

Fire Emblem Heroes Book Four
Jumpchain by Cthulhu Fartagn

The Story Thus Far

In the beginning, there were two families blessed by dragons. One bore the power to open pathways between worlds, and the other to close them. There was balance. But things changed, as they are wont to do. There was war between these two countries, and that was likely where you came into things. But soon after here was also fire and ice, and there was death itself. And in the days to come there will be beings made from dreams and nightmares doing battle, with Askr and Embla as their battleground.

Over the next few weeks, you will hear rumours of a sleeping sickness. A plague of dreams in which people simply lay down and do not wake. I would advise you to avoid this, but if you ever wish to find a cure you will need to invite it in on purpose, for it is only within Alfheim that you will find your answers.

On the other hand, should you care nothing for those afflicted by the sleeping sickness or finding a cure to it, then perhaps you might turn your attention to the massive army massing to the south and the fortress Midgard's Shield that stands against it, a test by Thorr to find humanities worth. Or perhaps you heed the call of other worlds and other Orders to do battle against foes of unimaginable might? No matter what you do, remember to watch out for thieves.

Sweet dreams, and may your legend never die

+1000 cp

Origins

Drop In
One day you were minding your own business on Earth, and then all of a sudden a great storm kicked up out of nowhere, an absolute tempest. Running through the rain as you tried to go home showed you a number of unusual things - at one point there may have been a ghost trying to eat you, but you punched it and then a burst of light robbed you of your vision for a moment. When you could see again the rain had stopped and you were on Zenith, with the Order of Heroes ready to greet you.

Drop In's may begin anywhere.

Light Elf
A fairy of light who bears good dreams and the memory of sweet things, a Ljosalfr. To you was given the task of guiding children through the world of Alfheim so that they could sleep peacefully and play amongst the flowers. In recent days, there have been hints of Nightmares poking at your borders, and your king searches vigilantly for the cause.

Light Elf's may begin in Askr or Ljosalfheimr

Dark Elf
A fairy of dark who bears nightmares and the worst memories of the dreamer, a Dokkalfr. The command passed down from your queen was to spread nightmares to the world, though if you should happen to focus on those who deserve it or merely those who irritate you… Well, she doesn't really care about mortals. As long as you obey, she'll pretend to love you and that's usually enough for the both of you.

Dark Elf's may begin in Embla or Dokkalfrheimr

Order of Heroes
Be you a Hero of another world summoned by the Order or a bonafide member of their ranks, you are the strong sword arm of Zenith and Askr, defending this world and all others from the Embla Empire and other threats. Combating in the world of dreams probably isn't something you ever thought you would need experience in, but what is a hero for if not the slaying of evil?

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

Your Age and Gender may be freely chosen.

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

Drop In

100 cp - Smile For Me

You aren't a fighter or a magician of amazing power, you're an entertainer. And what kind of entertainer would you be if you couldn't at least do a little dance or sing a little song? ...Admittedly, you aren't a Dancer or a Songstress by the standards of Zenith either, but you seem to know an amazing amount about both. And more importantly, you have an unusual talent for working both of them into your fighting style. A spin and a twist might become the gathering of momentum for a stab or a slash, and the songs you sing could be rewritten to act as the trigger for a magic spell. It might take some time to go from simply dancing to singing spells into being, but an entertainer should basically always be practicing to begin with, so what's a bit more?

200 cp - Step Up

If you aren't quite prepared for battle, then it becomes important to rely on those who are and to allow them to rely on you when they can as well. To that end, you'll find that your flowing and stylish dance of death creates a level of opportunity most fighters don't have. Strictly speaking, it would be easier to carry a tome. Strictly speaking, that flourish and snap weren't necessary or even a good idea. And yet these excess motions seem to have an effect of their own. Perhaps you might find that your dance inspires those near you, such that they would be able to draw forth a small burst of extra power similar to how a Dancer would reinvigorate them. Maybe the song you attack with could also have a small handful of buffs for your allies or penalties for your foes mixed into it. Even if you fight in what ought to be an incredibly showy and inefficient manner, no motion will be wasted. Should you go into battle equipped with the means to support in addition to simply fighting alongside, this would grow even stronger.

400 cp - SESSION!!!

The fighting style of a Mirage Master is a thing of beauty to behold, but it is also an amazing exercise in teamwork, trust, and timing. Every step must be planned out in advance and practiced a thousand times, yet they must be prepared to abandon that plan and go with the flow of battle. And you seem to have taken to this art like a fish to water. Delivering your attacks in such a way that your foe is off balance for just a split second, locating and targeting weak points to force the issue, and taking advantage of the slightest opening created by an ally are all second nature to you. Befitting the nature of a Mirage Master, doing so will actually allow you to strike even harder if continuing the Session, though I'm afraid that the benefit to those that follow you would depend more on them than on you. Still, if you can be the final link in a chain of attacks, then the weight of your own blows will be drastically amplified.

