

Fire Emblem Heroes Book II
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The nine realms, nine worlds that hang from yggdrasil, the world tree. Asmr and Embla, Nifl, Muspell, Nidavellir, Jotunheimr, these five realms can all be found on the world of Zenith, with Asgard, Hel, and Alfheim located relatively nearby - though the land of dreams and the realm of death have no place in the physical world, they are still a part of Zenith.

In the past Askr and Embla have had rough relations, including numerous wars, one of which has lasted for the better part of the last year. With that said, an uneasy peace has been acquired on account of Askr somehow acquiring a Hero beyond all others, the Legendary Summoner. To balance these odds, Embla will make a deal with Muspell, the land of fire. Between the might of Veronica and Surtr, Nifl will be crushed in short order - the offensive being launched mere days before you arrive, and spilling over into Askr in a few short weeks.

You will likely be caught between them, assuming you aren't leading the charge. Even if you get left behind, there appear to be armies popping up out of nowhere, other nations - some even from other worlds - raiding for resources in times of desperation.

Safe travels, and may your legend never die.

+1000 cp

Origins

Drop In

It's interesting. By all accounts you ought to be unskilled, unprepared for life on Zenith, and unable to change much of anything at all, but still the world seems intent on dragging you into these events. You are here after all, are you not? Still, upon arriving in this world you'll quickly make a small band of friends - what you do from there is up to you.

Drop In's may begin anywhere.

Nifl

The kingdom of ice and frost, and the ancient allies of the Askr kingdom. Currently under attack by the combined forces of Embla and Muspell, I would strongly suggest you seek out those allies lest you be crushed under their armies. The queen is already dead, a part of a gambit for her eldest daughter to catch Surtr off guard, but seeing that plan fulfilled… Will require the Summoner.

Citizens of Nifl may begin in Nifl or in Askr

Muspell

The kingdom of fire and ash, and current allies of the Embla Empire. Not that it's going to last very long when Veronica is an important part of Surtr's plans to conquer the world - as a sacrifice, not an ally. Still, you have your marching orders, and they are to burn everything. As a small aside, most residents of Muspell have darker colored skin and red eyes for some reason.

Citizens of Muspell may begin in Muspell or in Embla.

Order of Heroes

The elite fighting force founded by the Askr Kingdom, the Order is what stands between chaos and, well, order, for the worlds at large. With that said, they do have a place in guarding their own lands, and you will likely be called to do just that sooner rather than later. Embla may be down, but it's not out - and Muspell will be arriving shortly.

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

Your Age and Gender may be freely chosen.

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

Drop In

100 cp - Putting Together A Team

There are many aspects to consider when observing the battlefield. The kinds of foes you'll be fighting, the condition of the battlefield itself, and of course the kinds of combatants you have access to. But there's something else. Some Heroes have a quality about them that simply make them better or worse to use at certain times, a quality that can enhance or degrade the strengths of their allies. You've put some effort into understanding how the change of the seasons and the blessings of various kinds can interact with each other, and now know how to formulate a team to take maximum effect of these potential boosts. Of course, all this is useless if you have no heroes to make a team WITH...

200 cp - Forever In Your Debt

The Order of Heroes was founded on the principle of saving the Heroes from Embla, and while you may or may not be a member of said order, you exemplify it's creeds. For every good deed you do, be it to a dog, a simple baker, or a Hero of Legend, your own legend will begin to grow. As time passes, the weight of any debt that you incur - and many Heroes would see you saving them as a major debt to be repaid - will rapidly begin to increase. At the start, your kindness might be repaid with a free loaf of bread or some other simple and trivial gift. But should you make a habit of saving people, perhaps even from death's doors, then they would almost certainly follow you into battle for the rest of their life.

400 cp - Contract Reestablished

The nature of the Summoner is to summon Heroes, that much should be obvious. But in truth it goes further than that, if only because you are also supposed to see them safely home one day. Once summoned, you may resummon a lost Hero for a pittance of the cost it took to gain their help in the first place. Generally this involves summoning them away from the battlefield and forward through time, but ripping them out of the afterlife and back into your care is also a potential option. Please note that this does not affect summoning multiple copies of the same person, or a version of them from another timeline, merely one specific Hero. Additionally, if you possess another version of summoning, this will remain in effect while also drastically increasing how long said summon will last.

