders from on high, but there's no real need for you to obey those orders.

Those from the Realm of the Dead may begin in Helheim or in Askr

Ruined World

Mistakes were made, mostly by you. Now the entire world is dead and gone, and you've somehow ended up in service to the grim reaper herself. In theory if you serve faithfully for long enough, she'll revive them for you, but... Can she really do that? Would she really do that? It remains to be seen. In the meantime, kill, kill, and kill some more.

Those from a Ruined World may begin on their ruined world or in Helheim.

Order of Heroes

Defender of worlds, are you prepared? Is your body ready to face the unending hordes of the dead that come to claim your life? If not, I suggest you run. But if you are, then buckle up because this is going to be a wild ride. Thankfully, you have some of the greatest backup possible to help you - lets just hope it will be enough to turn the tide.

Members of the Order may begin in Askr or one of the guarded worlds.

Your Age and Gender may be freely chosen.

Discounts are half off as appropriate, with 50 and 100 cp perks discounting to free.

Perks

Drop In

100 cp - The Man In The Hood

More often than not there is a man or woman who is vital to history, to the beginning and ending of eras, and yet... more often than not, they are utterly forgotten. You might find yourself being mistaken for one of those hooded men, what with half of the Heroes you summon being personally familiar with one of them. Compounding this case of mistaken identity is the speed at which you suck up information and turn it into a valid strategy. At first you were likely only mediocre, but with years under your coat and the help of some of those other hooded Heroes? Your skill at strategy and tactics is only a few steps short of legendary, though where you really shine is in creating teams that are meant to support each other.

200 cp - Devote Yourself Fully

Today's enemies are only tomorrow's allies, don't you know? Just like strangers being friends you haven't met yet. There's just something about you, the endless well of forgiveness and kindness that is your heart, that makes it entirely too easy for you to befriend the very same people who once tried to kill you. Some of that is that the one you speak to is likely from another world and not the same, but most of it is simply you being you. Earning the loyalty of your former enemies suddenly isn't such a difficult task. And hey, maybe you can even steal them away from their job as villain if you try hard enough?

400 cp - Giving Order To Heroes

Congratulations, you are now IMPORTANT. Perhaps even the most IMPORTANT in the whole army. And no, that's not your arrogance talking, it's the enemy. I'm gonna be honest, this isn't exactly a good thing. See, even if you don't actually do anything, your enemies will consider you to be vital to the operations of your faction and quite possibly the most important person that they need to be rid of asap before conquest can begin. Now, being around does tend to motivate your allies to be more competent and energetic, but for the most part all you're going to be doing is acting as a lightning rod while all the less 'important' people do things without interference. At least you still get credit for the big stuff even if all you did was get out of the way and prevent some meddling by the bad guys?

600 cp - Summoning Shenanigans

The process of summoning Heroes is not well understood, but apparently you've been fiddling with it some and have made some interesting discoveries. You've figured out a number of interesting techniques that allow you to strengthen your Heroes. Multiple copies of the same Hero can be merged to enhance their power and create a more perfect version of themselves, granting more power and healing old injuries to remove flaws in their body. You can also partially merge different Heroes to simply transfer some of the knowledge of the lost Hero to the first, allowing them to suddenly learn new spells and techniques. Lastly, once you acquire a 'perfected' Hero - that is to say, ten merges for eleven copies of the same Hero - summoning more copies of them becomes vastly easier. A Hero who could only be summoned on new years day might become available the entire year, or become twice as likely to heed your call.

Realm of the Dead

100 cp - You Cannot Fight Death

After being in Helheim for so very long, one's body begins to break down as your self image fades away. The color of your skin, your sense of touch, one by one they all fade away. If it goes too far, all you'll have left is a transparent ghost in a suit of broken armor. But not you, you have the will to resist this. Your body is somewhat unusual, but it is also unique. Parts of you can be seen through to reveal your own skeleton hidden inside an odd colored fluid. Other parts are merely cold and grey - your hands or your face, for example. But there is a benefit to having forgotten the sound of your heart beating, and it is that you no longer have one. Or most organs, really. Makes it devilishly hard to put you down when all your weak points are just weird goop. Painful to you, yes, but more often than not it barely qualifies as an annoyance.