600 cp - The World Isn't An Illusion

Under normal circumstances, the Mirage Masters would be unable to manifest their full power outside of an Idolasphere. But… There seems to be something about Zenith and the other worlds that allows them to wave this restriction. Bringing their full and sometimes excessively stylish might to bear is no challenge at all. For you, this allows you to blur the lines between real and illusion, and break the chains that once bound you. Worlds not compatible with powers might weaken you, but will not stop you from manifesting your Mirage. The fact that a ghost or a zombie is not a Mirage won't stop you from forming a contract with it. Heck, with enough trust between the two of you, you might even be able to temporarily form a contract with a Summoned Hero and have them become your partner - or vice versa, though I think they'd be better to use in a fight.

Light Elf

100 cp - A Place For Happy Things

The Ljosalfr are the bearers of a good night's sleep, spent dreaming of pleasant things. With a light touch or even a spark of your magic and a glance, you can grant these dreams to a person to guarantee that their sleep will be restful. A Dokkalfr or another creature of dream could override you with their own touch, but that's simple enough to fix. With a short prayer of sorts, you can purge nightmares from a person's mind and perhaps even a mental disorder or two as well, if they happened to be based in the fear or lack of sleep those nightmares would have brought. If the nightmares are too powerful you may need to engage in dream to dream combat with them, something that will calm and cleanse the same way your prayer would have once all the nightmares are slain.

200 cp - Have You Tried Making A Wish?

Well? Have you? When you're in a dream, things don't always have to make sense. If you want to throw a tea party, all you have to do is want it hard enough and it will simply appear! Such lessons are simple things, but for someone who doesn't dream the way a Ljosalfr does it's best to share them anyways. You're something of a guide for the realm of dreams now, able to quite literally smell people who are having nightmares and guide them to the memories of happier days. Your teachings about dreams may be a childish and confusing thing, but somehow people seem to be a bit to learn them no matter how nonsensical your instructions may be. Yes, walking forwards for five minutes and then turning around may not make much sense, but the world of dreams is a twisting and constantly changing thing and it's pathways are known to you - just because we walked down that path doesn't mean that forwards doesn't require going back up it..

400 cp - Daydreaming

Dreams are wonderful things, but trying to exert any level of control over them can be… Trying, at the best of times. Oddly enough you seem to have mastered the art of navigating them by having one foot in the real world and one foot in the dreams - in other words, the art of daydreaming. It's a delicate balance between insomnia and narcolepsy, but it allows you to traverse the world - the worlds, even - by the pathways of people dreaming about each other and far away places. You can even guide people along these paths, though getting them wholly into the dream and back out again is likely to be a pain. That said, if it's just you? Entering and exiting Ljosalfheim isn't a problem when you're on your own.

600 cp - Dream King

Once upon a time, about ten years ago, light and dark went to war. Two children, a brother and a sister were all that survived. But they were not enough, and so five children were called, young and innocent, still capable of dreaming the dreams that needed to be dreamt. You have grown into the same power that the brother acquired, having become the king of dreams. Your mere presence banishes weaker nightmares, granting peaceful sleep to entire cities at a time and even preventing them from returning for a short while. On top of that, you have learned how to dream within the dream, granting you something akin to clairvoyance inside the dream realm. Knowing the names and appearance of every sleeping person within your realm is well within your power. But… There is a plot, and these powers may draw you into it. It is also within your power to end your own dreams, to cast away all your defenses, your ways of cheating death, so that you may know peace if life should become a burden. This is not something you can be forced to use, but the option is there.

Dark Elf

100 cp - Ill Omens

The Dokkalfr are those who carry nightmares with them and place them in the minds of men. You possess a number of simple talents, the manipulation of plants and wind, an aura of unease that seems to cause fires to die out and water to become cold, a small talent for illusions, and of course the ability to force people to have nightmares. These abilities are myriad, but very weak in nature. However, should your target be fearful of the terrors of the night, then wielding these powers against them becomes far easier. Even more if they're terrified of you in specific. Unfortunately, if they're particularly brave then you may find yourself with no purchase on them - if that's the case, it would probably be best to return another night, one where they are less prepared to face their fears.

200 cp - Heart of Darkness

Was it you who made the Dream Nectar and handed it out to those poor lost children? Was it you who stole and shaped their lives to suit your every whim? What more could you take from them? Whenever you grant a blessing, give a gift, or even bestow powers upon a person, this will place a hook inside of them. So long as it remains in place, a trickle of the energy they possess is paid to you as tribute for your 'kindness'. Use it as you will. Empower yourself, cast a magical spell, enhance your other self. But… there is another way to use this power. At any time, you may send it back down the line and return it to them, restoring their energy and healing them of any wounds they might have. Surely this is just proof of your magnanimous kindness? And if they don't deserve your help, you could always make that return of energy hurt.

400 cp - Naughty Naughty

There is a cruel sort of irony that a girl who only ever wanted to feel love became a Dokkalfr who brought lust. Whether you share this fate is unknown to me, but with this option you have a foot in the door for sharing her job. The dreams you carry are now… tantalizing, yet also shallow. In the realm of dreams or in the real world, this allows you to inflict a level of lust upon the people before you. They might become overwhelmed with a desire for you or for each other. Though, do be aware that someone with a very specific attraction might be able to power through this if you aim them in the wrong direction. This also allows you to create and command Nightmares made from lustful thoughts, though outside of the dream this isn't terribly useful. It should of course go without saying that for many, merely looking upon you will inspire these dreams without you needing to lift a finger.