600 cp - Summon The Summoner

How very interesting, it would seem that your nature as someone who will come when called has other effects that simply allowing Breidablik to target you no matter the distance. Because of this, you are exceptionally easy to get into contact with. Psychic calls for help find you easier to reach out to, a letter to you arrives quicker than it ought, someone desperately searching for you finds themselves collapsing at the perfect place for you to stumble across them… It's almost like the universe wants you to get in contact with these people, both to solve their problems and to become friends with them. As an added bonus, you may replicate the feat that brought the summoner into this world originally, being summoned to anybody who tries to use a weapon that belongs to you if you so wish it.

Nifl

100 cp - Frozen Aura

The power held inside the royal family of Nifl, granted to them by the Ice Dragon Nifl, comes in many forms, with this being but the least of them. You passively suck up all heat in the nearby environment and generate cold, and are effectively immune to the perils of ice and snow - or at least, the perils inherent to the temperature. With a bit of practice you can both ease off this aura or drastically intensify it to the point where you might as well be in the middle of a snowstorm. As you might imagine, this tends to cause immense issues with any nearby foes of yours as their bodies quite literally freeze over. Just be wary so as not to get your allies caught up in this as well, all right?

200 cp - Voice of Dreams

While this is mere speculation, I believe Nifl to have a minor prophetic power hidden somewhere in their bloodline. More likely, they might have some kind of psychic power. At the very least, you certainly do. You possess a spark of fae magic, one that allows you to reach out and speak to people in their dreams. There is no true ritual to spark this, nor even an incantation. Merely sleep with the desire to speak to them and if they should also sleep as you do, then the two of you shall dream of each other. You can use this to pass information and advice from worlds away, or attempt to spy on your enemies plans - though what they dream of and how they plot to gain it are two very different things.

400 cp - Still Alive

I will be honest. The amount of punishment that a member of the Nifl royal family can take is truly absurd. The youngest starved herself for several days and still had the energy to fight afterwards. The eldest took severe wounds, broke into Muspell while remaining undetected, failed to assassinate Surtr and was given intense burns across most of his body and yet still managed to escape and remain fighting fit afterwards. Fjorm, the middle sister, utilized a ritual that sacrificed the majority of her lifespan and will stick around for more than three years off of pure stubbornness to repay the debt she accidentally incurred to the Summoner. Your willpower, your life force, your ability to fight through the pain, is just as ridiculous as theirs. You could, in theory, run on a broken leg without slowing down or gain the benefits of a ritual for a short time by sacrificing yourself.

600 cp - Cold Mercy

With the blood of an Ice Dragon within you, it is no wonder that you would hold power over the snow and frost that dominates Nifl. The country. Not the Dragon. Man, these guys are not great at naming things. Anyways, with that blood comes a level of control over ice, and for you in particular that control is extraordinary. Be warned however, that the reason that this comes so naturally to you is not on account of how good you are or how powerful you are, but because this grows stronger the closer you become to death. Heavily wounded, having traded away most of your life in a magic ritual meant to empower your allies? You could create and control entire glaciers worth of ice and snow even if you happen to be in the middle of a desert - or hotter than that, in Muspell. Just be wary that you do not tread too closely to the reaper, lest you slip and fall on your own ice and into the afterlife.

Muspell

100 cp - Only One King

Surtr's philosophy is simple - he is the king because he's powerful, and because he's the king, what he says is right is right. It's not exactly a great philosophy, but it's surprisingly effective. And having learned from his example, it works for you as well. Simply crush somebody as an example, and those under you will become too afraid to disobey for a short while. Crush someone they love, and they'll be afraid for a long while. Maybe even crush one of your own children to keep your other brats in line, and they'll basically never disobey you. Of course, this tends to be incredibly wasteful of your own forces, but it's not like they matter, right? Just fuel for the flame, your flame.

200 cp - Fool Me Once

The two princesses of Muspell are mighty warriors and capable generals, but they don't possess a fraction of the strength their father does. Instead, they've turned towards sharpening their minds so as to keep up and not fail their father. While you may not be a master tactician, you are remarkably competent at putting yourself into your opponents shoes and attempting to predict their next move. Just be warned that knowing is not the same as understanding - arriving at their destination before them does you know good if the place they were going is a killzone for anyone stuck inside, and they're now behind you.

400 cp - Hellbound

Though Surtr is a beast of a man, you need not be like him. Though you may go to war in his name and at his command, you find it remarkably easy to go more or less unnoticed as a subordinate. Sure, being front and center may get you promoted, but more often than not it also gets you burned to cinders. Beyond simply not being important enough to notice, on the off chance that you do end up promoted, then you'll find that the longer you serve under those you hate, the easier it becomes to betray them. After a few months of excellent service you'll find a superior offering to report you dead while you run away, to save what's left of your soul from the fires of war. Serve even longer… Maybe you'll find yourself saving a pair of kidnapped princesses, causing a chain of events that ends in your dastard of a boss's death.

