

Fire Emblem Heroes Book V
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Over the past four years, Zenith has gone through many trials. Askr and Embla have clashed again and again, Nifl and Muspell have called upon their gods and ancient rites, the dead have walked again to see the living fall, and the realm of dreams has all but torn itself apart as its rulers clashed between love and duty. Here and now, yet another kingdom has geared up to wage war, having spent the last four years watching and waiting and perfecting their arts. Nidavellir, the most technologically advanced country in the world, has declared war - not only on Askr, but seemingly on every nation in the world as well. Nifl, Muspell, even Embla. It seems there is no love to be found between villains.

And so, the world marches to war. It matters not who you are allied with or where you stand - you WILL draw your blade before this fight is done. To aid you in this matter, I give you a gift. Spend it wisely.

+1000 cp

Origins

Drop In
Askr and Embla sit in the center of a vortex, one that is constantly lashing out and dragging other worlds into their sphere of influence just as much as it severs those same ties - well, it used to sever them. Embla has been rather lax on their duty for that. What matters is that for one reason or another, you are someone who has stumbled across the divide and ended up in another world entirely. Hopefully the process wasn't too jarring for you.

Nidavellir Loyalist
Twenty years ago, the rightful king of Nidavellir an his bloodline were ousted from the throne, a coup that killed almost the entire royal family and saw a chain of incompetent nobles with delusions of grandeur attempt to claim it for themselves. You are almost certainly one of the reasons why they have failed, as a loyalist to the true bloodline - and the only reason they haven't attempted to rid themselves of you as of yet is because of exactly how little they know of Seidjarn and how much you do.

New Nidavellir
Four years ago, Fafnir, a simple soldier amongst the ranks of Nidavellir's army, performed yet another coup and cut a tyrannical nobleman from the throne. Taking it for himself, he spent several years patching the holes in his nation, aided by his siblings, and attempting to do good by the people he now ruled. Sadly, he is yet another pretender and as such, has slowly been driven mad by the curse that haunts all the many false kings of Nidavellir.

Order of Heroes
One of the major problems with forging an organization from the greatest heroes and worst villains of all time in an attempt to defend the multiverse is that you tend to attract all sorts of trouble. Probably has something to do with having so many plot relevant characters in one place, you can't just sit back and relax because there's ALWAYS something happening. Still, the Order has had plenty of experience dealing with these frantic shenanigans, and you should be proud to be among their ranks.

Your Age and Gender may be freely chosen.

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

Perks

Drop In

100 cp - Mysterious Hooded Summoner

One of the greatest mysteries of the universe can be found in Askr. Specifically, what precisely the Summoner looks like under their hood. Or even if they're a guy or a girl, given how rarely they seem to take it off. Oddly enough, for you the question seems to be somewhat multiple choice - merely pull a cloak about you such that little to nothing of your true identity can be seen, and when you pull it off again you can be someone else entirely. A young man with pale skin, a young woman with chocolate skin, hair any color of the rainbow you like, the possibilities are endless. Best of all, as far as the universe is concerned this new you is the real you and always has been. That means your friends won't be confused that you changed genders, ethnicity, and lost six inches in the process. Heck, even paintings and photographs will change to match you.

200 cp - Reserve Barracks

Country at war, beset by enemies on all sides, new shitheads crawling out of the woodwork every damn day… You'd be looked at like a madman if you were to suddenly start complaining about having too large of an army. And yet, that is a problem that the Summoner seems to have run into. Luckily, a solution was made available. Introducing the reserve barracks, a place halfway between worlds that serves as an additional storage place for any and all summons you may have. While in this location, summons do not consume energy, time out, grow weaker, or any other number of potential issues that maintain them for lengths of time. Think of them as not being fully summoned or fully dismissed. All the normal costs associated with them are waived as long as they're in this half-place, just waiting for you to call upon them in a time of need.

400 cp - Failed Summoners Failed Summon

This truth may startle you to know, but the current king of Nidavellir is actually something akin to the summoner - a man from another world. Though he was ultimately little more than a common soldier, the mere act of traveling and not dying seems to have imbued him - and you, for you are the same as he - with some minor blessings. You have the sheer luck needed to survive things that kill nine hundred and ninety nine people out of a thousand, to stumble across people who need your help and who you need the help of in turn, or even to find by that some twist of fate you have even more compatibility with a divine artifact than the one it was made for. You even have an extraordinary ability to navigate across worlds and through the portals of Askr, the faintest sense of whether or not home lies in this direction. …With that said, actively leaning on these talents will quickly cause you to develop intense headaches and migraines, and potentially even cause you to go berserk and turn into a draconic Seidjarn amalgam. Any amount of holy power can turn you back, but I'd suggest you trust in the strength of your body rather than a failed attempt at forcing a grand destiny upon someone.