600 cp - Dream Queen

The king of dreams is the one who stands watch - the queen is his strong right arm, and whether you are queen or not, so are you. You possess the ability to draw Nightmares into yourself to increase your power and unleash a monstrous form that holds some loose resemblance to a goat. The powers that this form grants you are somewhat subjective, and can change based upon your whims and the Nightmares you used to fuel the transformation. Without fail, however, is the tendency for buffs, enhancements, and temporary means of acquiring strength to drastically weaken if not fail outright in the presence of your monstrous form. But… A queen should also be a thing of beauty, should she not? You have a motherly presence about you, one that makes you seem more trustworthy to young children or those without a mother of their own. It's also pitifully easy to lead these children around by the nose, and raise them to believe that dying for you is a wonderful thing for them to do.

Order of Heroes

100 cp - Endless March

Sometimes you don't always have the benefit of being able to do your duty and return home at the end of the day for a good night's rest. There are times you'll find yourself marching through the night in order to get your army in position, or running for your life without the luxury of time to rest. The training for times like these is actually to stay up for several days so you know when your brain is about to start melting into a blob of memes and dumb ideas. And you seem to have a remarkable resilience to said melting, able to function for several days at full capacity without a drop of sleep to refocus yourself. I'd put your limits at somewhere around five days, more if you get any sleep at all instead of running on fumes. Interestingly enough, this also provides a very minor resistance to magics and poisons that might try to force you into unconsciousness.

200 cp - Fall Back

So, pop quiz? What do you do when your opponent has an army born of your own terror, the ability to warp the current reality, and is seemingly invincible? Why, you retreat of course! You try to find a more defensible position, some environmental factors you can take advantage of, literally anything to help save your hide. And amusingly enough, doing so tends to work out in your favor. Don't get me wrong, there's a big difference between a retreat and breaking ranks to save your own skin. But when you do give that order then it turns out that the trees you try to put between you sway just enough to mask your breathing, or that the time worn gates on the ruin you've taken shelter in are actually pretty top of the line stuff and have aged remarkably well. I wouldn't recommend relying on this, but it might just save your ass.

400 cp - Changeling

When you were very young, you often dreamt of a field of flowers. There were lots of other children there and you would play games together all night. Eventually you drifted apart from the others with one friend. In the hazy world of dreams, you were them and they were you and you played together every night. You shared everything as you laughed and talked and played. The lines between your dreams blurred until the edges between them disappeared entirely. Whenever you wish, this friend can step into your life and you into theirs, your familiarity with each other so great that you don't even really need to act to sell the swap. What's worse, you can even trade your powers and skills between the two of you, somehow changing history so that it was the other one who learned that particular skill. They might be a bit hard to remember at first because it was so long ago, but life seems eager to throw you back together, and will even place your friend in a position to help you out with whatever endeavours you may have. For now, this friend of yours grew up to become an Alfr - who knows what they'll be like in other worlds?

600 cp - Sweet Dreams Fair Prince

Sometimes when you dream, you aren't just yourself. Sometimes you're a pirate or a prince, or maybe a legendary hero on a quest to save the world. You seem to take this to a whole new level, for inside the realm of dreams it seems to be within your remit to simply bless yourself with new powers and abilities. Physical might, a holy blade, an ancient tome, an army to do your bidding… This may seem overly simple since this has no effect in the real world, but the truth is that these dreams are simply practice. That epic adventure that you went on, spending three weeks fighting monsters, demons, and gods? That's three weeks worth of training to use the sword, despite having never picked up a sword in your life or having only been asleep for a single night. Why, you may even find yourself with a chiseled physique from all the heavy lifting you didn't actually do. If you could find a way to weave it into your narrative, you might even be able to resurrect your past allies or masters from a thousand years ago to learn their secret arts - but again, this shall only last for as long as you sleep.

General

50 cp - A Gentle Breeze

If timed properly, can rustle your hair or make your cloak billow at just the right moment to make you go from simply cool to looking heroic. And given that most of the relevant adventures take place inside a literal dreamland, the rules for what your clothing can do is a bit lax at the current moment. Want an eyepatch to hold back the magical eyeball you totally have? Congratulations, this doesn't seem to impact your vision or perception at all. The cloak you wear specifically to rip off dramatically? It's not actually being held on by anything and should have fallen off already. Don't ask me how it works, it just does. So, go ahead and add one or two fanciful accessories to your outfit and watch people be confused at how the heck this works.

100 cp - Hold Down The Fort

Ever since the death of King Gustav, Askr has been something of a tight spot. It's heir and king-to-be, Alfonse, is a commanding officer of the Order of Heroes and by order of the previous king he cannot take the throne without quitting the Order. He is unwilling to do this for a variety of reasons, not the least is the back to back wars that Askr has just suffered through and the promise of more to come. So Queen Henriette has been holding the reins until such time as Alfonse ethier see's reason or runs out of wars to fight in. All alone. Without much in the way of help, because anybody notable has a tendency to get summoned by Kiran to help the Order. With that said, you are an administrator capable of quite literally running an entire kingdom on your lonesome without exhausting yourself or sacrificing your sleep to get all the paperwork done on time. Why, you might even be able to find the time to set up and attend a festival, or go on a nice relaxing vacation at the beach.