600 cp - Muspellflame

The flames of the fire dragon Muspell burn within you, igniting your body and driving you to ever greater heights. Beyond simply granting you an extreme tolerance for heat to the point that you could make your home in a volcano and the ability to manipulate the flames yourself, the Muspellflame offers to bring the dragon blood within you to the surface. Be warned that doing so tends to be extremely painful and often fatal, but when burning at full blaze you can create a miniature volcanic eruption simply by stomping your foot. Half of that is your power over fire amplified, but your physical might also rises with the flames - and your speed, and your defenses, and quite frankly your everything. Normally you would need an external source of the Muspellflame in order to ignite this power, but since it's already so risky to use I'll wave that restriction, and even let you qualify as a source of it yourself for if you wish to allow - or force - others to run the risk of burning in exchange for the dragon's power.

Order of Heroes

100 cp - On The Move

The worst part of being in the army is how much marching you're going to be doing, made worse by the conditions of the land around you. Fortunately for you, you're actually quite talented in the art of turning the terrain to your advantage. Not something so simple as dodging through the trees or taking a stand inside an old set of ruins, but more wide scale. A passage through the mountains being the perfect place for an ambush, causing an avalanche to block your followers, or somehow evading an entire army by using a snowstorm as cover. If you had the help of a Nifl Royal, able to use ice to change these passages, this would likely become even more useful.

200 cp - Clever Prince

Sometimes the world gives you a dead end canyon perfect for ambushing your foes. Sometimes you need to make your own ambush. You may not have the years of experience needed to be a great commander, but when it comes to matters of war you are tricky and incredibly hard to pin down. Lacking in the raw power to break your foes upon your bulwark, you've instead learned to outmaneuver them to make up the difference. If they think they have you pinned, generally you've propped up a bunch of cardboard cutouts and already begun to make your escape.

400 cp - That Was A Mistake

The simplest and easiest way to destroy all of your enemies utterly and forever is to make them your friends, something you'll find happens with surprising regularity. Part of this is simply that Surtr is just that bad of a boss, but more often than not you'll find an enemy general to be discontent with the actions of their ruler. Should you cross blades with them and discover that you actually like each other to an acceptable level, that in another life you could have been friends, then a little bit of a push from you might see them simply switching sides outright. Even in the times where they don't, they'll often do something to stall out your enemies as a favor of sorts.

600 cp - Allies of Old

Your kingdom is under attack not only by the enemies you know, but by a mysterious force that seems to care not for conquest, but simply seeks to burn everything. What do you do? Why, you wait for your allies to arrive - you know, the ones you've never met before but at the sworn enemies of the burny people and your own sworn allies. The approximate strength of these allies is usually equal to your own - as the prince of a nation, you can expect this dramatic revelation to include another nation coming to your aid. As a street urchin, you'd be lucky for your backup to consist of more than two or three people. You can forcibly invoke this once per ten years if you wish, but it will also trigger naturally in the event that everything changes, such as the burny nation invading. It might be wise to save it for when you really need it.

General

50 cp - Fire Emblem **H E R O E S**

Okay wow you have a loud voice, give me a moment to get my hearing back. I dunno if you trained for this sort of thing or if you just naturally have a huge pair of lungs, but you have a talent for being extremely loud. This makes you the ideal person to give a speech or a rallying cry on account of how everyone would be able to stuff their ears with cotton and wax and still be able to hear you. Amusingly enough, this gets even wor - I mean, better, when you say “Heroes” for some reason.

100 cp - Legendary Hero

Congratulations, you are now more than just a Hero, you are Legendary Hero. As for what that actually means? Well, not much truthfully. Mostly it just means that you get to play around with the seasons and blessings mechanic. During one of the four seasons, you gain a small but not insubstantial boost to one of your statistics, such as health or speed. Should you be backed up by someone else with a blessing of the corresponding season, then your boost will very slowly increase in potency.

200 cp - Yesterday’s News

Embla? What about them? They got their asses kicked and had to go find a new villain to drag into things in order to stay on their feet. Gotta keep those plotlines fresh, don’t you know? Well, as it turns out you have something of a talent for absorbing defeated or decapitated forces into your own. It could be like Muspell, taking Veronica under their wing and using her power to advance their own conquests, or it could be something like sparing your enemies generals after killing the king and convincing them to join you. Either way, those who’s plans are in disarray will jump to join you for a chance to get back on track.