600 cp - The Power of Us

Isn't it about time that you took to the battlefield, Summoner? Time to step up. But, did you really think that your friends would let you do so alone, without whatever advice they could give you, armor they could forge, precautions they could take? Honestly, you'll probably have more trouble wading through all the well wishers to get there than you will on the battlefield itself. Doubly so now that you've finally realized the true power of the Summoner. You are not merely the lynchpin upon which the Order of Heroes rests, you ARE the Order of Heroes. It may be cliche to say, but your friends are your power, and boy do you have a lot of friends. More specifically, you can now call upon your bonds of friendship to directly empower yourself, borrowing techniques and skills from the Heroes you've summoned to enhance your own abilities. There are limits to this of course, holding more than a small handful will rapidly exhaust you, but during that time whatever combination of powers you wish to have, whatever specific build you wish to make? Go wild, and your friends will give you everything you need.

Nidavellir Loyalist

100 cp - Too Valuable to be Rid of

Allow me to let you in on a little secret - throughout all of Nidavellir's history, all of their greatest accomplishments and discoveries have all been at the hands of one individual, the great sage Eitri. It may seem otherwise at first, but the sage has created a form of immortality that changed their face - and so all of the greatest inventors were merely them in disguise. To this end, you have perfected the art of deflection and misdirection, easily able to talk circles around even the most skilled of interrogators who wish to extract such things as "who taught you", "where did you come from" or "why are you helping us" from your lips. They will know what you believe they deserve to know, and little more. Of course, that is not to say the foolishness of others cannot reveal your secrets - they can't keep them half as well as you can after all. But I suppose that's one of the burdens of genius, to be surrounded by idiots. Of course, you aren't one at anything but lying right now - more on that later.

200 cp - On the Nature of Brands and Bloodlines

One of the most unique things about the Seidjarn of Nidavellir, the blending of technology and magic that has seen their nation rise to prominence on the field of battle, is also one of the most rarely used aspects of it. Through the use of very specific patterns of runes and circuitry, it is possible to bind your creations to a specific wielder. Think of it as something akin to the holy bloodlines of Jugdral, or any number of other dragon crafted relics - only those you choose, and those descended from your chosen, may wield the things you have created. Of course, this binding must be made as the weapon is forged, adding it in after the fact is ludicrously difficult. Still, if you wanted to, say, create a crown that would bless a king with wisdom and power, and any pretenders to the throne with madness? You're likely to have far more trouble with the blessings and curses than the division of them.

400 cp - Project Chameleon

When Nidavellir was first founded, its original king worried about the wisdom of his children, and his children's children - and by extension, their ability to rule wisely and fairly, and to care for his people. To that end, he ordered the sage who had given him Seidjarn to find a way to extend their lives as long as possible, or to at least record their knowledge perfectly. The king died before a method was devised, but in the end the sage was successful - by observing one of the many powers of divinity, the sage was able to outright create a second body for himself and transfer his soul into it. You too have the knowledge needed to perform this process, solving the issue of old age by becoming young again. Making a body is harder, though simply stealing one is also an option if you lack the time or resources to do so. Just remember, it's hard to take credits for the deeds of a wizened sage when you are a young child… of the wrong gender. Once per jump, if you have a body prepared already, you may use this as a way to cheat death and transfer yourself to the new body automatically should you die.

600 cp - The Principles of Seidjarn

Magic, as technology. Technology, as magic. This is the foundation of Seidjarn, the magic iron. You are not the one who discovered or created these principles, but you are an equal to them in raw intelligence if not experience, easily able to build technological and magical wonders by the dozens so long as you have access to even basic materials. And, more often than not, things that are both. But, intellect aside, there is still something missing. The true inspiration behind Seidjarn, a lesson you too have learned, is an attempt to divine the inner workings of divinity. The weapons they forge for their champions, the powers they bestow upon bloodlines - reverse engineering these things is the truth of your purpose. Not even Askrs fabled Breidablik is beyond your grasp, though admittedly without a dragon or a god to stabilize the process even Eitri's work falls short. But, failure is something to learn from just as the gods themselves are. I expect that it will merely motivate you to reach new heights - all for the sake of the nation, of course. Nidavellir was founded upon these sorts of exploits, and to stand amongst legends should be anyone's goal.

New Nidavellir

100 cp - Royalty False and True

The current king of Nidavellir is a soldier who rose through the ranks until he could rise no more, eventually taking the throne by force from the half hearted rulers that had held it since the last coup. Despite this, he actually is a decent king, possessing a regal bearing and a remarkable amount of knowledge on the affairs of the kingdom… for a commoner, at least. In a rather paradoxical situation, you are competent at your incompetence, having just enough skill in the matter of ruling that you don't fully embarrass yourself, and being much more competent at delegation, in finding someone trustworthy to do these things for you. And, in an additional twist of fate, you also have an appearance that has a tendency to remind people of rulers - one of the previous kings adopted a handful of commoners as "brothers" on account of their appearance being similar to his. Perhaps you could make use of that?

200 cp - Family New and Old

Nidavellir's current state is the ruins of a once great nation. Its rightful king was overthrown by upstart nobles, and the Crown of Dvergar drove each claimant mad when they attempted to reach for what was not theirs. Decades later, a true heir has not appeared. In the fallout of all these failed kings, it is important to find someone you can trust and hold to them as tightly as you can. The current king, though he may be mad, is supported by his "siblings", a pair of children he rescued from a fire many years ago. Much like him, in tragic times you'll find that the people you save when they have nothing are the most dependable allies you could possibly have, giving you more than they would their own family - after all, when they had no family, they had you.