200 cp - Drastic Actions

And then there's this. Let's say you need the assistance of a narcoleptic in order to accomplish your goals. How do you convince them to stay awake long enough to be useful? Simple, you terrify the ever living shit out of them. Your personality is something of a force of nature, larger than life almost. The summoner is much the same, albeit in a far more charismatic manner. You on the other hand, can draw violence and severity about you like a cloak and make any and all misbehaving subordinates come to the conclusion that you focusing your full attention on them? They don't want that. At all. This also makes you far more creative in order to create punishments and penalties for when this threat falls short.

300 cp - I Paid Real Money For This

I'm sorry, you what? But, you, how does that even work? Well, congratulations, you've paid and now you've won. You are now blessed by the heavens in a very literal manner, and the rewards of being such are many. Your armies and allies are now far more capable and independent without being any less loyal, able to launch entire military campaigns and fight wars without you directing them. Normally you'd need to micromanage them, but they seem more than capable of fulfilling the tasks you give them to your standards without your actual direction. More than that, this also comes with a very minor amplification effect for the spoils of war. Normally you would be rewarded with perhaps a dozen summoning orbs a week to try your hand at getting new heroes, but now you get fifteen. Similarly, any challenge you complete that comes with a prize has that prize be larger than it would normally be. And lastly, even if you make no attempts at summoning at all, you are still guaranteed that life will find a way to shove a pair of extremely powerful heroes into your hands each month.

Items

Drop In

50 cp - Fortuna Entertainment

When you showed up on Zenith, you found this little thing hidden away mysteriously in your pocket. A small music player with a pair of comfortable earbuds that seem to have been modified to be able to charge off a very minor lightning cantrip. On the player you'll find the soundtracks for every Fire Emblem game ever made, as well as some that haven't been made yet. Some of the songs are soothing, others get your heart pumping. Others still are the personal themes of certain people, and I bet you could have some fun introducing them to each other. I'm afraid there isn't much benefit to this beyond something pleasing to listen to, but it does seem to have an odd feature that will let it cast the sound of whatever song it's playing across an entire battlefield. People will comment on the songs played this way occasionally, but otherwise seem to ignore it. It doesn't even seem to interfere with their hearing.

100 cp - On Stage

A Mirage Master's armor is effectively a mirage itself, and so what you wear underneath that armor is far more important than your illusionary yet sturdy outfit. What we have here is a training outfit of sorts, simple sweats, perhaps a headband, and simple yet comfortable shoes. The specifics are something I leave up to your personal sense of taste, but honestly it doesn't matter too much. Instead, you should focus on the trace amounts of magic that seems to have somehow sunk into the fabrics to the point where they do actually seem to enhance any training you do while wearing them. They mostly lean towards song and dance, being what you've spent most of your time practicing while wearing them, but they can provide a small boost to other ends.

200 cp - Sigh of Relief

Want to know what you're probably going to miss the most about Earth while you're on Zenith? Pizza. Pizza and soda and junk food. Don't get me wrong, Zenith has good cooks, but it's hard to fill in those cravings for unhealthy stuff when it hasn't been invented yet. That's where this comes in, it's a small travel bag filled with a variety of foodstuff likely sourced from Hee Ho Mart. Unlike the good stuff that the local Anna would sell, these don't seem to have any unusual properties to them but they're tasty nonetheless. There's also a supply of simple medicines, but in the face of bonafide healers you probably won't need those. Still, better safe than sorry, right? And hey, maybe you could find someone to cast some magic on these so that they actually would have healing properties?

400 cp - Behind The Scenes

The Tempest Trial that brought the crew of Fortuna Entertainment to Zenith interrupted their plans for the day, and almost made them late to a concert - one where they were the stars of the show. Somehow, the universe has decided that said concert hall needs to be brought to you, which is why if you snap your fingers and ask nicely, the Tempest will quite literally drop a very nice stage right in front of you, something that will miraculously survive being dropped from the sky undamaged. I don't know how, I don't know why, but I suspect Naga has something to do with it. Anyways, the stage could technically be a weapon in it's own right, a building of that size falling out of the sky could put the hurt on just about anything. That said, once placed the concert hall cannot be moved for at least a week, at which point the Tempest will suck it back up. Also, for it's ACTUAL usage, the effects of magic and other powers that rely on or invoke the performing arts will be vastly amplified while inside it's walls.

Light Elf

50 cp - A Field of Beds

What a strange sight! And yet, since you're obviously dreaming it also makes perfect sense, does it not? These beds have the wonderful property of granting whoever lays in them immediate rest. First they'll lie down in them, then they stare at the ceiling wondering - and then they fall asleep! ...Sadly, guaranteeing that they'll have good dreams isn't something the beds can do. That's where you come in. By default these beds only exist in your dreams, but any bed you sleep in also gains the properties of this item - it may take a while to create a staple 'crop' of beds, but it's usually worth it.

