By DBAnon

Welcome to a world of adventure!

Labrynths full of mystery are spread around the world- from the forests of Etria to the seas of Armoroad, the dizzying heights of High Lagaard and the marvelous airships of Tharsis... the one constant is these Labrynths, on which each land has set their eyes. Guilds of explorers flock to these capitals of adventure, hoping to uncover all the secrets that lie within- and plunder more than a little bit of treasure as well!

You begin with 1000CP to aid you in this dangerous yet vibrant world.

Origins:

Guildmaster- Those who organize their friends and allies, boldly leading the charge into the Labrynth- managing the group's spending, what missions they take, tactics, and the dreadful foe that is paperwork.

Adventurer- Those that slay and fall. While a Guildmaster may join them in the battlefield, these are the true combat specialists, focusing primarily on increasing their own strength to face the many challenges of the Labrynth.

Craftsman- Back in town, working away at metal and the still fresh parts of beasts, these individuals make a killer off other's monster killing. With a smug smile and a heavy wallet, perhaps you'll decipher some of the lost ancient technology within the Labrynths...

Labrynth Native- While some seek to plunder the mysteries of the Labrynth, others have made the immensely dangerous land their home. Seeking to protect their mysteries- or simply to make a living- you were born and raised within this hostile environment, being much more adept at navigating it without falling prey to its dangers.

Location:

No need to roll. You may choose which of the Labrynths to take on freely.

1: Etria- Once a small town in the Far East, it was one of the first to really make a business out of the exploitation the Labrynth, creating a massive economic boom. Tensions between the locals and the Labrynth's natives may soon come to violence the amidst sweltering jungles and flooded forests of the Labrynth.

2-High Lagaard- The original home of the Highlander Tribe, situated near the base of an impressive Yggdrasil Labrynth stretching on towards the heavens. Advances in technology made it one of the first regions to make use of gunpowder weapons, and it has a peculiar cuisine due to it's lack of livestock that centers on cooking monsters.

3-Armoroad- A city surrounded by beautiful oceeans, once prosperous and home to an ancient and advanced civilization. However, after an earthquake 100 years ago, the city's center sank deep beneath the waves, taking with it their technology. This event also caused the opening of the Labrynth, leading into the abyssal depths.

4-Tharsis- A large and peaceful city full of flowers, once on the verge of collapse before a crashed skyship caused a technological boom, their creation of a new one allowing access to the Yggdrasil labrynth and the surrounding lands, hoping to find the original creators of the Skyship.

5-Lemuria- An island floating in the sky, fragmented into many territories connected by the Yggdrasil at the center and recently rediscovered by the Maginian bloodline thanks to researching their old records. Adventurers from all over the world have flocked here, seeking a treasure that promises eternal prosperity for whichever nation claims it.

Species:

Human: The most populous race in the world, though not as common as they were before the calamity in the distant past. Adaptable, diverse, and welcome just about anywhere, humans make up the majority of explorers.

Forest Folk:: Slender and plant-like humanoids from the Etrian Labrynth living beyond the reach of human explorers, they are a deeply religious and matriarchal people tasked with defending their sacred ground and protecting the Labrynth's secrets.

Birdfolk: Created by the mysterious Overlord of the High Lagaard Labrynt, the Birdfolk are a humanoid species with a mix of human and bird traits which bear the holy duty of carrying the landbound humans who die within the labrynth to the Heavenly Citadel above.

Sentinels: Native to the lands near Tharsis, the Sentinels are a beast-like race displaying characteristics from oxen, lion, wolves and others. They display an immunity to the poisonous miasma of the Labrynth, and much increased strength, though they have a low aptitude for magic.

Vessels: Native to the lands near Tharsis, Vessels are an unnaturaly thin, elf-like race that can safely consume poisonous plants and animals, and is much like the Sentinels immune to the Yggdrasil's miasma. They tend to have different thought processes to humans, and incredible affinity for magic.

Deep Ones [200]: Created by the Abyssal God lurking deep under the Armoroad Labrynth, these piscine humanoids bear (usually) nothing but malice, feeding off vice and weakness and being empowered by rage and fear. They are capable of surviving in the depths effortlessly, and are talented at corrupting others.