400 cp - The Latest And Greatest Savior

The last few rulers of Nidavellir have all been the same. A righteous man dethrones the previous king and slowly slips into insanity from the pressure of the position and the curse upon the crown, only to be replaced in turn when a new "hero" rises up to save the people. To that end, you'll find that assuming possession of things when you've killed their owner goes oddly well for you. People won't begrudge you taking supplies and weapons off a corpse, a legendary artifact from a defeated foe, or even crowning yourself as the new ruler once you've deposed and disposed of the previous one. This works best when you do things personally, and works even better when you have any claim whatsoever to that item in the first place. Things like being the long lost legitimate heir would do wonders for being able to waltz into the castle and plonk yourself down on the throne with nary a whisper of complaint.

600 cp - How to Make Friends and Influence People

It is a well known fact of this world that the Lords and Lodestars have an absurd capacity to gather allies to them and potentially even turn enemies into friends through kindness. What is less common is doing these things off pure luck and instinct while not actually being a Lord. Well, not until it's dramatically revealed by your enemies that you are in fact the true heir to the throne. Regardless, I suppose it would be appropriate to say that you have an absurd luck for being recruited and being given other favors or blessings so long as you choose to ally yourself with those who would be Lords. As for why? Well, because you're secretly the heir to the throne, a fact you may not even know yourself. Under normal circumstances you'll probably need this to be dramatically revealed to you, but in rare cases you may find the voices of your ancestors whispering to you in places of great import, or when wielding a legendary blade that they also wielded in the distant past.

Order of Heroes

100 cp - Musings On A World Of Steel

With the way things are going to be going in the near future, it's probably going to feel like a wicked witch picked you up with a tornado and threw you into a strange land where nothing makes sense. What are these "missile" things people keep warning you about? Well, as it turns out, one of the more famous members of the Order of Heroes, the Summoner, is from a world that not only has such things, but has far more dangerous ones and more variety to boot. To that end, you are exceptionally hard to shock or take off guard by the use of technology. No matter how far Nidavellir attempts to evolve its warfare, you remain steadfast and ready in the face of machines and monsters that you might not have the faintest idea what are or how they work - but you can bet that the first thing you'll try will be a good old fashioned stabbing.

200 cp - It Came To Me In A Dream

So, normally when you have a dream about your castle falling to ruin, you probably assume that it's your subconscious fears acting up, and not a prophetic dream. Thankfully, you don't have that talent. What you do have is an Alfr of some kind that has a tendency to wander through your dreams and inform you of current events - your castle isn't going to burn tomorrow, it's burning NOW. I almost wish you were prophetic, it would give you more time to work with. Still, even this sparse warning can be extremely useful, as the Alfr's attention will ensure that you receive a handful of messages each jump, long before you would normally have a chance to find out about your sudden ill luck. Oh, and don't worry about decrypting the specifics of each dream - the Alfr is nice enough to just tell you things straight up.

400 cp - Budget Cutbacks On Squad Tactics

With the Order of Heroes constantly expanding to meet the threats the world throws at them, they're also constantly beset by bills. Never enough coin to go around, not to provide a fair wage to hundreds to thousands of kings, gods, and emperors that deign to help. To that end, the Order has taken to deploying just two people on scouting missions that they would otherwise send four people on, gambling that the intense bonds of comadrie between those people would fill in the gaps caused by the lack of manpower. Mostly, it works. When you're working alongside a partner that you have an intense bond with, the both of you are capable of exceeding your normal limitations. Supply missions result in far more than two people should be able to gather, your haggling skills spike suddenly and you somehow even manage to save money. This even implies in combat,

600 cp - I'm Going To Need That Sword

If there's one thing the Order of Heroes is really, really good at, it's collecting all sorts of odds and ends. You know, god slaying villains and the most righteous of heroes, legendary weapons by the dozens… Embla is debatably better, but that's neither here nor there. Luckily for you, legendary weapons just seem to sort of fall into your lap some days. Fighting a dragon? Local village maiden has a rumor of a dragon slaying sword you can chase down. Need to dethrone a king? His sister knows where you can find her country's divine blade - you know, one of the ones only the worthy can wield. Actually finding and getting your hands on them may require a great deal of fighting - or worse, diplomacy - but you can be sure that the instant a treasure would be useful to you, someone will drop you a lead on it. Let's just hope that you, or someone working with you - meets those items probably somewhat picky standards for who is worthy of wielding it.

General

50 cp - Nobody Talks About The Bird

In the kingdom of Jotunheimr, both of its princesses carry giant mechanical birds upon their shoulders. The purpose of these birds is never spoken of. Not if they are a gift from Nidavellir, not if the princesses like falconry or some equivalent, not if they bear useful powers that they princesses find useful. As a conversation piece, they might as well not exist. Somehow, you've mastered whatever technique has brought this about - or perhaps weaponized a plot hole, I don't know why you'd expect me to know - and have thus gained the ability to be equally ignored. Oh sure, enemies will still attack you if they see you and confiscate your weapons if they catch you, but if you want to fight the entire war with bunny ears on your head nobody will bat an eyelash.