100 cp - Dust of Dreams

Beds are nice, but sometimes an Alfr needs to be a bit quicker on the draw, no? That's where this small pouch of dust comes in. Gathered from the corners of the eyes of some of the heaviest sleepers around - cough Mirabilis cough - whoever comes into contact with the sands of sleep quickly becomes utterly exhausted. The pouch itself will refill itself every time you yourself sleep - and given that you live in the world of dreams, that tends to alternate between 'never' and 'constantly' on something of a whim.

200 cp - Palace of Dreams

Where else would the Alfr hold court but in a dream within a dream? In this unusual place, the effects of an Alfrs dream Magic's are both enhanced and oddly blunted. Affecting the outside world is far easier so long as you sit in one of the two thrones, but trying to target anyone else in here would see you barely able to muster your powers. This unusual balance makes it something of a neutral ground for creatures of the dreaming, doing business and striking deals under your watchful eye. Just be wary not to allow someone more skilled at the art of dreaming than you into this place, lest they push through the dampening field to try and take this place from you.

400 cp - Dream Nectar

Located deep within a dream within a dream within a dream is a garden of flowers held sacred by both Ljosalfr and Dokkalfr. Every hundred years these flowers will bloom, and the nectar may be condensed into a sweet drink that defies explanation. Drinking from the nectar turns a child - and only a child, and one who can still dream at that - into an Alfr. What kind depends on both the child themselves and on who is making the nectar into this tincture. Every jump, you receive enough nectar for two doses of this magical brew and no more. If it is not used within ten years then the nectar will sour, so make your choices wisely. On the other hand, should the jump run long past that time, the flowers will eventually bloom again. The king and queen of dreams used this to steal children from their homes, but those children were truly better off for being stolen. What will you use it for?

Dark Elf

50 cp - Crown of Thorns

Atop your head, resting on your shoulders, wrapped around your legs - all across your body lies a number of black vines, thick yet sickly and spiked with plenty of thorns. It's a fashion statement of some kind, or perhaps the aesthetic of Dokkalfrheim? Either way, this simple crown will rapidly grow into another accessory of some kind when placed atop your head. I'm afraid it has no real use beyond looking, well, nor pretty exactly, but I suppose you could use it as a very lackadaisical form of armor? People might not want to strike you if doing so will make them bleed. Optionally, this may actually be woven into your hair somehow.

100 cp - Unwanted Child's Knife

When the dream king and dream queen created the next generation of Alfr and stole the children away from their home, only one of them ever went back, and it was for a spot of revenge against her parents for the abuse they put her through - and debatably, the attempted murder via neglect. This knife is nothing special, a simple butter knife that has been sharpened on rocks and hate. And yet, when it's turned against your family, it seems to have the might to match legendary weapons and pierce armor made of dragonscale. I hope you never need it. I hope you throw this away, but I suppose your life isn't kind enough for that is it?

200 cp - The Stuff Of Nightmares

The Ljosalfr have their dream dust, but you have something even better. A small bag filled with crystalline orbs that refills whenever you sleep, the means to bring about a proper Nightmare. When you crush this orb and provide a spark of magical power, the shards will begin to form into a number of ghostly soldiers born from the fears, worries, uncertainties, the nightmares of anyone nearby. The larger the shard - or even a whole orbs - will result in a more powerful Nightmare, and they will last until the dawn or until you withdraw that spark of power. Sadly, these Nightmares are of no use in the waking world beyond ensuring that a mortal's sleep is not restful, though the orbs themselves can act as a decent focus for the magics of illusion if you have any talent at them.

400 cp - Goddess's Torc

At first glance, this is nothing more than a gaudy necklace that even the most arrogant of noblewomen would feel an inkling of shame to wear at how over the top it is. But it was also a gift from someone who meant more to you than anything, and so you treasured it and made it useful. When worn, the necklace will allow you to access the powers and abilities of whoever wears the necklace while also denying said power to their rightful owner. There is little point in wearing it yourself, but placed on another it has a great deal of potential. Moreover, it cannot be removed by any except the one who placed it on the poor soul - and of course, yourself. Someone truly desperate and truly brave might find facing Hel's wrath to be worth escaping your grasp, but short of that there is no way out of your clutches.

Order of Heroes

50 cp - Chain of Flowers

The work of a child over the course of an afternoon, made with friends and without care. It's been a very long time since you were that way. ...oddly enough, there seems to be something familiar about this, and no matter how long you leave it be it never seems to wilt away. Keeping this chain on your person seems to have a very minor effect on your memory, allowing you to recall things that happened a very long time ago with far more clarity than you would normally have. The details of your happiest memories from when you were seven tend to fade away as you grow up, but at the very least this will let you recall a name of a face when otherwise all you could remember about your lost friends was that you had them.

100 cp - Gate of Dreams

Deep within Alfheim lies a weak spot in the fabric of reality, known to the denizens of the dreamlike world as the Gate of Dreams. All who slumber visit these ruins at least once in their life, for it is the first step on the path they must walk to dream at all. Most don't even notice. But for you, this place functions as an escape hatch of sorts, a back door out of any nightmares, false realities, or pocket worlds you may find your mind trapped in. The specifics of how to use it will change each time it's used, but rediscovering the nature of its key is a simple challenge for you.