Yggdroids [200]: An unusual existence created by the Armoroad Yggdrasil itself, they are a species of sapient war machines with immense physical prowress created to combat the Deep Ones and thus knowing no fear and being resistant to their manipulation. Having a singular focus despite their free-will, they can tirelessly work at one goal for centuries.

Origins:

Guildmaster:

To the Stage of a New Adventure [100-Free Guildmaster]- Gathering allies is the most important part when beginning a new adventure! Whether posting ads in taverns, meeting them on the road or perhaps running into them just in time to offer some help, you seem to have a sixth sense for opportunities to 'acquire' valuable new members for your Guild.

A Restful Place for Adventurers [200-Discount Guildmaster]- Of course, after a hard day of work, you and your friends will want nothing more than to sit back and relax. When it comes to downtime, it's simple and effortless- even calming!- for you to work on tying up the day's affairs. Paperwork, acquiring missions at taverns or from townsfolk, organizing the Guild's shopping list, these are all things you do very well and never make thoughtless mistakes in. You won't be forgetting to buy a Warp Wire before an expedition ever again.

Heroes are Born, and the Story Continues [400-Discount Guildmaster]- Taking a band of basically nobodies with swords and staves and turning them into legendary heroes is a task beyond most people. Simply put, the level of training and effort this would require, as well as even surviving that long, is not possible in most cases. Thankfully, you have an extraordinary talent for guiding others towards improving their skills and figuring out hidden talents. Would your Ronin do better focusing on Iai Stance, or Overhead? Should your Gunner focus on disabling shots or raw damage? Now, you can figure out the best things for people to specialize in, and help them reach those heights through struggle and hardship.

Return of the Heroes [600-Discount Guildmaster]- When your back is against the wall, your allies are on the verge of death, and everything seems lost, you manage to make it work nonetheless. A mastery of strategy and tactics makes you much more able to adapt on the fly, figuring out enemy patterns and weaknesses quickly through simple observation as they fight and coordinating your allies seamlessly, complicated teamwork flowing smoothly every time under your command. Additionally, the more dire the situation, the faster you seem to be able to think of ways to try to turn the tables around.

Adventurer:

The First Battle [100-Free Adventurer]- You've spent your life training for this! Your skills at fighting, while not extraordinary, are definitely above the norm for a starting adventurer- you more easily learn the basics of any combat style when starting out, quickly figuring out new weapons or how to move in exotic armor. However, while you're good at grasping the basics quickly, you still need quite a lot of training to actually reach the vaunted heights of combat prowress- but you have a good headstart.

Raise Thy Sword in Pride [200-Discount Adventurer]- The determination to fight on through grievous wounds and near death experiences is something any adventurer will need as they proceed through the Labrynth's depths. Poisonous beasts, paralyzing plants and even arcane curses are everywhere, and enemies would like nothing more than to tear you to shreds. Thankfully, you've grown more resilient than most to these abnormal conditions, breaking out of sleep-inducing effects or recovering from poisons far quicker. You recover emotionally from failure easier, too!

Their Own Brand of Justice [400-Discount Adventurer]- A world full of adventure is often also a world full of evil. That is why, with your allies at your back, you face the darkness with a grin- When together with others you have close bonds why, you seem to draw strength from those bonds, your strikes or spells finding the gaps they make in the enemy's defense or making them for others, finding the right time to parry or step into the path of blows all the easier. Not only that, but the more people you are protecting- your guild, a town, or even the world itself- the harder you are to put down.

The End of Raging Waves [600-Discount Adventurer]- The most powerful of monsters, the foulest and most dangerous of beasts, those which lie at the bottom of the labrynth could easily slay men by the dozens, if not hundreds. Whether you're facing these terrible beasts or the FOEs that lurk in the less dangerous levels of the Labrynths, one thing is for certain- when facing enemies far beyond your level, you perform past your limits. Your strenght and magical power rises, you dodge blows more easily, you hang on at the edge of death, enough to give you a chance- however slim- against beasts far superior to you. This is not infalible, of course, but even when the threat would seem insurmountable, you have a chance to at least survive to tell the tale.