300 cp - Mechanical Balance

In the time between Embla’s defeat and their call to Muspell for aid, the Order of Heroes discovered a number of ancient rituals designed to empower their forces. One such ritual was less a ritual and more of a subtle shift in reality that granted everyone just a tad bit more power than they used to have. Once per jump, you may designate a specific technique that you possess, such as Sol or Luna, and lessen it’s restrictions by a small amount. Perhaps instead of healing half, Sol will heal 60% of the damage you deal or having it activate more often. The drawback to this technique is that you are not modifying your knowledge of the technique, but the technique itself. Anyone who sees you use this enhanced ability will be able to replicate it, given time. On the other hand, if you perform this ritual enough time then you may find yourself with such a technique that is always on, something I think you’ll find to be exceptionally useful.

Items

Drop In

50 cp - Simple Trinkets

While at war, sometimes you need a distraction, a way to look away from your fears and doubts for a few moments so that you can remember all the good in the world. While these probably won't give you an inspiring speech, they do make good gifts and are fun to play with. Hats and coats, necklaces and rings, fluffy things and monocles, all sorts of simple accessories for your outfit can be found here. There's absolutely no use to them outside of playing dress up with your friends, but everyone needs to relax and have some fun every now and then, right?

100 cp - Illusionary Dungeon

I'm not quite sure where this most unusual place came from, but it seems to be hidden inside a fold in space, a pair of black pillars with blue light stretching between them that not everyone can see to begin with. Still, if you drag them inside then you can all have fun - wait why is this a rhythm game? Uh, anyways, while inside this area you seem to be bound by the music that plays here, only able to move and attack with the timing of the beat. Still, climbing the tower inside this place comes with some small rewards useful for summoning. Best of all, 'dying' in this place simply throws you out, so you can feel free to dance without death for as long as you please.

200 cp - Heroic Grail

A form of secondary currency, designed by the Kingdom of Askr to supplement the orbs that the Summoner primarily uses. While the selection of Heroes these grails can call is fairly limited, it slowly grows over time, adding a new hero every month or so. The sacrifice of a sizable number of them not only allows you to summon a Hero, but guarantees that you summon the Hero you were aiming for. Though I will point out that repeated summonings do grow more expensive over time. You have a monthly supply of these grails, enough to summon three new heroes each month or one new hero twice with a little left over, depending on your preferences.

400 cp - The Ice's Heart

I find it strange that Nifl would design their Rite of Frost to require the legendary weapon of the Askr Kingdom, but one must assume that godlike dragons have at least some semblance of a plan. Either way, with this option a weapon of your choice becomes imbued with a number of simple properties. Upon command, it can shoot forth a beam of light that can be used to track magical artifacts or hidden locations, and can even do so automatically should it detect a wounded person nearby. Secondly, your weapon can sub in for artifacts of power during important rituals, something that often causes it to gain additional powers. Last, and simplest, the weapon is covered in frost and emits an aura of ice, much like the Nifl royal family if far weaker, draining away your opponent's physical might.

Nifl

50 cp - Nevermelt Ice

It should tell you something about how damn cold Nifl is that the royal family incorporated ice into their armor and never once had to worry about it melting. Whether you are a member of their family, a high ranking general, or just someone who likes the style, you now have the choice of acquiring a suit of armor with the same gold and cold aesthetic that the rest of them have or importing a prior suit of armor into this to the same effect if you have one you're particularly attached to. There's little practical benefit to either option, though I suppose the ice inherent to the armor will help keep you cool should you go somewhere particularly hot like hell - I mean, muspell?

100 cp - Lesser Gateway

Made in the image of the Askr kingdom's power to open portals, this pair of ritual grounds serve as a much lesser version of the ones owned by Askr. While they lack the power to cross between worlds, they still remain capable of allowing you to cross the world in no time at all via the creation of portals between the two grounds. You know the ritual to open these passageways, which by default will take you to the other one, but the ritual can also be modified to place you at any point between them. Sadly the gates do not have the capacity to stay open for very long - at least, not compared to Askr's portals - and can only remain open for approximately 12 hours. You may determine where these are placed at the start of the jump, but once placed cannot be moved.