200 cp - Sweet Oblivion

There are those who truly do wish to fade away, those whose lives were so painful that it would be a mercy for them to forget themselves. And who better to grant this wish than you? You are something utterly anathema to life itself, plants shrivel up and die as you go near, small animals curl up as their hearts give out, and if you place your hands on someone, you can even suck their happy memories out of their head. How horrifying. Worse still is the effect your personal touch can have on a person. The more you take from them, the more sway you have over them. Take a soul and reduce it down to nothing but a sharp blade and an empty stare? Your army has now grown by one. Soon enough you'll have enough to invade Askr.

400 cp - Inevitable Death

Hel's most fearsome weapon is not her scythe or even her seemingly endless army. No, it is the curse that she lays down upon the living, her own existence. And now yours as well, it seems. A curse in the name of Jumper, ruler of the dead... in nine days, your life will end. This cannot be avoided, broken, or otherwise fail to claim a life. But there are three things you should note. In order for the curse to take effect, you must both say the above words, and in nine days you must return to reap their life personally. Secondly, though you have signalled the end of their life, they are actually stronger during this time, as fate conspires to see them dead at your hands - they might just cut down your entire army, not allowed to die until they face you again. And lastly, while it cannot fail to claim a life, it can be tricked. A father can take the place of his son, if he has the courage.

600 cp - Death Herself

...Well now. Are you sure that you are not of Asgard? Because you are a god, and the god of the dead at that. And befitting such a god, you grow ever stronger the more dead there are. To that end, your body is a personal afterlife of yours, containing the souls of all you have personally killed and those drained away into oblivion. The power they possessed in life is now yours to command. A fighter would make you stronger, a mage would lend your spells his might. And more importantly, in order to kill you they would need to deal enough damage to you to kill every single soul held inside you before you would ever be so much as injured. So long as death exists, death cannot die. Funny, isn't it? By default I'm afraid that you start 'empty', and need to build your army and armor both.

Ruined World

100 cp - You May Call Me

Being a scion of the world's greatest kingdom and a failure of the highest order, it stands to reason that you would abandon your name - after all, that person is dead. But you need a name, so you'll just have to take one. Preferably one you have some level of claim to, and skill enough to deserve. You have an exceptional talent for passing yourself off as your distant ancestors. It might take a bit of doing, learning a new way of fighting, hunting down a sword even more legendary than the one your family gave to you in the past, but all things considered it's actually fairly easy. Given enough time for this lie to gather steam, the only thing you will need to fear breaking it is yourself. But until then? You may call me... Marth. No, wait, wrong game.

200 cp - You Are (Not) A Hero

It's technically true, a Hero is summoned. But... It's not impossible that you would qualify as one, especially if you were to cross the barriers between worlds. This unrealized potential is something that makes you interesting to others. More accurately, to your enemies. And when your army is slaughtered and all you can do is scream to the heavens for a way to fix this, Hel will answer you. Just keep in mind that serving her or anyone like her is a horrible idea. But if you were willing to face the consequences, you could feasibly fix all your problems by making bad deal after bad deal. Perhaps there's something about the thought of the shining knight dragging himself through the muck at their whims that they find so appealing? Still, if you can bear to serve them, the solution to all your problems could be within reach.

400 cp - Blood of Kings

You are not the king of legend who founded this kingdom, but given that you share the same power as he once had it's understandable that the mistake could be made. Whether you're of Askr's bloodline or of Embla, the fact remains that you hold the power within yourself that the royals families possess. Whether it's the power to open gates or to close them, it is yours to do with as you please - or as you are told, depending on your life choices. On top of that, you also hold a modicum of magical talent that allows you to forge contracts with people. Once under your thumb, they have no choice but to fight for you with all their might. Some might lose themselves to bloodlust while others will cheerfully tell their foes that their will is not their own - and of course, that beating them in battle will free them from this.

600 cp - Stolen Blessings

Though you are not of the royal families of Askr and Embla, you share something in common with them - a blessing from a dragon. From the moment of your birth, the amount of life energy inside you dwarfed entire nations. So much so that in the event of your death you would simply awaken the next day, hale and healthy. In the past, you had enough extra life to do this thousands of times, but that time is long past. Hel took them from you to make herself stronger, and now all you have is the life you are living. Thankfully, it will not stay that way. Every ten years, a single one of these lives will be returned to you, allowing you to escape your death. If it is not used, then it will remain within you until needed, with an upper limit of the thousands you once held. Should you have other methods of cheating death in this manner you may subsume them into this perk, restoring additional lives to you every ten years.