Craftsman:

Unlimited Smug Works [100-Free Craftsman]- An insufferably smug grin, a funny accent, an endearing cuteness.. These traits are important for MARKETING! You have a certain something to you that keeps people coming back to your shop- along with basic merchantry skills, of course. Even being mean or lacking in social skills doesn't seem to impact your customer base all that much, and if your products are of good quality you can be assured your popularity will be high with adventurers everywhere.

Untamed Garden [200-Discount Craftsman]- The Labrynth is full of untapped resources that the average adventurer may not even recognize as valuable without your expert, profit-oriented advice. Your eyesight has sharpened, giving you a metaphorical and literal eye for value- the right plants, or the right monster parts for your project, what's poison and what's medicine, it all becomes more easily apparent to you.

Drenched in Red [400-Discount Craftsman]- Weapons and armor! The lifeblood of explorers, and the most profitable trade by the Labrynth's side! Blacksmithing with strange and esoteric materials is also part of what makes it so interesting- and money-earning- and so, you have adapted to this trade. Using monster parts to craft weapons, incorporating their natural poison or elemental properties into weapons, reinforcing them with rarer materials, and designing entirely new weapons based on monster parts is something you excel at, and even if you were presented with something as rare as a Dragon Pearl you could probably figure out how to empower a weapon with it sooner or later.

The Pulse of Time [600-Discount Craftsman]- Thousands of years ago, there was an ancient civilization that built technology that is now indistinguishable from magic. Machines that combine the flesh of beasts and grant them miraculous abilities, stones that transmit sound over long distances, soft glass- it is incredible things like these that you have an amazing knack for figuring out, reverse engineering ancient precursor technology and magic from ancient ruins that would take others a lifetime to figure out in a much shorter time. While you may lack the means to reproduce the full result, you can usually figure out the fundamentals of ancient technology with thorough study, creating lesser but functional versions to buld off of. Of course, for the more amazing things in the depths of the Labrynth, you would need years if not a decade or more, but the fact you can do it with the tools you have here speaks volumes to your crafting genius!

Labrynth Native:

A Moment of Peace [100-Free Labrynth Native]- The Yggdrasil Labrynth is an immensely dangerous place, full of powerful beasts and corrupted monsters. That is why, as someone raised in it, you've learned how to blend in with your environment and hide- becoming almost impossible to spot by both beast and man alike as you stalk through natural environments. In a more urban place, this might be of little use for now, though you will always find figuring out ways to camouflage easier.

Frolic [200-Discount Labrynth Native]- Harrassing your enemies on your home ground is one of the best ways to get them off your sacred land- or other places you just don't want them in. Thus, you have become excellent at inflicting troubling ailments and binding effects on your enemies and retreating quickly, leaving them to fend with poison, paralysis, or binding their legs and leaving them for the Labrynth's beasts.

Red and Black [400-D iscount Labrynth Native]- Living in such a dangerous place isn't easy- but you, someone born and raised amidst the greatest dangers known to this world, are pretty used to it. When dangerous foes approach, you feel it- a tingling in the back of your neck, your leaves standing on end, or some other sign of the coming danger. This warns you of ambushes, powerful foes, or even just patrolling hunters and traps, letting you navigate the labrynth much more easily if you're skilled enough to avoid such things, or even lead unwary adventurers into their path.

Imminent Calamity [600-Discount Labrynth Native]- The Labrynth is a sacred place- whether you believe that or not, it is true it holds secrets far too dangerous to let the average person know the full truth. That is why, as one of its guardians, you hold a bond to a powerful beast of the Labrynth, able to summon it to fight for you, strong enough to cut down most adventurers effortlessly. Not only that, but when given time to setup, you may connect the beast to the land itself with the help of others, letting it regenerate from harm unless the anchors are destroyed first.

Location Perks:

Discounted if you start in the associated Location

Etria:

Finances in the Forest [200]- No matter what, you'll make it work- exploring a super-deadly labrynth can be your business boom no matter how high the danger is. Opportunities for wealth and growth of sometimes questionable ethics seem to come to you- though you may have to work hard to make them pan out in the long term.