200 cp - Frozen Sanctuary

In truth this ought to be 'sanctuaries' on account of how it is not one item but three merged together, but I suppose the name will have to do. The first is Snjarholf, a relatively remote set of ruins with what amounts to a panic room hidden beneath it. There are supplies and comforts there for a dozen people to survive for a year, and the labyrinthian nature of the ruins is complicated by its tendency to have passages way be blocked with ice, only to melt and block off a different one the next day. The second is Hjarnhof, a similar location that is not nearly so comfortable, but compensates by being placed in such a manner that it is almost always an ideal location to ambush your foes. The third and final one has no name and is the least comfortable of the three but just as tricky to navigate as the first and larger still. Deep underneath it are the ritual grounds of the Nifl kingdom, a location that serves as the focal point for most of their secret rites. In your hands, it will also serve as a focus for anything involving ice.

400 cp - Rites of Frost

The ritual for which Gunnthra died to see the summoner complete, the ritual for which Fjorm traded away most of her life for another to be given power. Presumably born of the spite between the dragons of ice and fire, this ritual has no specific goal but instead exists to counter and nullify the effects of other rituals. Accordingly, the ritual is something of a pain to actually use, requiring a magical stone by the name of Snjársteinn, a child of the ice dragon both to perform the ritual and to be sacrificed, a weapon either blessed by gods or crafted of dragon bone - and it should be pointed out that Nifl has no such thing - and a method of contacting the dragon that created the rite of frost in the first place. That last one is usually solved by performing the ritual near its resting place, but there are other means. If you can gather up all of that, you can effectively negate any other ritual designed to grant power.

Muspell

50 cp - Hellfire Blade

Is your sword on fire? Better question, if you live in Muspell, why is your sword NOT on fire? Thanks to having been forged - or reforged, if you wish to import a weapon into this - your weapon with metal heated with the Muspell flame, it is now permanently on fire. How brightly it burns will depend on where you are, it actually burns hotter in colder environments than in Muspell's volcanic countryside, but short of actually sheathing the blade it will continue to burn for… Well, until the world ends and then a bit longer I should think.

100 cp - Dragonfire

A decently sized crate full of vials of strange liquid that shimmers like firelight. When exposed to fire, that particular fire will begin to burn far in excess of what it would normally do. Known in other countries as the fires of war, any blaze set with this concoction will burn for days and days, spreading through forests, fields, towns, anything in its path if not stopped somehow. Not even water can do that, unfortunately, though it will at least prevent it from advancing any further for the most part. The only way to put these flames out is to wait a day or two. As you might imagine, they fit in extremely well with Surtr's scorched earth policy. The crate refills each day, and comes with the recipe for more if you've any inclinations towards mass production.

200 cp - To Forge Flesh

A small training ground, built into the side of a mostly inactive volcano made for you and yours to practice in. The grounds are blisteringly hot to the point that even those of Muspell run the risk of heat exhaustion in relatively short order, but also amplify magic centered around fire to an immense extent. In addition to that, you'll find that any training you accomplish here once you pass the point of safety to be incredibly effect, the haze of heat that falls over your delirious mind allowing you to make connections and understand more about your training in a few short minutes than you would have in weeks elsewise. More than enough to make up for the day you'll likely be spending recovering from training here. Just be wary that you don't push yourself to that extent without someone to drag you out, lest you be burnt to ash while unconscious.

400 cp - Rites of Fire

The power granted to Muspell by the flame dragon is immense, but risky in the extreme. And so a countermeasure was devised, a method to burn as brightly as possible without burning yourself alive. The rite of flames is a method of cheating death, creating a flame tied to an individual's life force in such a manner that they are effectively invincible and immortal so long as the flame still burns. However, such a blessing is costly in the extreme, requiring the sacrifice of two women with the blood of dragons within them. Surtr's own daughters meet these requirements, though he would prefer to sacrifice someone else's daughter before his own. Once lit, the flame will burn for a year's time before it begins to require additional fuel, more maidens with dragon blood. If you wish, this can optionally guarantee the existence of at least two individuals that can be used as sacrifices to the rite, but they certainly will not be your allies. Capturing them… That's likely why Surtr invaded Nifl to begin with, honestly.

Order of Heroes

50 cp - Basket of Apples

A simple gift from a village that you saved some time in the past, this basket always contains a small supply of ripe apples. They're as fresh as though they were just picked, of your favorite kind, and the basket will refill every day. I wouldn't recommend trying to march an army on this, but for you and a handful of others they do make a delightful snack. Oddly enough, they seem to taste even better if you've done something heroic recently.