Order of Heroes

100 cp - Find The Thread

Though history may one day declare that your final battle was dramatic and full of speeches, the truth is that you never would have made it to that battle without following the thread. It's not always the invading army one needs to pay attention to - sometimes it can be as simple as a flower on the side of the road or a flinch before combat. More than anything else, you are observant enough to notice these things and clever enough to begin to make use of them. Those flowers, your sisters favorite. And that flinch, him unwilling to hurt her... Knowing that he comes from another world and possesses your own bloodline, who could he possibly be?

200 cp - Your Real Name

...Is Jumper. And so is mine. You see, your foe is nothing more than a version of you from another world - and you, better than anyone, ought to know how to fight him. Whether it's time, worlds, or other means, other versions of you have an exceptionally hard time dealing with you even if they are twice your age, twice as powerful, and three times as skilled. You simply know yourself well enough to predict all their moves before they've ever made them, and to even begin to counter them. This isn't perfect, in a straight fight their greater strength and skill would likely spell your doom. But before that fight happens, you'll run rings around yourself. And more importantly, why would you ever fight alone when you could have your friends at your back?

400 cp - Pair Up To Kick Ass

It's a simple system in the end, but given how certain hooded tacticians - cough robin cough - swear by it, I think it's time you learned about Pair Up. It is in effect an entirely supportive method of fighting. You only attack in the moments after they do if they manage to leave an opening, and you look for any flaws in their own attacks to block. Doing so isn't exactly easy because it generally involves you not bothering to defend yourself, something that can be dangerous - you just have to trust your partner to defend you as well. That said, once you get into the groove you'll find that you and whomever you happen to be fighting with can use the power of friendship to activate what amounts to a number of minor buffs. If you're exceptionally fast, they'll pick up speed. If they're solid and sturdy, you'll be able to shrug off heavier blows. These can even go in both directions, you making them stronger at the same time as they make you stronger. Sadly, it won't feed back into itself. Now, get out there and kick ass together!

600 cp - Sealing Always Works

Twenty years ago, Hel attempted to invade Askr, interrupting a war between Askr and Embla and leading to an uneasy peace between them. During that time, Askr attempted to develop a technique that would close portals, the one thing they could not do. Sadly they did not succeed - but they did manage something almost as good. The creation of a holy barrier around the portal into Hel, one that held its ground for twenty years. You now know how to create similar barriers, invoking your own magical power and any gods (read as, dragons) you may have a contract with to prevent the passage between worlds from ever being traversed. However, for as long as the seal remains active, you will be unable to use whatever powers you offered up to the god (read as, dragon) whom you are blessed by. No amount of brute force can crack this barrier, but it does have one major flaw. It's naturally weak to magics that manipulate dimensions, such as Askr and Embla's power over dimensions.

General

50 cp - Campfire Matters

The Order of Heroes is a wonderful place, but some folks may find it a bit overbearing as well - it's one thing to be acknowledged as a legendary hero, it's another thing entirely to be told that you're expected to do the dishes and help cook. Thankfully, most of them don't care, the nobility here tends to be quite down to earth. As a result, you've been dragged into this as well, and now have at least a rudimentary education in the art of cooking. Your meals aren't anything special, but you have an odd talent for replicating the cuisine of other worlds after seeing it once or twice. That and making enough for dozens. An army marches on its stomach, does it not?

100 cp - We Fight As One

Due to the unending tides of the dead, the Summoner took to fiddling around with Breidiblik, and accidentally discovered a new kind of Hero, the Duo Heroes. Two Heroes summoned at the same time, a most unusual occurrence. Similar to the Pair Up strategy, but much more limited, this only allows you to support a single Hero, chosen at the time of purchase. Or for them to support you, and yes that distinction matters. As the trade off to this reduction in potential partners, the supporter gains a wide variety of spells and techniques to make use of while hiding in the frontliners shadow. Maybe they're waiting for the perfect moment to strike, or are charging up a massive buff for the perfect moment to turn the tables. Either way, I'm sure it will wreak havoc on the enemy forces.

200 cp - Of Myth and Legend

Have you ever seen a battlefield where someone simply arrives and just like that, the tide turns and the battle is won? The sheer presence such a person brings with them? You have something similar to that, a weight that your myth places on your shoulders, and helps your allies rise above themselves. There are two ways to go about this. The first is that stepping foot onto the battlefield provides a small but noticeable buff to all your allies, and not one the enemy can nullify or invert. The second is a bit more complicated. Pick a season, summer, fall, winter, or spring. During that season, and only during that season, does your presence assist your allies, and even then only the ones that have an affinity for that time of year. But the boost your presence would give birth to would be much stronger, and far more varied.