200 cp - Horn of Awakening

Gullinkambi is supposedly one of three horns that shall be blown to signal the beginning of Ragnarok. It's probably just a rumour, the legend says it's actually a rooster after all… Still, better to have and not need, right? Gullinkambi acts as something of an amplifier for the power of creatures of dream. A mortal could rouse themselves from within a dream within a dream, a guide could locate a single person out of an entire nation of sleeping people, and the king of dreams could deny an entire kingdom to the Dokkalfr simply for having it, let alone using it. Supposedly the horns call will only have meaning if it sounds in certain places, but for the sake of simplicity those have been waived. ...If you are truly interested in such a thing, you may also blow the horn with the intention of calling Ragnarok down ever so slightly faster. I don't know why you would wish such a thing, but there it is.

400 cp - Anna & Company

Through all the worlds that the Order of Heroes goes to you will always find one truth to be universal, surpassing all levels of common sense or rationality. That there is an Anna, and that she loves money a little bit too much. Turns out that they know about each other, and that they've formed a mercantile empire devoted to keeping the worlds mostly intact as much as possible. And you have somehow lucked into being a friend of theirs. No matter where you go, you'll find an Anna. New town, Anna. New planet, Anna. Go to an alternate timeline, Anna. And of course all of these Anna would almost certainly be willing to cut you a deal if you happen to be acting in the best interests of the world. You will have to pay, but you never need fear having no allies ever again.

General

50 cp - Redolent Censer

Oh? How did you get your hands on this most interesting trinket? A relic of the Askr royal family, the Redolent Censer has served Askr for untold generations - at least, that is what the dream said. There is no knowing if this truly exists but to ask the Queen and that runs the risk of being called a thief for having it. Still, this gold and white oil lamp puts out a pleasant but heavy scent that blocks out airborne poisons and plagues. A useful tool to be sure, but…. less than fully useful at the moment. On the other hand, perhaps it might serve as a counter to the Smoke skills?

100 cp - Trait Fruits

A fruit harvested from within Alfheim, very few people have ever seen one let alone ever had the privilege of eating them. When consumed, these fruits allow the imbiber to trade part of their skills and powers for others. Becoming a bit slower to increase your defense, or perhaps lowering your attack for an extra bit of health. In theory you can only maintain a single “trade” at a time, and only use a given trait once regardless of if it's up or down. With this version however, it’s simplest limited to one such trade per jump - though you can change your asset and flaw with ease by eating more. As for how much you have? A small supply, enough to make a single trade per month.

200 cp - Resplendent Armor

Somewhere along the lines, one of the Heroes summoned by the Order had a desire to change their style of dress, something about showing a bit of support for Askr and its allies. And thus was born the Resplendent Armors. Designed to mimic the attire of the royal families of Askr, Embla, and other kingdoms as the trend caught on, these armors are enchanted to Hel and back and provide some of the best defenses around. Yes, that means that the flowing white and gold robes of Askr can somehow not only be just as defensive as your own armor, but enhance your strength and defense both while you wear it.

300 cp - Worlds of Light and Dark

Ljosalfrheimr and Dokkalfrheimr are interesting places. Time doesn’t flow properly, and the law and structure of their world, all the way down to the laws of physics, are born from the dreams of mortals. Truth be told, they have more in common with a collective delusion born of boredom than they do any kingdom of Zenith. And for whatever reason, you desire one of these worlds? So be it, one of them is yours. A realm of light and dreams or of darkness and nightmares that you can only visit in your sleep, one populated only by those passing through and a pitifully small handful of Alfr. There will likely be interesting implications about their presence in later worlds, but I leave those up to you to sort through. If you wish to control both of them, then you may purchase this item twice.

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 of them.

100 cp - Somber Songwriter (Discount Drop In)
Not a Summoned Hero, a member of the Order of Heroes, or even an Alfr, this rather disinterested and apathetic young woman is a simple citizen of the realm. Probably at least, nobody knows her and she does say such strange things sometimes, but she claims to have never done a single interesting thing in her life outside of writing songs. Her skills also extend into the creation of poems, plays, and all sorts of performing arts, but if you actually ask her to perform you might need to see a healer for your poor ears after the abuse you accidentally subjected them to. Still, for the making of music there doesn't seem to be anyone better. Strangely enough, if you took the time to experiment then you'd discover that most of her works seem to qualify as tomes of magic via the sheer amount of heart she'd put into writing them. If you have the time to learn you could probably ask her for advice or even lessons and she'd happily share all she knows. Just don't mention your love life or imply that you want her help to write a song for someone or she'll almost certainly begin to curse you out for your love life and her utter lack of one, before proclaiming that normies like you should die and refusing to talk to you for a while.