100 cp - Book of Prophecy

An old tome, almost as old as Askr. Nobody knows who wrote it or where it comes from, but it tells a story about the end of days, a mythological event called ragnarok. Except when it's completely different and speaks about a mythological event known as revelations. It's funny like that, changing every so often. Either way, while the book's words are flowery and full of prose, they do contain an extremely rough sequence of events that you should probably be on the lookout for. Now all we need are flames that burn for three days and three nights without break, and we'll know the world is ending.

200 cp - Blessed Gardens

I mentioned before that certain Heroes had an affinity with the seasons. These gardens are your path to creating more Heroes with said affinity. Each of these eight gardens is only open during their resp seasons, two at a time, one for the base elements and one for the more spiritual ones. When a blessing is claimed, the Hero it is given too will experience minor benefits such as sweating less or finding armor and weapons easier to clean. However, if someone with a strong enough blessing was present, they would find enhancements to their combat ability forthcoming.

400 cp - Aether Keep

In ages past, Lif, the first king of Askr, created a machine that generated a magical resource known as Aether. With it, he created the Aether Keep, a castle that soared through the sky, going higher and higher as Lif created more Aether. People copied him, and they did battle in their aerial fortresses, and eventually all of them came crashing back down to zenith. It's slightly in disrepair, and would need a few resources to get back up and running, but your Aether Keep has the designs for weapons and defensive emplacements aplenty, all designed to run off Aether. Once yours is back online, it will soar through the skies. Reworking some of the weapons to aim down might be a bit of an issue, but those can always be mounted on some of the smaller plots of land that seem to orbit you. Additionally, as you create more and more Aether, you'll find not only will the island be able to fly higher, but it will also automatically generate a small number of supplies and rare resources.

General

50 cp - The Rabbits of Spring

Is it that time of year already? Congratulations, you seem to have stumbled across an alternate version of Zenith in which a massively popular spring festival is taking place. You found your way home obviously, but before you left, the local version of Alfonse gave you a massive chocolate egg that hatched into a quartet of baby rabbits. According to him, their names are balfonse, Ralfonse, Lalfonse, and Clyde. They're quite cute, exceptionally well behaved, and while they lack much in the way of combat power, the four of them have enough strength to lift up a weapon while working together, such as an axe or a ludicrously large spoon.

100 cp - Life And Times Of A Hero

Despite the Summoner's ability to call forth a seemingly endless number of Heroes, Askr does not actually have the capacity to feed and house that many people. No, their limit is somewhere around three hundred or so. But then, what do you do if you summon more than that? Or if you summon multiple copies of the same Hero? Eventually you'd have to turn them away. But no one said you had to leave empty handed, which is where these books come in. A collection of empty diaries and other similar tomes, whenever you purposefully desummon a Hero you may choose to have a small amount of their essence permeate one of these books and into the form of some tips and tricks for training a handful of techniques that they knew. Whoever reads from the book will have enhanced growth for the purpose of learning one or two of these techniques, though the book will only work for one person before going blank.

200 cp - Rite of Blades

A ritual taken from a most unusual sanctuary hidden away in Embla, it utilizes a series of golden coins, stones, and dew (made from the coins and stones, amusingly enough) to enhance the power of any weapon the ritual is used on. Now, not all weapons can be enhanced this way, but the list of valid targets seems to grow every month or so, so keep your eyes peeled for when yours becomes available. The effect of the ritual itself varies, usually coming with a minor stat boost and occasionally adding an extra effect onto your weapon. This also gives you enough materials to enhance a single 'weak' weapon per month, or a stronger one after three or four months. Beyond that, there are actually multiple potential upgrades for most weapons, and after unlocking them they become free to switch between - no need to use the ritual a third time to get your first upgrade back.

300 cp - Worlds of Frost and Flame

Well now, isn't this something. Whether you're of royalty or simply the victorious conqueror, you've managed to claim one of the nations of the world for yourself. Specifically, either Nifl or Muspell. Nifl is a serene and beautiful place where it always seems to be winter and yet the cold doesn't stop them from growing crops or throwing a massive party outside. Their royal castle is quite literally frozen solid, being made of a massive chunk of Nevermelt Ice. Meanwhile, Muspell is an almost volcanic wasteland that stays alive by being tougher than the flames that dot the landscape. Similar to Nifl's ice palace, the royal castle of Muspell is built into the side of a *mostly* inactive volcano. Extremely pleasing to the eye, but more than a little dangerous.