300 cp - Beorc No More

Throughout history, there have been many beings who looked human but were not. The Manakete stand first and foremost when one thinks of this, but there are others. The Laguz, the animal tribes of Tellius are the best example of this, but the Taguel of Ylisse and the Wolfskin and Kitsune of Nohr and Hoshido are also worth mentioning. When Hel invaded, it was with a number of these beastly heroes at the head of her army, forced to serve as a guiding hand to the less than intelligent dead that she controlled. Whether you were summoned at the same time, or were called by the Order to counter them matters little, but the fact remains - you are one of them. You may take your pick from among the many beast races that have peoplulated the worlds, but as long as it isn't a dragon like the Manakete or dragon tribe Laguz, it's all fair game. The benefits vary based on your choices - cats are faster, lions are slower, the heron can fly... Choose wisely.

Items

Drop In / Earth

50 cp - Grape Flavored

I'm not sure I see how this is relevant to anything, but congratulations, you now have a nigh endless supply of various jam, jellies, and jello. All things jiggly and fruit flavored, honestly. Not very nutritious, but they do make for good snacks and deserts. Interestingly enough, sharing these with friends or strangers helps you bond with them just the tiniest bit faster - it's a well known fact that sharing a meal with someone helps you get to know them, and these make that effect more pronounced. Just be warned that the jams and jelly don't come with anything to put them on, so you'll have to hunt that down yourself.

100 cp - History of the Worlds

Nine realms to the World of Zenith, and Nine Worlds to watch over. And you have been trusted with a weapon said to be able to grant its wielder the right to rule over all of them. ...Perhaps you should know what you'd be ruling over, should that ever come to pass? Or, more relevant at the moment, a glimpse into what you're expected to defend. These books are unusual - some are personal diaries of great kings of legends, others are written about them hundreds of years later, others are storybooks written long before their adventures ever happened. This causes things to conflict oddly at times, but that doesn't make any of it truly wrong. And hey, perhaps one of these books will contain information on the threats you've yet to face?

200 cp - Summon Tickets

Summoning is an incredibly tricky art. One can of course fire Breidablik more or less randomly and hope for the best, but according to myth and legend, if you can see the patterns in the sky, the destinies written in the stars, you can aim for certain heroes. Or even for them at certain points in their life! Sadly, even with a great deal of skill - which you don't have - it can still take a few test shots at a particular constellation in order to start trying to get a particular Hero. That's where these tickets come in. They substitute themselves for the materials needed to summon - Orbs, usually - but only for your first attempt. On the other hand, you get a new ticket every time the stars change, which is once every two or three weeks. Not that great if you're dedicated to a particular Hero, but great in the long run.

400 cp - Dire Breidablik

The weapon that can kill death itself, the weapon that Lif and Alfonse searched for so desperately... Was Breidablik. How interesting. Regardless of if you already possess a copy of the weapon, you now have a version of Breidablik that was upgraded via the Heart of Angrboora. Having traded out its power to call forth Heroes, it now shoots unrefined magical energy with extreme force. However underwhelming that may seem, this energy has the one trait that would allow the wielder to lay low Hel. It can damage souls, a trait that allows it to kill things such as the dead, and prevent them from simply reappearing in Helheim to strike at you another day. No, they are dead and gone. Now, normally this version of the weapon would have a MASSIVE drawback in the form of killing a living being for every beat of your heart, but it seems that it only applies to the world of its creation, and this copy of Breidablik was taken from another world, a ruined world. As such, it does not apply.

Realm of the Dead

50 cp - Execution Grounds

A small clearing in the middle of the woods, one utterly ravaged by time. By all rights this should be a vibrant place, full of flowers, but someone seems to have sucked all the life out of it and so only ash and dust remain of its beauty. In the center of the clearing sit a variety of methods of execution. Among them are a rudimentary guillotine, a headsman's axe, a number of vials of poison, some other odds and ends... And all of them seem utterly soaked in blood, enough to drown an entire army in. What could possibly have happened here? ...Would you believe me if I told you that only a single woman died, but that she died a thousand times?