100 cp - A Mechanical Inclination

Supposedly Nidavellir is a land of technology, where science has improved the life of the common citizen… but most of that tech comes from one person, and the common citizen is currently starving. I'd like to think that their success with Seidjarn comes from more than one person, so you too now have the beginnings of a scientific skillset. Not mass produced magitech armies like the great sage seems to be able to throw out, but things like watches and clocks, or simple Seidjarn devices such as compasses that point to family rather than north. I'm sure with time and practice you could make a Gullinbursti, but that would be a masterwork project for you.

200 cp - In The Land Of The Jotun

Once upon a time, the Dvergar were a protectorate nation to the Jotun, before the great sage and the king of the era launched a rebellion to see their homeland freed. And, in a surprising turn of events, you are no Dvergar, or even a human. You are a Jotun, a giant. You possess a slight affinity for machines in the same way the Dvergar do, but are much taller than they are and possess the capacity to grow even further with age. The princesses are perhaps six or so feet tall, a fairly average height for a Jotun, and the queen is said to be two or three times their own height. As a small boon, despite the sizes you may end up growing to, you will never be more than mildly inconvenienced by your armor and weapons being oversized. They may need to be reforged to keep up with your constantly increasing size, but that is something you can make quick work of given access to a half decent forge.

Items

Drop In

50 cp - Event Schedule

After four years of watching the stars, the scholars of Askr have finally stumbled across something of a pattern when it comes to what Heroes will answer the call at any given time. As such, you now have something roughly analogous to a star map that explains not only what new Heroes will be available up to a month in advance, but when old ones are coming back around. …And, by that same metric, whether the Tempest Trials are kicking back up, when Thorr and Loki are likely to shove their noses into your business, and what kind of mess integrating the new Heroes might cause for Askr. Really, it's just a big list of things that have the potential to go wrong so that you're prepared for when they do. Still, knowing is half the battle, right?

100 cp - All The Comforts Of Nidavellir

Look, as the most technologically advanced nation on the face of Zenith, the nation of the Dvergar is naturally the one that is closest in nature to the World of Steel that you once called home. To that end, we have sought to acquire something from Nidavellir that might remind you of home - a beatbox. This system utilizes Seidjarn principles to fit quite a lot into a very small space, which is why a system the size of a suitcase can expand into a small stage, complete with a very comprehensive sound system and mix board. If you ever wanted to drop some sick beats, maybe do a little breakdancing, then this is perfectly suited for making that happen.

200 cp - Celestial Stone

One day, when the Summoner was preparing Vaskrheim to call forth additional Heroes, a star fell out of the sky and bonked them on the head. Once they were finished panicking over any potential damage, they discovered that the stone was extraordinarily useful - more specifically, the stone can be thrown into any body of water - such as the fountain in the Order of Heroes main courtyard, and various supplies and extremely rare good will float up to the surface. You know, things like Dragonflowers and Trait Fruits, those all but impossible to buy things that you need to scavenge from the Tempest Trials and other places. As for how you'll be getting your own? Well, once per week if you attempt to summon 40 times off the same star pattern, one will fall down and hit you on the head. Alternatively, you can simply have one per month if you prefer.

400 cp - False Breidablik

In the eyes of Nidavellir, the ability to simply summon up additional allies is not an advantage that an enemy nation can be allowed to have. That is why Eitri has spent the last few years attempting to create a Seidjarn replica of Breidablik, so that her kingdom might have that power for themselves. It hasn't gone well. Still, as a weapon the innovations that she's made are amazing - the gun can now shapeshift to a limited extent, becoming a sword, a lance, or an axe, as well as modifying the nature of the energy it fires in combat - or coloring it, if you prefer to phrase it that way. However, as a focus of summoning… Well, Eitri hasn't mastered that yet, and this copy you have received shows it. There are two versions, of which you may pick between. The first summons hollowed out shells, empty people that had their souls shattered by the summoning and can do little more than obey orders without any initiative or thought. The second is no better, trading out any level of control or obedience for sheer unrelenting power, as it specializes in summoning what amounts to berserkers - those who have already lost their minds to madness, having fallen to despair or the sweet lure of power. And, without a contract to hold them in check, you will have no way to control them, or even to ensure that these summoned heroes are pointed at your enemies.

Nidavellir Loyalist

50 cp - The Hall of the Wise

In the heart of the kingdom of Nidavellir, like many kingdoms, there is a castle. Along the halls that lead to its throne room are paintings of the greatest minds in the history of Nidavellir, geniuses of every topic and craft, the ones who can be truly said to have built Nidavellir. Most of them are the same person, the various lives and bodies of the great sage Eitri. While you may not have her ability to change bodies, it is possible that you do have past forms thanks to your nature as a traveler of worlds, and as such I offer you a similar set of paintings, one for each altform you both have now and will acquire in the future. The paintings are very high quality, and are almost entirely immune to the rigors of aging. Amusingly enough, people seem to have a hard time connecting the dots that these are all you unless it's specifically pointed out to them.