100 cp - Equal and Opposite (Discount Light Elf)
There's something oddly familiar about this person, the vague sense of unease that comes from knowing that you don't know the answer, but that you should. They seem a bit conflicted on the topic of your continued existence, rapidly alternating between calm and collected and utterly murderous for some perceived slight, and oddly enough, protective. One moment they'll be spouting off something about being the only one allowed to hurt you, but when push comes to shove they seem unwilling to simply stab you in the back whenever it would be convenient, and will even take blows in your place while seeming utterly distraught at the thought of you being hurt. Whatever grudge they have against you is probably mired in your lost memory, the same as that protectiveness they feel for you. Just don't mention your parents or theirs, that's a good way to make them utterly furious. To make matters even more confusing, their own powers and abilities seem perfectly designed to counter and be countered by your own, and to be virtually unstoppable when combined.

100 cp - Lost and Alone (Discount Dark Elf)
Some time ago, you came across a young child in horrible straits. Maybe they'd been left at the bottom of a well or thrown out into the cold of winter by parents who didn't deserve to be such. Either way, you stumbled across them and in a moment of charity, picked them up off the ground and helped them rebuild their life - far far away from their so called parents. Perhaps you too abandoned them not too much later in the confidence they no longer needed you, or perhaps the child began to dog your every step, desperate to stay near their savior. Since then, the child has grown and while they seem to have utterly forgotten everything before meeting you, including the how and why of said meeting, they seem utterly intent on repaying a debt they can no longer remember incurring. If you treated them like your child instead of the servant they seem to think they are, they'd likely faint from sheer joy.

100 cp - And Three Makes Company (Discount Order of Heroes)
A young woman with bright red hair and a mild obsession with money - wait, hang on. Isn't this just Commander Anna? No? A distant cousin of her by the name of Anna, the daughter of Anna and someone named Jake? Well, okay then. Anyways, this humble shopkeeper seems to have gotten somewhat lost what with all the traveling between worlds the Order of Heroes does. With that said, being an Anna, this hasn't particularly slowed her down much as she's effectively rebuilt herself into a small but extremely competent merchant. For you, the one who helped her out during the rebuilding, you'll find she always has a very small stock of extremely rare and extremely expensive components hidden away. Why, she might even be able to sell you some summoning orbs! Sadly, this stock doesn't tend to replenish but once or twice a jump due to the difficulty she has in getting her hands on them. If for some reason you were to ask her to join you on the field of battle, you'd find that she owns and maintains a ballista - how and why, I have no idea, but it tends to be pretty devastating in battle. Sadly it makes her rather slow, both to move and to reload.

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 four individuals of your choice from what amounts to the entirety of Fire Emblem. Whether your relationship with them is good or bad, that's something I leave up to you. At the end of the jump, you may take them with you as companions. If these individuals share a theme, such as being a trio of sisters or two different versions of the same individual then you may also opt to have them share a companion slot.

200 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 III for half their cp value.

+0 cp - Continue? [Y/n]
Have you been here before, perhaps? Or anywhere near here, even? The Order of Heroes draws its ranks from so many different worlds, from so many different times even, so it's no surprise that at least one of them might have heard of you already. Truth be told, it would be stranger for nobody here to know you. Well, assuming you didn't just pop out of the air one day, then your time and actions in the various worlds of Fire Emblem will be remembered by the Heroes of this world, be it in the form of the legendary hero of legend, or simply because you've already helped them fight off the Embla Empire during Book I.

+100 cp - Dreams Don't Have To Make Sense
But why tho. Why are we walking in circles, why are we on the ceiling, why is that rabbit proclaiming that he's late for tea? Why is a god that's invading giving us helpful advice, and why are there so many thieves? Life is full of questions, some good, some bad, some dumb, and you seem to be the one asking most of them. Simply put, you're something of an up front person and not much in the way of a creative thinker. All this dream based nonsense is just that, confusing nonsense. I'd say maybe try going with the flow, but you're probably too busy trying to shout it down in the vain hopes that reality will start to make sense sometime soon.

+100 cp - Object of Desire
Love. Lust. What is the difference between them, really? You are beautiful, jumper, and this is a curse. People do not look at you and see an ally or a confidant, they see the pleasures of the flesh and a trophy to be won. Your relationships are shallow, your lovers false, your friends barely qualifying for the position. And every time this becomes apparent, a dull ache in your chest grows. It's not too bad at first, one selfish ally can easily be shaken off. But a dozen? That's not so easy to ignore. Your desires draw you onwards in the hope of something solid, something real, true love if you can still believe it exists. And every time you reach out to open up, you are inevitably disappointed by how simple people can become when they think with their other head.

+100 cp - The Clink of Coin
I'm sorry if this question seems offensive, but why do you NOT have red hair? Is it a birth defect or something? Sorry, it's just, you have to be an Anna if you're like this. The fact that you aren't is genuinely disturbing, because the thought of there being someone else as greedy as she is, who loves money just as much and honestly isn't related? Practically unthinkable. You aren't just a miser who tries to skimp and save and haggle, you aren't just a snake oil salesman who tries to sell things for far more than their worth. Your love for coin is so great that you could actively resist potions and spells of love, simply because the thought of you loving someone more than money is so fundamentally alien to you. ...At least you'll have a like mind in the Anna family?