100 cp - Throne of Skulls

A queen needs a place to hold court, does she not? And as Hel is the queen of the dead, her throne is made from the bones of those she crushed underfoot. ...or not, crushed bones don't make good crafting material. Anyways, this large and ostentatious chair glows dully and leaks smoke out the mouths and eyes of the dozens of skulls that decorate it, and floats above the ground. It's not particularly fast, but then death comes to all things in time. Rushing is of no importance. On the other hand, if this is too gaudy for you, then you may choose to forsake your throne to lay claim to a spectral pegasus or horse. Faster, and just as stylish, but it lacks that sheer intimidation that the throne has. And while the pegasus can be killed, it can also be raised again with the death of a single person as sacrifice. Or a trip back to Hel, if you don't feel like proper necromancy for some reason.

200 cp - The Waters of Death

Remember all that blood covering the execution implements? This is where the rest of it went. A literal flood of black and brackish 'water' that contains enough concentrated life and unlife energy inside of it to fuel a dozen men for days on end. You can control it as a weapon of sorts, turn it into an environmental hazard to trip up and slow down your foes... or shove it down their throats, creating something more alive than the ghosts that roam Helheim, but more dead than the living who would put up a fight. If you ever need a stronger than average soldier, maybe even a general, this would be a quick and easy way to make one. It might be best not to however, as with enough time all things will come into your grasp.

400 cp - The Lost

One cannot call themselves the ruler of the dead without someone to rule over, now can they? And so comes the unquiet dead, your loyal subjects. An army of ghosts drawn from across all the nine realms and consolidated under your steady hand. These phantasmal warriors retain most of their skills from life, but I'm afraid that their critical thinking is... Well, you will need a commander of some kind. An only mostly dead individual to lead them in battle. Unless you plan on merely allowing them to rush against your enemies forces and be cut down? Being ghosts, they will simply come back at midnight the next day. With proper pacing, that could be a valid strategy...

Ruined World

50 cp - For Lost Loves

It takes real effort to cultivate flowers on a world utterly devoid of life, but somehow you've managed to do it. A single bed of yellow peony flowers, hidden away somewhere nearby. Scattered around the flowerbed are bouquets of the flowers, some degraded and some not. Spending time near them is slightly painful on account of reminding you of all the things you've lost, but it also helps to harden your heart and lets you make the choices that no man should ever have to make. Maybe one day she'll forgive you.

100 cp - Ritual Grounds

Three stone pillars decorated with runes stand in a rough circle in this open field. Originally designed to act as an amplifier for Askr's power over worlds, they took a simple teleportation power and created portals you could march an army through. For you, that effect may not be terribly useful, but the grounds will still serve their original purpose if you need it. Beyond that, they will also amplify the scale of any magic meant to warp space and time, though not quite to the same extent. If you had a mind to invade another world, this would be an ideal staging area.

200 cp - Weapon of Pain

When one's world is nothing but corpses and bad memories, and your allies one and all are dead themselves, it stands to reason that you could become a bit freer in your actions. No need to ensure your swings don't take out an ally in the same moment as an enemy. You have acquired a weapon that utilizes this lack of care about the allies you don't have to grant you even more power. Maybe it hits harder than it ought by stealing the life force of anyone nearby, or steals a part of their physical capacity to enhance yours. The more people near you the better, really.

400 cp - Blood Temple

The source of all your problems, the grounds of the ritual that killed your world. It should not need to be said that you ever performing this a second time is a horrible idea beyond all comparison. And yet... In every jump, the ritual held here will change. Always, it is perfect. Always, it is terrible. It could save everyone, it could kill everyone. I hope you never have a reason to use it, that you have the strength of will to go on whatever epic quest is needed to find the legendary sword of plot that can save the day instead of using this to cheat. But I suppose that if you weren't known for your bad decision making, we wouldn't be here now would we?

Order of Heroes

50 cp - Sword of Bravery

A pair of wooden branches, solid enough to use for some light sparring but old enough that they'd crack in half in a single blow if you tried to use them in a real fight. With that said, why would you ever do that? The purpose of these branches is to spar, to speak with each other, to lend credence to the myth that swordsmen can feel each other's emotions through the blade of their foe... Sorry, got a bit poetic. The purpose of the branches is for you and a friend to goof off some and bond over silly posing and exaggerated attacks as you pretend to be the legendary hero of legend. Cutting loose like this can be surprisingly cathartic.

100 cp - Another's Royal Library

Musty old books by the dozens, a small collection of history, myths, and tax records that span hundreds of years back to the founding of Askr itself, when the king was blessed by the Divine Dragon, Askr. Yes the dragon and the country have the same name. Anyways, the interesting thing here isn't the books themselves, you could probably find the same ones in any moderately well stocked library. No, the important thing is that they all seem to have notes scrawled in the margins making reference to the very things you would be searching through them for, often drastically lessening the time it takes you to find something or remember the critical piece of information you need. In your handwriting, even. How strange.