100 cp - Eyes of Eternity

The eyes - Eitri's eyes - are one of precious few inventions that she did not announce to the world upon their completion. After all, why tell the world you have a spy network? Approximately the size of a human head, these floating orbs are the ultimate observation device, capable of recording sound and video in nigh perfect clarity, seeing into spectrums of light Zenith as a whole hasn't even discovered yet, and even transmitting their recordings directly into peoples heads or across dimensional barriers. Slotted into a Seidjarn ether cannon as a power source, they can even be used to modify the memories of those nearby, firing bursts of static and energy that give the targets short term memory a little jolt. You have enough of these orbs to litter a forest with them and keep watch over the entire place, though I'm afraid you only have one cannon worth a damn. On the other hand, if you're as good as I expect you are, making more or modifying them should be a breeze, no?

200 cp - Gullinbursti Squadron

The Gullinbursti is Nidavellir's primary weapon of war. Strong, fast, durable, equipped with weapons superior to anything made by the hands of man, and almost entirely autonomous, they make for a wonderful and rude introduction to Nidavellian culture on the field of battle. While more normal soldiers exist and are utilized, these are better than anything but a specifically trained rider in a custom suit. There are now two dozen of these things within your grasp, more than enough to run roughshod over a normal army and still plenty capable of fighting on par with those who are divinely blessed. And that's as a mass production unit, you are of course free to modify them as you see fit if what you have been given doesn't match your standards.

400 cp - Great Sage's Forest

The whims of fools are something a genius has little interest in attending to, and so a retreat of sorts has been provided for you. An entire forest has been declared as your personal property by the order of the kings of old, with you not to be distrubed upon pain of death. Of course, orders aren't always enough, and so the entire thing is trapped to Hel and back with things both cutting edge and older than dirt - and liberally dotted with surveillance methods. Near the center of the forest lies a small and simple cottage and a much more complicated workshop - something that has more in common with the great factories from the World of Steel than anything else on Zenith - as well as no small amount of rare materials to create your great works with. Bars of iron, steel, and more, ores from just as many metals, chemicals that most of Zenith don't yet know exist, and in the absolute heart of the forest lies a number of borderline blasphemous ritual circles and magical texts, as well as an empty shell of a body, intended to be used for Project Charmeleon. It is here that you will find all of the physical things you might need to build a weapon equal to a god - all you need is a mind equal to the task.

New Nidavellir

50 cp - A Compass That Doesn't Point North

While the greatest works of Seidjarn belong to the great sage and other intellectuals, even the common citizen of Nidavellir possesses a trinket or two that makes use of its principles. What has come into your keeping is a Seidjarn compass, one that fails the traditional task of navigation. Instead of pointing to the north, the compass instead points to your nearest family member. Though, that definition is rather loose - it could lock onto an extremely distant cousin over your own parents if the ties between you and that cousin were far tighter than the ones you shared with your parents.

100 cp - Sharp Toothed Boar

Funny story - Nidavellir does in fact have a legendary sword, but they traded it away to another nation fairly recently in exchange for political favors. Why? Well, because no matter how impressive it was, it really couldn't keep up with the Gullinbursti, the boarlike suits of armor that Nidavellir makes use of in battle. I mean, really? Sword? Or missile launcher? Anyways, you now have a customized Gullinbursti that is stronger and faster than your average mass produced unit. It packs one hell of a punch, missiles, machine guns, maybe even a sniper rifle if that's your prefered method of fighting. Now go forth and show the world the power of Nidavellirs Seidjarn!

200 cp - Seidjarn Gateway Replica

For the past several decades, the primary focus of the great sage of Nidavellir has been the replication of Askrs own bloodline in the form of technology - not only their divine weapons, Breidablik, but the power of connection that comes from the faint traces of draconic blood that flows within their veins. From that obsession comes this miracle of science - a series of hexagonal tiles that are intended to be linked together to form a pattern, an imitation of the designs that surround Vaskerheim. When the designs are constructed and a soldier is standing on top of them, they create a gateway much the same way Askrs royal bloodline would… though, admittedly, far less powerful and even less permanent than the holes in space and time that Askr is prone to creating.

400 cp - The Crown of Dvergar

One of the great sage's favorite creations, and the cause of its last few kings going utterly mad with power, the Crown of Dvergar bestows immense strength upon its wearer… assuming they're the rightful king. If they aren't, and its current wielder isn't, then it instead poisons their mind with a self destructive overconfidence. How could one possibly lose with the heart of their nation empowering them, after all? Quite easily it would seem. You possess either the original article, or a replica connected to a nation of your choosing. The power it grants will depend on various factors, such as the size and health of the lands the crown is meant to preside over, and will offer only pain to false heirs and usurpers.

Order of Heroes

50 cp - Travelers Logs

Anna does her best to keep the Order's supplies topped up, but in the end not even she is enough to see it through. That's why she tends to rope other people into her schemes. This collection of books contains a vast wealth of knowledge on the lay of the land - who sells the best fish, when they're likely to put things on sale, tips and tricks for running a miniature vegetable garden, and much much more. …Ultimately though, it's a collection of the life, times, and complaints of those Anna has dragged into her attempts to shore up the Order's coffers and larder. Don't get me wrong, they're a great read and are oddly motivating - possibly even scandalous depending on who has been paired together for them - but dignified they are not.