High Lagaard:

Northern Resilience [200]- You may have few resources and an inhospitable environment, but that is no excuse not to thrive anyways! From little, you always manage to squeeze a little more, finding ways to make a living despite how difficult it may be. Not only that, but you're also quite talented at diversifying your sources of income. Maybe you could stop relying purely on giant murder trees...

Armoroad:

Porcelain Dreams [200]- Though the path forward may be clouded, and though those who should be allies may wage war, you can see the shape of the golden path that leads to the future. When situations are complicated, you have a sort of sixth sense or intuition towards ways to mend hostilities or find solutions to the problem, even if the steps required to reach those goals are obscure.

Tharsis:

Friendship in the Clouds [200]- Even if we're all different, isn't that something to cherish? You've taken these words to heart, being an excellent diplomat and great especially at establishing friendly relations with new cultures or even species you run into. When united by a common goal, culture shock or even previous offenses seem easier to bridge, and with your help, everyone's future together looks a lot easier to achieve, brighter for it's myriad differences.

Lemuria:

Nexus of Adventure [200]- It's no wonder that bringing adventurers from all over the world together would cause some rowdyness- but this is where you thrive. The arts of warriors and magicians from different lands are used together for the first time, and surely new things will be born in these new frontiers. When it comes to making even bizarre combinations work, you are an undisputed master- developing new things from a mix of old traditions and styles comes easily to you, letting you make bizarre teams or unique techniques that work better than anyone thought they would.

Items:

General:

Eternal Map [100]- A magical map! Though empty at first, it comes with a corresponding quill and set of stickers to fill it in, will change whenever you enter a new area to allow you to map it, and will remember any previously drawn location. Cartography!

Healing Item Bundle [200]- As dangerous as the Labrynths are, they often contain wondrous plants and other materials that make for amazing medicine. This is a bundle of 10 Medica (Restores Health), 10 Amrita (Restores Mana), 5 Theriaca A and 5 B (Removes Bindings and Status Effects, respectively), and 5 Nectar (Revives a recently fallen or unconscious person with low health). Restocks weekly.

Ariadne's Web [400]- A one-way ticket to safety, an Ariadne Thread is vital in the labrynth and sure to never be forgotten on an expedition. This soft thread, when snapped, teleports you and your party to the last safe location you rested at. Handy! You obtain a new one the morning after the day it is spent.

Yggdrasil Labrynth [600]- Wouldn't you like for the spirit of high adventure, cartography and monster-slaying to follow you along in your travels? Then, perhaps, this item is for you. Though you gain no real control of it beyond that which you assert with your might, this Labrynth will nonetheless be filled with all the characteristic monsters and loot that has floated entire cities' economies in this world- adapted, of course, to the local monstrous fauna, flora and magical items, if there are any, defaulting to those of this world if there is no local equivalent. Powerful sealed evil within optional.

Guildmaster:

Infinite Paperwork Stash [100]- Paperwork, paperwork, and even more paperwork! This is a large stash of it which, far from being even more busywork, accurately tracks the progress of your guild, it's finances, and the condition of all it's members.

Useful Contacts [200]- Getting the resources to run a guild can be complicated. Money from selling monster parts is one thing, but recruiting the adventurers themselves, outfitting them, finding work to do- these are all things that fall to the Guildmaster. For you, though, it's not all that complicated- you have contacts, after all. This is, at your discretion, either a set of followers or new people you'll meet in every world who will help you with these tasks- You'll always have a friendly tavernkeep willing to share rumors and quests with you, someone willing to buy dungeon-looted goods, and a way to find prospective adventurers.

Guildhall[400]- Sometimes, just resting at the inn isn't quite enough- your Guild may one day grow to such sizes that it wouldn't really make any sense to spend your money night in and night out and crowd the poor innkeep's place. This is a building with a design of your choosing, large enough to comfortably house up to 30 people and containing facilities for training, baths for after trucking through dangerous Labrynth mud, and just about anything else a group of adventurers could need after coming home from a long day of fighting. May be turned into a warehouse attachment, or simply appear in an appropriate location in future jumps.