200 cp - Trials of a Hero

A small stone courtyard that seems to warp and twist whenever it's not looked at. Hidden under a bench is a small chest, though it always seems oddly empty. However, should two people enter the courtyard, it will begin to twist into a field, or a riverside, or some other location and summon a small handful of illusionary Heroes to do battle with you. Assuming you play by the rules, whatever those are, then upon the defeat of the illusions then the chest will mysteriously have a small handful of treasures appear inside of it. More often than not that reward comes in the form of mysterious flowers, but other things may eventually pop up. Sadly, there seems to be a limit to how many times it can be used - specifically, a particular team of contestants can only ever use it once. That said, if one of the members changes...

400 cp - Aether Resort

Or, perhaps you've had enough of battle? Then, kick back and relax, because the Aether Resort is open for business! A mid sized island that for some ungodly reason floats through the air above Askr, this particular one has been overhauled into a hilariously comfortable locale. Farmlands so fertile they grow entire seasons of crops in days, hot springs so pleasing they quite literally heal the body, even an armory that can spawn illusionary weapons and armor for its guests to practice with. But that's not even the best part. You see, merely being here builds up an usual form of energy inside of you, a concentrated form of Aether called Affinity. This energy can be transferred between people freely, or 'spent' to vastly amplify the power of any technique that can be said to rely on friendship, from motivational pep talks to fighting back to back against an army.

General

50 cp - Rokkr Remnants

At first glance, this is merely an eyepatch that glows an unusual color. But the truth is that it's actually the last remnants of an extremely powerful necromantic construct, a Rokkr. Placing the eyepatch across your eye will see it fade inside of your body and your eyes begin to glow with the same light that the remnant itself does. An amusing trick to be certain, but not a particularly impressive one. You have eight of them in total, a decent selection of colors.

100 cp - Havoc Axe

An extremely powerful and extremely brittle weapon. While it amplifies the damage of your attacks by a truly phenomenal amount, the magics that give it this effect also give out after only a few hits. One or two hits past that and the weapon will break outright. Worse still, it takes weeks for the magic that fuels it to recharge. As something of an upside, you actually have two such axes, and in the event that you do break them then you will find a replacement in the warehouse a month later.

200 cp - Dragon Flowers

An extremely rare breed of flowers, said to have been watered with the blood of dragons in ages past. There are four varieties, only one of which is ever compatible with a person. Consuming the proper one will enhance your stats more or less at random, while the incorrect one will either reduce the effect of having consumed the proper ones, or make you violently ill if you haven't consumed any previously. A single person can consume up to five flowers per two years, any more than that runs back into the whole 'violently ill' part. You have a monthly supply of just enough for a single person to have five doses every month, though not always of the same kind.

300 cp - Worlds Dark and Dreary

There are none left who would lay claim to this place, and so if you have the heart to look upon these desolate lands and think it good, I offer them to you. Askr or Embla, one of many that Hel crushed beneath her boot. There are ancient temples full of strange rituals, hallowed halls that contain weapons of immense power, and treasuries full of coin with no one to spend them, but the stench of death clings to it all and there is no life here at all. The animals are all dead, and the trees and grass have gone as well. Retuning this place to life would be an immense undertaking. With that said, there are two things missing - Bredablik from Askr, and the Heart from Embla - both have already been taken.

Companions

50 cp / 300 cp - Summoned Warriors

Once you have your dream team assembled, why would you ever want to field another set of warriors? Don't worry about the new recruits, just grab your boys and hit the road, right? Well, there might be girls too, but that's kind of besides my point. Anyways, for 50 cp you can import a companion into the jump with 600 cp to spend on perks and items, or you can take a slight discount and pay 300 cp for eight.

100 cp - As You See Fit (Discount Drop In)

Your most loyal confidant, your most capable warrior, your most obedient servant. Raised from birth as her mother's weapon, she knows only how to obey and excel at the hands of others - and you are the one who commands her. Truth be told, she was sent here to gain your trust and kill you, but her mother has since passed away and so the order to strike will never come. Her daggers, once meant to seek your heart are now yours to command.