100 cp - Privileges of Royalty

The Order of Heroes has been an employee and employer both for Askrs grand Coliseum, and it shows now more than ever - as a reward for long years of putting up with their stuff in exchange for the renown, supplies, and potential recruits, the Coliseum has created an exceptionally useful trinket and remanded a number of "test products" into your care. This product takes the form of a lightly armored Askrian soldier in a running pose, and when broken or otherwise crushed can be used to teleport not only the user, but a small group of people a fair distance away. They're thinking of calling it a Tactical Retreat - pretty on point, yeah?

200 cp - The Order of Avian Reporters

As you may well know, Feh, the mascot for the Order of Heroes, is not just an ordinary owl - she is in fact, a reporter! It is her duty - and that of the rest of the Avian Reporters - to go out and gather up all the juiciest gossip, rumors, and whispers that the Order of Heroes may find useful. Sometimes she'll end up giving Alfonse a report about the newest batch of Heroes before they're even summoned! More to the point however, thanks to several years of serving Askr and your own patronage, Feh and her colleagues have taken up an additional task - every month, they'll deliver to you a small but acceptable package of rare materials, useful reagents, and other hard to find things, like Dragonflowers or Trait Fruits. Only the best for their most loyal customers, no?

400 cp - Our Hard Working Community

If it wasn't obvious by now, the Order of Heroes is loved far and wide, not only for the sheer charisma and ability to call aid of its summoner, but also simply because the vast majority of its members strive to act as paragons of virtue. Because of this, there are very few in multiple nations that would fail to render whatever assistance they could. Here and now, you have gained the admiration of a number of sorcerers, wizards, mages, scholars, historians, and many more, all of whom have banded together in the hopes of finding something of use to give to you. These are the blacksmiths who forge sacred seals into your weapons, the monks who successfully upgrade ancient tomes, martial instructors who seek to eke out even half a percent of improvement in a legendary Hero's technique - and in most cases, they will succeed. Their work is slow, but you can count on them to deliver a handful of improved weapons, spells, armors, superior versions of skill, and anything else they can think up on a fairly regular basis. …Or, the blueprints for such an improvement. Actually pulling it off is something they need your resources for.

General

50 cp - The King's Trinket

As part of the ritual to be acknowledged as the ruler of Nidavellir, one must perform a fairly simple ritual. A trek up a mountainside to a tower that serves as a hall of ancestors and previous kings, and leave a simple gift inside to hopefully acquire the blessings of those previous rulers. Most of the rulers after the coup were unable to enter, which might explain Nidavellir's current state. Somehow, you've gotten your hands on one of those abandoned gifts - perhaps someone threw it off the mountain and it landed nearby? In any case, the trinket is a gaudy thing that is somehow still serviceable, such as a solid gold blade enchanted with some kind of magic, or a pauldron encrusted with so many gems they're less decoration and more another kind of armor. As you might imagine, nobles of just about all stripes will adore being given this as a gift, as will the ghosts of your ancestors should you ever need to placate them.

100 cp - That Damned Giant Bird

So, you want a giant robot bird of your own do you? Well, I can oblige. This machine is scaled appropriately for a Jotun however, so a human or a dvergar attempting to wield it may be slightly outmassed by the thing. On the other hand, given that it seems to be powerful enough to lift the Jotun Princesses into the air for a brief moment, anyone smaller than them can probably outright fly with its aid. Oh, and whatever the princesses are doing to make it all but unnoticeable? This doesn't have that as a built in trait, so be prepared for lots of questions about what the heck is that, where did you get one, and what does it do.

200 cp - Another Nation's Relic

You've got to admire the balls an imposter king must have had to practically give away a national treasure. Not only does it buy him some legitimacy from the country he's giving it to, but it cuts short a bunch of questions about his legitimacy by removing one of the easy ways of testing it from the vicinity. Still, if you have the bloodline to wield Gramr, then it's a powerful sword. Blessed by an unknown God and or Manakete, the blade has a wonderful tendency to cut through magical protections, such as the vast increases in power granted by the Crown of Dvergar. Thankfully the weapon isn't cursed the same way the crown is - without the bloodline of the rightful king, it's merely a blade as compared to a chain around your neck.

300 / 600 cp - Kingdom of Opposites

Nidavellir. Jotunheimr. These are the new limits of the world, the areas on the map that have been filled in and no longer say "here be dragons". …Truth be told, I don't think either kingdom has any form of divine blessing to them, with Nidavellir seemingly having rejected the gods entirely in favor of their Seidjarn. Still, if you wish to make a claim to the throne and believe that you can hold said throne, I offer you the chance to take one of those nations for yourself. Nidavellir is highly technological, but poor in terms of farming and currently quite war torn. Jotunheimr is advanced in its own right, and is currently home to many talented and bored warriors. Of course, how they are now matters far less than what you plan to do with them.

The Nidavellir Loyalists and New Nidavellir Origins may buy Nidavellir for 300 cp. Those who have taken In The Land Of The Giants may buy Jotunheimr for 300 cp, but not Nidavellir. In all other cases, the two kingdoms default to 600 cp each.