Adventurer:

Weapons and Armor Bundle [100]- Slightly higher than average quality weapons and armor for the class of your choosing, including an accessory that may increase your strength, magical power, vitality or mana by a small but noticeable degree. Every time you learn a new fighting style, you may recieve a similar set oriented towards it to get you started.

Weapon Oils [200]- Need elemental damage? Don't have a Troubadour or perhaps a Sovereign? These here are for you. A quick application will see your weapons imbued with elemental force, ready to target the weaknesses of monsters anywhere. You get a restocking stash of three of each, Fire, Volt and Ice.

Grimoire Stones [400]- Ever wanted to learn techniques from others? Perhaps give yours to others, but without the hassle of all the training? These stones allow you to use skills normally inaccessible to you without those hard years of learning, being rarely 'imbued' with a skill used during a battle they're present for- even a skill from an enemy, or even a monster! Then, they may be equipped to grant this skill or passive ability to an ally. You get 5 of these, restocking when you take a long rest.

Craftsman:

Napier's Abbacus [100]- This wonderful little thing-which you are, as a bonus, trained in using even faster than a digital calculator- allows you to quickly run the numbers on how much something is worth, how much you can sell it for (including how much you can charge over it's actual value without people throwing a fit, in fact), and even looks nice on your counter.

A Growing Supply of Gruesome Goods [200]- Monster parts! You have to pay those nasty, boorish little adventurers for them, and that cuts into your sacred profits. Thankfully, with this item you have a steady supply of parts and goods from the local flora and fauna, monstrous or otherwise, delivered to you by a vacant-eyed farmer on a weekly basis- nothing particularly exceptional, of course, but enough to make plenty of basic items for basically no cost at all.

Jumper's Firm [400]- A shop and workshop to call your own! After all, owning some property is essential in this kind of business. Well-equipped with tools and decorated to fit your fancy, this lovely establishment seems to draw adventurers like flies to honey, it's reputation spreading amongst your desired customer base quickly.

Labrynth Native:

Gathering Spots [100]- The Labrynths are a veritable goldmine of valuable resources- fascinating fauna, potent healing or poisonous flora, minerals that cannot be found anywhere else. What you have here is a small grove in an otherwise obscure place, which is imbued with the same sort of strange properties as the Labrynth- though you can't gather many resources at the same time, you'll find every morning some of the strange ores and herbs of this grove have replenished, letting you brew basic medicines to restore mind and body or craft decently powerful armors you would otherwise need to delve into danger to find.

Monstrous Pets [200]- As a native of a Labrynth, you may have a rapport with it's monstrous beasts- this is the result of such a connection. A pack of up to 4 low level monsters, or two medium-level ones such as you might find in the 3rd stratum of a Labrynth, belonging to a species of your choosing- Or a single FOE of up to the 2rd Stratum, a terrible creature that can prove a challenge to even a squad of seasoned adventurers.

Hidden Village [400]- Deep within the most dangerous places of the world, civilization can still thrive. This is a small village of members of your race- or a collection of different ones, if you wish to be more diverse- located in a dangerous place, such as near the heart of a Labrynth or built into the side of a Volcano, shielded by ash and rock. It's hidden enough it'd be able to evade being found by most adventurers, and sees you as it's chieftain, or perhaps as a honored hero- Either way, you have enough sway in it that they'll gladly provide you with services and aid you, as long as it wouldn't destroy the village itself to do so.

Legendary Treasures:

Discounted per Location.

Etria- Yggdrasil Project Blueprints [600]- In ancient times, this land was rife with poison and disease, a pollution that choked the skies and blackened the lungs. To stop the impending collapse and end of human life, scientists of ages long past devoted themselves to what would become known as the Yggdrasil Project, which created seven trees that would absorb the miasma of the world. The trees were eventually corrupted by this pollution, releasing upon the world it's altered miasma, bringing forth innumerable monsters...and perhaps magic, as well. You now have in your hands the very documents and blueprints of the Yggdrasil Project- the methods to create the Core of the trees, and even the failsafe weapons of mass destruction known as Gungnir, which are one of the few things that can truly destroy the tree's Cores. While the blueprints themselves still hold the flaws of the ancient's plans, perhaps you would be able to fix them? Unless, of course, your goal is to release a similar transformation upon the world...