+100 cp - Time For Bed
Zzzz… Oh, sorry, didn't see you there… So, you're something of a lazybones now. If you're still for more than a few minutes then you start getting tired really quickly, and once you fall asleep it's really hard to wake you up. A big enough shock could wake you up properly but without a clear and present threat you'll probably "five more minutes" for a solid hour. You don't even need to be comfy, you could take a nap on the ground…. Oh, and when you yawn, which is fairly often, the people around you get tired too. You might want to factor that into whatever battle plans you draw up, assuming you have time for any between naps.

+200 cp - Thief of Resonance
While Alfheim's actions may have been important in the long run, they were also over quickly. A mere three days of sleep and the adventure was over with the world none the wiser. But in the meantime as the Order slept, a bunch of thieves got brave and started looting the base down to the bedrock - why, they took so much stuff that they had the movement range of a heavy armor unit! But more importantly, over the course of the jump you'll be the favorite target of an entire army of thieves. If you turn around for more than a moment, you'll find the armor you just took off or the sword you were just holding to be mysteriously vanished, and no amount of security or guard patrols will help you with this. The good news is that their sins weigh heavily on them, and so their actual capacity to run away from you is somewhat diminished. Better start running to get them all before they hit the tree lines and vanish!

+200 cp - Infinite Power
Having defeated Embla, having defeated Muspel, having defeated Hel itself, is there any reason to doubt the power held within your body? No. In fact, perhaps you might be underselling yourself a bit? Or at least, that's the impression you'll be giving off, because you've developed a bit of an ego. To say that your tactical skill is akin to a child's is wrong, because children make mistakes. You're leaving the holes there because they don't matter when Jumper's overwhelming might can simply carry the day! Well, that's not really fair, it makes it sound more malicious than it really is - and more importantly, it implies that you're checking it for those mistakes in the first place, which isn't something you see a need to do. Maybe every now and then if your allies bitch at you enough, but otherwise? Sorry, not happening.

+200 cp - BWOOOONG
When you enter the jump, it will be to Alfheim, and the battle between Freyja and Freyr, between the Light and Dark Elves. And when the battle is won - or lost, it matters little so long as the answer is clear - and you awaken and you awaken, you will awaken once more for this entire battle was but a fever dream brought about by an exceptionally rough entry to the jump. And you'll need to get on your feet quickly, because the battle between Askr and Embla is beginning to kick into high gear, and the summoner has just been summoned. Maybe that's you? Either way, war is about to come knocking and sadly all of the clever strategies and legendary weapons that you used to lay low your enemies the 'first' time around don't seem to be quite as clever now that you're here in the real world. Oh, and good luck killing Hel.

+300 cp - The Waking Dream
Well, this is interesting. And actually somewhat exciting, a change of pace from the good guy bad guy formula we've come to expect. See, Freyja has stolen Freyrs powers, but not with a necklace - with a wedding. The Light and Dark Elves have fully joined forces, and have even begun to repopulate their kingdoms, both with more stolen children and some of their own. And miracle of miracles, they aren't even invading! There's no evil empire to strike fear into the hearts of men! ...Unfortunately, as many problems as this would solve, it also causes more than a few of its own. You see, while mortals may no longer be drawn into Alfheim via the sleeping sickness, the unification of Freyja and Freyr's power has caused Nightmares to quite literally begin leaping out of people's heads with the intent of cutting them down. Heroes spring forth from dolls and pictures to do battle with anything and everything. And Alf spirit away children and leave Changelings behind - though I should probably point out, anyone who gets their child stolen probably deserved it. There is no malicious plot here, simply pure and unmitigated chaos brought about by a happily married couple entirely on accident.

+300 cp - All-Father's Judgement
Past the rainbow bridge, on Asgard, there is a throne. Upon that throne sits the one who commands the obedience of Thorr and Loki, and the one who intends to punish you for the death of Hel - even if you had naught to do with it. This was a lie. Now it is the truth. At the end of each year of the jump, the person you care about most will simply drop dead or vanish into thin air one day. If you can pin down Loki long enough for a straight answer, or 'earn' one from Thorr, they'll show you a way deep into Alfheim - and a way to revive you lost allies with hopes and dreams. Actually doing so… You'll face heavy resistance each time, Thorr and Loki no longer playing games. But any price is worth having them back, is it not? Because if you fail, they're gone for good.

The End

Go Home
Stay Here
Move On

"Nidavellir is at hand"
Go directly to Book V

Notes

Q - Drop in is based on TMS, right? Does it come with a Mirage?
A - The ghost in the origin fluff is your Mirage, and can be effectively any Fire Emblem character.

Q - Who are the OC companions?
A - The OC's are based on Tiki=Waifu, Plumeria, Triandra(and technically Peony), and Shio/Anna.

Q - Does Equal and Opposite have mirrors of all my powers?
A - Just the ones taken during this jump, maybe the other Fire Emblem Heroes jumps as well.

Q - Uh, about the Drawbacks from Book III…?
A - Yes I know there is no Book III at the time of writing. You can use Book I for now or just skip it.

Q - How long is the jump? You didn't say.
A - Ten years, seven years, or one year. Fanwank responsibly.