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 - Woman Of Your Dreams (Discount Drop In)
I mean that quite literally, you've been having odd dreams where she shows up and she's been having the same of you. Sometimes they're mildly prophetic in nature, each of you seeing minor events that will happen to the other over the next day or so, but other times they're simply you having the same dream. A minor noble from a far off kingdom, she seems to see supporting you as the best way to use her time. Whether that comes in the form of simply fetching things for you, worrying for your health, or long walks on the beach as the sun sets, she'll happily spend as much time with you as possible.... While also not distracting you from whatever duties you may have. You might end up being scolded by her if you slack off to spend time with her, she's a tad bit motherly like that. She'll even follow you into battle if she can, utilizing her unique ice based magic to place a series of minor curses on your foes until their attacks aren't worth noting.

100 cp - Man Versus Nature (Discount Nifl)
There are some really smart people in the world, and some of them are also the dumbest people you will ever meet. This particular mage is an expert at both wind and dark - excuse me, 'elder' - magics and seems to have their life goal to be to learn as many different kinds of magic as humanly possible. Which is somehow supposed to explain why they picked a fight with an avalanche in order to test how their new magic was going to work out. Not well is how, which is why you had to pull them out of said avalanche and ended up with them in your debt. They're quite powerful and well educated, but they're also kind of clumsy and foolishly courageous - though, to some that might seem a plus.

100 cp - For Her Sake (Discount Muspell)
Jumper, there is someone here to see you, it's your little sister! She almost got caught in Muspell's flames, but luckily enough she wasn't home when the soldiers came knocking. She's a tad bit afraid to leave your side for the time being, so you'll just have to protect her, alright? When she isn't being scared, she's actually quite kind and helpful, eager to prove her worth as someone who can stand beside you. That said, she's a rank amateur at fighting, so for the meantime maybe you should encourage her to stay back where it's safe? Talking to her is always a balm on your soul after the horrors of war, why would you ever want to introduce her to those same horrors?

100 cp - GIVE ME YOUR HAT (Discount Order of Heroes)
Some people collect insects, others collect old books… This rather unusual young woman collects hats. Tall hats, thin hats, wide hats, colorful hats, rubber ducky hats, the list goes on and on and on… and on, and really it just keeps going. Does it ever end? Anyways, while she refuses to divulge who she is or where she comes from, she's almost certainly a Manakete of some kind. One who holds up hats as the greatest of all human achievements for some reason. Of course, getting her to use the power locked inside her body is a chore and half. Unless you were to point out that the enemy commander had a nice hat, at which point the enemy army would basically stop existing. Similarly, while her actual opinion of you is positive and she seems to like you, she claims that she's only sticking around because you go on all the best adventures - which, of course, means discovering all the best hats. Once in her clutches they seem to disappear, but if you look away from her for more than a few seconds you'll find that she's not wearing the same one she was a moment ago. I wonder where she keeps them?

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 two 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 sisters or two different versions of the same individual then you may also opt to have them share a companion slot.

400 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 I 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 in during Book I.

+100 cp - Her Pleas, Her Screams…
There is something… off about you, jumper. You seem to take a sick and twisted pleasure in the pain and suffering of your opponents. To watch someone burn to death brings a smile to your face, and to cause someone to bleed out warms your heart. But worse than that is what you have to say on the matter - when asked about this habit of yours you become almost poetic, spewing nonsense about how watching someone suffer like this is beautiful, that they only show their truest self when they have nothing left… You won't earn many friends this way, I'll tell you that much.

+100 cp - From The Frost
Sometime in the past you got into a fight you had no hope of winning, and your foe let you crawl away in disgrace with wounds they were certain would kill you before the day was through. Luckily for you, someone stumbled across you before Hel could claim you, and so you yet live. The cost of your life however, is what remains of your life spent in their service. It's not a bad deal, truth be told, and the kind of person willing to save someone bleeding out on the side of the road generally isn't the kind you'd regret serving. Still, you're honor bound to stay by their side and defend them, something that might put a crimp in your own plans for your life - such as revenge. Leaving is an option, but it would likely see you cast out of anything even remotely resembling polite society for the shame of having broken your word.

+100 cp - All The Pretty Princesses And Helbindi
Jumper, I'm sorry. After the beating you took, we did everything we could to save you, but… Well, I'll stop beating around the bush - your good looks are ruined. You are so butt ugly that not even your mother could love you anymore. Your face is horrifying, the amount of scars that cover your body are so excessive that even true warriors flinch away, and your face naturally drifts into expressions I can only describe as rotten avocado having hatesex. Now, your heart might still be made of gold, I don't know you well enough to say, but as you might imagine this new appearance of yours is going to be a bit of an issue when meeting new people.