100 cp - King of Ancient Wisdom (Discount Realm of the Dead)

A powerful king, his sword crashing down upon the foes that surround him. The endless clawing of the dead as they pull him down and snuff out his life. In life he was your foe, in death he has no choice but to obey. And yet, he seems to hold no hatred for you. It has been so long since his death that he no longer recognizes the world around him, leaving only the thrill of the fight and the desire to know all things that he once knew as a child.

100 cp - Empress of Destroyed Hope (Discount Ruined World)

A powerful mage who lost herself to the dark magic she once commanded. Having died, her soul now shines brighter than it has for most of her life, and the voice in her mind that commanded her to kill endlessly can no longer reach her. In all sense of the words, death has freed her. Perhaps you struck up a friendship of sorts while in Hel's service, or maybe you fight endlessly but are constantly thrown together on account of the synergy in battle you hold.

100 cp - Live Your Life (Discount Order of Heroes)

Well, this is interesting. An elderly but still beautiful Heroine summoned from a seemingly unknown world, her speciality seems to be nothing more than beating the shit out of people with her bare hands. For some reason she holds an utterly immense amount of life energy inside of her body, enough to allow her to simply ignore most attacks and to survive injuries that would have killed lesser Heroes. Even in the event that she is overwhelmed, she seems to have a knack for simply showing back up a bit later to continue the fight.

100 cp - Together We Ride

Or perhaps that unstoppable team you dream of is not yet gathered? If that's the case, then perhaps you should pick up an extra pair of hands? Whether you're the summoner or a royal making contracts, with this purchase your faction is guaranteed to get their hands on up to three individuals of your choice from what amounts to the entirety of Fire Emblem. Whether your relationship with them is good or bad, that's something I leave up to you. At the end of the jump, you may take them with you as companions. If these individuals share a theme, such as being a trio of sisters or two different versions of the same individual then you may also opt to have them share a companion slot.

300 cp - All The Bravest

Now, let's be honest. After all the adventures that the Order of Heroes has been on, all the allies they've picked up and the friends they've made along the way, eight companions just isn't enough, is it? You need a few more than that. With this option, you may import every last one of your companions into Zenith. However, unlike the Summoned Warriors option above, companions imported this way only gain a mere 300 cp to spend. On the other hand, if you should choose to import a number of companions via both options, then those companions - and only those companions - would have a total of 800 cp to play with. 600 cp from Summoned Warriors and 200 cp from All The Bravest, more than enough for just about any scenario.

Drawbacks

In addition to the drawback present here, you may choose to retain the drawbacks you took during Fire Emblem Heroes Book II for half their cp value.

+0 cp - Continue? [Y/n]

Have you been here before, perhaps? Or anywhere near here, even? The Order of Heroes draws its ranks from so many different worlds, from so many different times even, so it's no surprise that at least one of them might have heard of you already. Truth be told, it would be stranger for nobody here to know you. Well, assuming you didn't just pop out of the air one day, then your time and actions in the various worlds of Fire Emblem will be remembered by the Heroes of this world, be it in the form of the legendary hero of legend, or simply because you've already helped them fight off the Embla Empire during Book I.

+100 cp - Unfavorite Child

Not now Jumper, the important people are talking. Like your father and your brother. This is a serious conversation, and you don't have anything to add. No, there was not an "I don't think" missing from that sentence, your family is just kind of a bunch of jerks. Now, I won't say that they hate you or anything, but just about anything and everything seems to be more important to them than you, and if you step outside their strict expectations then you'd better be prepared to be punished. If you take this as a Drop In, then while the specifics will change, you have a very similar relationship with somebody.

+100 cp - What Flavor Are You

...Did you just ask the goddess of death and her top generals what flavor they were? Are you trying to die? What on Zenith is up with your priorities? So, yeah. There is something very wrong with your brain, to the point that you cannot help but distract yourself from important topics to ask whatever asinine questions you think up, to the point of placing yourself in extreme danger for a chance to ask it. I suppose the only real good part of this is that the sheer stupidity inherent to your thought processes tends to stun the people you ask for a moment. I suggest using that moment to run away.

+100 cp - Death By A Thousand Papercuts

You are a menace. Look at what you did to those poor books, ink all over the pages, waterlogged, they're practically unreadable! Heck, these ones over here will need to be gotten rid of and replaced. You just can't be trusted near any form of book - Hel, near any form of paper - lest you accidentally end up destroying them in short order. Just be grateful we aren't taking the replacements out of your paycheck, you've certainly destroyed enough of them to bankrupt yourself. ...I would suggest not summoning any Tome using Heroes, or book lovers, they'd probably hate you.