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 - Blue Lance (discount Drop In)
In truth, Nidavellir's current state of affairs, a constant turnover of rulers in the name of peace and sanity, all of whom go mad in short order, is fairly comical. This scarred but unbent soldier is another potential ruler, a minor noble who has reached a breaking point of sorts. Having been elevated to nobility through her military achievements, she knows the cost of war and is intimately aware that things cannot continue as they are. She's even plagued by nightmares of what the future might hold if sanity is not restored to the throne. Thankfully she's lucky enough that the nigh constant sleep deprivation from those nightmares doesn't affect her too badly. As of recently she's taken to begging you to help her to either take the throne herself or maybe try and find a surviving member of the last "real" royal family - both are more than acceptable outcomes in her eyes.

100 cp - Green Tome (discount Nidavellir Loyalist)
Nidavellir has no shortage of folks who think that they have what it takes to be the next great sage, the one who will design the latest and greatest piece of Seidjarn that will help Nidavellir assert their dominance once and for all… and maybe put an end to the constant warring the land seems to be stuck in. While technically far too young to be recruited, this young child showed up one day and refused to leave without being given a fair shake at a job as a Seidjarn researcher - or hell, an assistant to one - and was summarily given a menial job somewhere in the ranks of artificers. They're not currently being used anywhere near their full potential and they have a real talent for finding ways to streamline designs and eliminate the flaws from older models. Recently the kid has taken to bugging you in order to try and get more access to better materials to prove their worth… or an outright promotion, if you have the authority to pull that off.

100 cp - Green Axe (discount New Nidavellir)
Thanks to Fafnir's generous gift of Nidavellir's divine relic and the easing tensions between Nidavellir and Jotunheimr as a result, there has been a level of peace between the nations not seen for generations. For that reason, this young Jotun woman has decided that her homeland is boring and yours is FUN, a decision that gets her into a seemingly endless number of wacky situations. Worse still, she's seemingly adopted you as a tour guide and sibling both, which means that she's quite intent on dragging you into said situations. On the other hand, she's more than willing to drag you out of them if she thinks you can't handle them, and is seemingly an endless font of sisterly wisdom. If only her argument for being your elder sister wasn't primarily based on being bigger than you. She even knows a surprising amount about Seidjarn, and could build you your own bird or Gullinbursti without too much effort if you wanted one.

100 cp - Red Sword (discount Order of Heroes)
While wandering through Nidavellir one day, you'll find yourself stumbling across a young girl who will promptly attack you in the name of her country. This would be more dangerous if she were actually threatening, because she really isn't. Despite having a custom Gullinbursti that's heavily modified and packs a hell of a punch, the girl is rather cowardly and will quickly end up spitting out excuse after excuse to hang around in your shadow where it's relatively safe. Despite this, when the girl has something she wants to stand up for - the last remnants of her family, the safety of a town, a promise to a friend, she seems to gain a surge in both confidence and skill that leaves her able to hold her ground against foes that should have been far superior to her. The only real problem is getting her to actually take that stand, though given that she also has something of a bleeding heart you can imagine that she'll end up dragging you into every sob story you come across. Honestly, if it weren't for her first response to most danger to be to fold, she'd make a great leader.

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 five 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.

100 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 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 IV 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 strange 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 - Cry Me A River
The heroes of legend are as varied as the stars themselves, but there are certain traits that they have in common. Handsome and beautiful, majestic and graceful, kind and perhaps most importantly, brave. You may be several of these things, or even most of them. What you are not however is particularly courageous. You're not exactly a coward, but that strength of character that lets you power through loss and hardship is something you seem to be missing. Your most likely response to losing any sort of contest, let alone a battle, is probably to burst into tears and break down until someone tries to console you with whatever good news they can muster. Faced with a challenge and seemingly insurmountable odds, you'd likely throw a fit in an attempt to get reassigned somewhere less absurd.

+100 cp - Resource Shortage
One of the greatest issues with being at war is that your economy, your industry, is forcibly shifted to caring more about cold steel and the shedding of blood than actually useful things like clean clothes or fresh bread. Your entire nation is now going through a shortage of dozens upon dozens of different luxury goods, and more than a few basic necessities as well. Enough money can make it so that this won't really inconvenience you personally, but I hope you weren't planning on reshoeing the horses of your entire army, or even issuing new uniforms. If you really wanted to solve this particular issue, I'd suggest releasing half your army from their oaths and letting them go back to being farmers.

+100 cp - What A Beautiful Face
The curve of the jaw, the sparkle in the eye, the way the whole thing shifts so subtly when they smile - or even when they frown… Isn't it beautiful? The kind of face you'd make an utter fool of out of yourself in order to stick around and be near them for just a little while longer… Yeah, it's official, you're kind of an idiot when it comes to love. Not in the sense that you just don't get it, or that you're overly romantic, but in the sense that you fall in love with just about anyone with a pretty face at the dop of a hat. This means that you're fairly easy to lead around by the nose if they're anything less than upstanding, but hopefully you'll listen to your friends and allies when they say maybe someone who asks you to murder them to prove your love doesn't have your best interests in mind.
Painfully bad at love

+100 cp - The Peaceful Land Of Jotunheimr
Jotunheimr! One of, if not the only nation in the world that hasn't been embroiled in a nigh constant state of war for the past few years. That does not mean, however, that they are a peaceful people. If anything they enjoy violence entirely too much, it's just that they haven't been invited to join in the festivities as of yet. And by that I mean nobody has been fool enough to attack them. You however, don't seem to grok such distinctions, and are something of a horrible judge of character as a result. To which end, yes, it is entirely reasonable that a nation you haven't had contact with in decades would greet you with open arms. Not.