+100 cp - Ever Helpful And Loyal
Maybe you're a prince in charge of a nation, the captain of the town guard, or just a nameless wanderer. No matter how you slice it, there is now an utterly loyal adjutant of yours, a best friend, or just some kid you keep running across that seems to feel they need to be as helpful to you as humanly possible. Bringing you meals, offering advice, watching your back in battle… If only they were actually competent at these things instead of a calamity waiting to happen. It doesn't matter what they do or how hard they try not to fuck up, they're going to fuck up and spill piping hot soup all over you. The good news is that the things they do are rarely more than a minor inconvenience, but there isn't really a way to get rid of them, not without causing even more problems that you'll be expected to solve.

+200 cp - Your Father's Blade
Loyalty to one's family is to be commended, but that assumes that you are truly loyal and that you hold some love for your family in your heart. It does not account for your will to resist having been beaten out of you at a young age with the choice to obey or die. Sadly, this seems to be the cause of your own loyalty to the cause. Be it your own family or simply one of the major factions, you have been trained to obey the commands of it's leaders with little regard for your own safety. Perhaps one of them showing you pure kindness to balance this out would rekindle your own emotions and ability to think for yourself, but in the meantime, as you try not to die - try not to fail, because that's worse.

+200 cp - Lingering Cough
Spent too much time in the snow and caught a cold, did you? Well, that's what you get for going somewhere with even more ice than the royal palace of Nifl and giving the place a damn hug. That lingering cough and lowered stamina that come from this are something that will haunt you for the rest of the jump. Perhaps with expensive medicine, a competent physician, and lots of rest you might be able to make the symptoms abate for a time, but they'll simply come back twice as hard for a time should you overexert yourself once supposedly 'cured'.

+200 cp - Lost In The Frost
You have an exceptionally bad time when separated from people. Never mind getting lost in a snowstorm and almost dying, you can't seem to find the people you're looking for even when your life isn't in danger. You walk past someone without noticing them or them noticing you, when you pick a direction and hope safety is that way you almost always go the wrong way, and if you do get injured and caught in a snowstorm, the only way they'd notice you is if they literally stepped on you. Reuniting with your allies is a pain in the ass. Of course, a good way to avoid all of this would just be to not separate - good luck with that.

+300 cp - On The Defense
During the war with Muspell, Askr experienced more attacks on it's lands than it had in the decades prior. Grand conquests, rival domains, relay defense, the aether raids… Askr is beset on all sides by forces seeking to carve a slice of it up for themselves. Whether you are with Askr or not, you are as well. Armies of bandits, minor nobles from Askr, Embla, kingdoms all over the world, thieves aplenty, each and every one coming for your hide for various reasons. If you do not stop them, they will loot your castles to the ground, raze your fields and salt your earth, and generally take everything you call yours for their own. If you let this get far enough, you might even find things going missing from your warehouse - I highly suggest you don't let things get that far.

+300 cp - Critical Weakness
So, I have bad news for you, jumper. Due to something going wrong while trying to import your save data, one of your stats is about as low as it can go so though being zero. Maybe you have an attack of one, or worse, a defense of one. As you might imagine this is very likely to be a critical issue in just about every scenario, but you can actually migrate this somewhat with buffs and enough magic. Sadly, it's impossible to raise your nonexistent stat permanently or even for any length of time without the magic or what have you simply crapping out. Try not to get hit?

The End

Go Home
Stay Here
Move On

Whispers of Death
Go directly to Book III

Notes

Q - If the Rite of Fire makes me invincible, and the Muspellflame risks killing me, do they cancel out?
A - That's basically the Surtr build here - you can't die from your suicide technique if you can't die.

Q - If the Muspellflame can't kill me, how far can I push the powerboost?
A - Go watch the intro movie for Book 2, the one where Surtr makes a mini-sun. That's your limit.

Q - What about the injury aspect of Cold Mercy?
A - Again, see the movie. That said, that's off of this jump and only this jump, so if you have more…

Q - Who are the OC companions based on?
A - Gunnthra, Canas, Menja(Helbindi's sister, never shown), and that meme with Grima and Loki.

Q - Does the Ice's Heart come with a Breidablik?
A - No. You can import it for free, or take a simple weapon as a default form.

Q - What kind of "rare resources" does the Aether Keep make?
A - Grails, blessings, divine stones…. it'll supply you with a trickle of all of them, assuming you keep it maintained and high up.