+100 cp - Cold and Lifeless

Obey. For most of your life, that was the single command handed down to you. Acceptance led to pain, but disobedience led to far more. They're gone now, and your life is yours to live, but their mark on you still lingers. You are almost emotionless, barely able to feel anything and barely able to understand the feelings of others. Over time you will likely grow out of this, but until then blind obedience and an unfeeling demeanor are your nature.

+200 cp - The Other Jumper

At the head of your enemy's army stands a strange figure. They seem familiar, and their name makes you certain that you've forgotten, but their only goal seems to be your death. Certainly not a friend, then. In truth, that figure is you. Older, wiser, stronger, and utterly without hope. Driven to madness by despair, having made deals with the devil in vain attempts to reclaim all that they've lost... In almost all ways they are better than you, with your only saving grace being that their will is not entirely their own. With that said, a straight fight with them will almost certainly see you lose. You'll need to go around them, or find a weakness you can exploit.

+200 cp - A Journey of Self Discovery

I've bad news for you, jumper. Your friends and family aren't here. They've gone on a journey of sorts to do some soul searching and maybe do something about that voice in their head commanding them to kill you. So... Congratulations, for you are alone. Everyone you actually care about will spend the vast majority of the jump avoiding you, debatably for your own safety. Even your companions are getting in on this, doing you the favor of guarding your loved ones while on the road. Their neglect of you in the meantime is an unfortunate but necessary thing. The only people who haven't abandoned you are the ones you can barely stand, like your parents should you have taken a particular drawback.

+200 cp - Under Siege

Finally, after 20 years, I'm free! Time to conquer Zenith! ...Sorry, Hel is acting really weird. She's somehow gotten her hands on the Rokkr and taken a great deal of inspiration from them. As a result, she actually seems to be enjoying herself as she hams things up a bit and sends her zombie army after you. And the really fun thing is that whenever you defeat one of these ghosts, they grow in size and go for your head a second time. The size varies, from a simple doubling in size to as tall as the towers in your castle, but on top of that when you do beat them, they explode. I don't know why, they just do. The good news is that the really big ones seem to be something she's using sparingly... unless it would be suitably dramatic, in which case she'll use all of them.

+300 cp - Legendary Owl

...Did someone insult the owl. DID SOMEONE INSULT THE OWL YOU FOOLS WHAT HAVE YOU DONE! Well, congratulations, the adorable mascot of the Order of Heroes, Feh, has arrived in her fully unleashed glory as the Legendary Owl. She has maxed out stats all across the board, can counter from any range in such a manner that she always goes first, the ability to transform herself into any Hero she lays eyes on, hearing so sharp she can spy on your plans from miles away, wings so powerful she can simply blow away anything she doesn't feel like fighting, and worst of all her final skill is a mystery. We have no idea what it does because she's never needed it. I suppose the good thing here is that she isn't out to kill you, because she only wants to completely and utterly humiliate you in every possible way she can. Just don't piss her off even more, lest she go from annoyed at you to actually mad.

+300 cp - The King, The Empress, and the Stars Themselves

If you haven't noticed by now, the Lif and Thrasir that serve Hel are not truly Lif and Thrasir, being fakes who have taken the name after abandoning their own. One might imagine the shock on their faces when the real versions of their ancestors arrive to do battle. From another world comes an evil version of the Order of Heroes, led by Lif, aided by Thrasir, blessed by a number of dragons, and commanded by a strange figure in a black and gold robe, wielding a weapon that looks oddly similar to Breidablik. They've subjugated their world and now seek out others to take over. I'd suggest dealing with Hel

before they get a chance to, or you'll see her forces made subordinate to them as well. In the meantime? Good luck.

The End

Go Home
Stay Here
Move On

Heavenly Witness
Go directly to Book IV

Notes

Q - Who are the OC companions?

A - The OC's are based on Eir, Lif, Thrasir, and either Eir again or Eir's actual mom.

Q - Uh, about the Drawbacks from Book II...?

A - Yes I know there is no Book II at the time of writing. You can use Book I for now or just skip it.

Q - What's up with Hel and explosions in Under Siege?

A - Hel is voiced by Rita Repulsa, this is a power rangers parody now.

Q - A lot of these drawbacks just make Hel stronger - what if I take Realm of the Dead?

A - It's a different Hel from the one you're affiliated with, and you are now at war with them.