+200 cp - The Crowned Jumper
Nidavellir's royal crown is a work of art, an artificial divine blessing made by none other than the great sage Eitri. In the hands of a rightful ruler, it can elevate what would otherwise be a mere mortal into someone worthy of being called a Hero, a true champion of the people. In the hands of anyone else, it will slowly but surely drive them utterly mad as the mechanical crown twists their mind like a pretzel as punishment for daring to wear it. You, for one reason or another, had the bright idea of attempting to wear the crown and have been… damaged, by it in retaliation for your daring. You are now extremely prone to migraines and headaches, with any serious contemplation on a topic quickly becoming painful. Your emotions burn hotter as well - your anger towers higher than normal, your despair is far deeper, and you have a harder time keeping them under control. Doubly so if you've been deep in thought and are in pain as a result.

+200 cp - X Has Been Updated!
Askr has many irons in the fire. Not just the warfront that they must defend, but an obligation to the arena and the coliseum to provide the occasional Hero to fight there, a number of festivals to prepare and plan for, a floating island they need to ensure stays floating, and many more things besides. All of these things are a drain on their resources - but worse, on their attention. For the duration of the jump, you have little to no ability to delegate. If a task is to be done to any acceptable standard, it will need to be you leading the charge or signing all of the paperwork. To attempt otherwise is to see your subordinates only manage to half ass everything, or possibly even to make things worse. Should you lack a governmental or oversight position, you'll find this effect to be mildly weaker but more spread out - if your town was to be targeted by an invasion, you would likely find that you were the only person in town who could fight worth a damn.

+200 cp - It's Ya Girl Eitri With Another Prototype!
Eitri is a genius beyond compare, able to almost literally craft and program a divine blessing using the power of her Seidjarn. So much so that she was able to create a replica of Askrs divine weapon, Breidablik, merely from hearing its use described to her. …Well, mostly. The replica doesn't quite measure up, and has a number of flaws as a result. The most notable of these flaws would probably be the version that was designed to summon nothing but fallen Heroes, powerful in the extreme but half as clever as normal. For the duration of the jump, you will be having the extreme misfortune to encounter these fallen Heroes on a regular basis - if you're a summoner, you'll likely have a new one and all their myriad issues dropped into your lap every week, while a citizen of Nidavellir would likely have that same Hero all but literally dropped onto their head. Or worse, several, who will then likely take issue with being summoned on account of most of them being insane.

+300 cp - The Hand That Holds The Hammer
Askrs power to draw allies from another world is an insurmountable threat in the eyes of Eitri. To that end, she has spent hundreds of years designing a way to counter their primary ability, the power to connect worlds. The end result? A heavy gauntlet made in the image of the Emblian Empire, the ones who were supposed to be responsible for closing the gates. The only problem is that every prototype has met with abject failure. A divine weapon is doable if difficult, but a bloodline, a power, a blessing? Less so. She needed something else to forge her Jarngriper - a spark of true divinity. And unluckily for you, she has found it in the form of your soul. All she needs to do now is catch you and perform a little ritual sacrifice, and Nidavellir will reign supreme across all of Zenith. To that end? I suggest you run like your life depends on it, possibly your afterlife as well, because it really does. Run and fight, and possibly pray if you think the gods of this world will care enough to side with you.

+300 cp - Are We Acknowledging Warriors Yet?
There exists a land that time has forgotten. A world that once was connected to the others, but has since had those connections severed. A dark time, a dark place, that no god wishes for it to ever see the light of day again. Aytolis and Grisstone. No citizen of those lands has ever joined the Order of Heroes, or been subjugated by Embla. Even though it once called out to the other worlds for aid - and more importantly, was answered - it seems to have been utterly forgotten. That is no longer the case. During your time here, you will see black cracks in the world, in the earth and the sky begin to form. From these cracks will surge forth soldiers clad entirely in black, as well as strange monstrous beings. These enemies one and all have the strength of a dozen men, and they are but the weakest of what will come through these cracks. To see the world saved and the cracks closed, you will have to dive into them on purpose, fighting your way through the gaps in the world until you reach Aytolis, claim their divine weapons and prove yourself worthy of them or perhaps find someone already capable of wielding them, and cut down the chaos dragon that threatens the world once more. And then, perhaps most importantly, find a way back to Zenith before those cracks close completely and you are left trapped.

The End

Go Home
Stay Here
Move On

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Go directly to Book VI

Notes

Q - Who are the OC companions based on?
A - Most of the Book V cast, but they're all actually Eitri in disguise. Maybe.

Q - What's up with the Warriors drawback?
A - We're getting a new one before we see them in Heroes, so I figured I'd bash it a little bit.