High Lagaard- Holy Grail Prototype [600]- This here is a deeply, deeply flawed wonder, created with the same ancient technology as the Yggdrasil Project and just as dangerous. What you have in your hands now is the seed to the curing of all illnesses, the achieving of great power, the key to immortality- Or so it was designed to be. What it does now, instead, is allow one to warp flesh and mind, turning those it is used on into immensely powerful monsters that struggle to die, melding together the flesh of beasts and driving those with the misfortune of recieving it's blessing to madness. However, it does still hold the potential for all the wonderful miracles it was originally designed for- If you just manage to find a way to truly perfect it, surely any cost would be worth the prize.

Armoroad- Abyssal Shrine [600]- Often, people wish the gods would hear their prayers. What you have here is an assurance that they will- provided you're willing to pray to the loathsome thing sealed within this deep-sea shrine. Once per Jump, you may ask of the forgotten god inside for a boon- something along the lines of ageless immortality, or the power to defeat one's enemies- but must in turn be cursed by the entity within with a touch of corruption, which if not cleansed before the end of said jump, shall surely mean that you fall under it's sway. Of course, you could break the seal and fight it directly, if you lack the mystical know-how to break such a powerful curse, but beware- It was not sealed because it was easy to slay, and it will always be a dangerous foe to you.

Tharsis- Medium's Staff [600]- With so many runaway projects and sealed evils, it is no wonder there would be countermeasures. This staff in particular is designed to aid it's wielder in the function of holding those evils in check- Allowing one to hear the "voice" of the seals themselves to seek guidance on how to maintain them, as well as check on their status. Should calamity strike and the seal be broken, you may use this staff to weaken the unsealed horrors, at the cost of immense, ongoing effort. With your help, even a veritable titan could be felled by mighty adventurers.

Lemuria- Scarlet Evil Eye [600]- An accursed ring from deep within the ruins of Lemuria, it grants upon it's wielder the powers of a vampire and turns their eyes a deep, vicious scarlet. Though their life force will slowly drain in the sunlight, the boons granted by it more than make up for it- starting with naturally healing while in moonlight, it strengthens all your qualities by a noticeable amount, makes the wearer tougher, and allows one to call upon the powers of the dark tribe. These powers, accessible only while it is equipped, allow one to survive a fatal blow with a sliver of health and to bring back one's deceased allies to the verge of death, releasing a blast of dark energy proportional to the number of allies raised. Conveniently, taking it off returns one to normal, as if they'd never been tainted by the night.

Classes

There are a great number of classes avaliable for those exploring the Labrynth. So that you may survive in the Labrynth, you will be granted a **Main Class** from among those avaliable to explorers anywhere in the world, with above average talent. For an additional cost of **[200]**, you may also begin with a subclass- a set of skills that you are less talented in, but nonetheless posses the potential to grow to master.

Please refer to the notes for information on the Classes.

Companions

A Guild to Call your Own [Free Guildmaster, Adventurer]- But of course, going into the Labrynth alone is dangerous, no matter how skilled you are. Guildmasters and Adventurers may import or create up to 5 companions for free, giving them either the Adventurer or Guildmaster origins and 600CP to purchase perks and items- Though they cannot purchase Legendary Treasures.

Additional Minions [100]- For each additional companion (Or purchases from other Origins), you may spend 100cp for one companion or 400 for eight, all of which will recieve origins of your choice and 400CP to purchase perks and items, maintaining the restriction on purchasing Legendary Treasures.

Drawbacks

Forgot the Warp Wire [+100]- Oh, Jumper... you've become rather forgetful, even of things that are important for adventuring in the Labrynth. You might forget to purchasse Ariadne Threads in town, forcing you to make the dangerous treck back to the nearest Geomagnetic Pole on foot, or miss important shortcuts that would make your trips through the Labrynth shorter and lighter on resources. Mostly, this is an annoyance- though it could become a very real threat if you truly do run out of supplies inside the Labrynth.

Useless Quests [+100]- Why the hell do people pay your guild to do these fetch quests? More importantly, why do you keep accepting them?! It seems most of the job offers your Guild recieves are rather dull, whether surviving a number of days in the Labrynth (dangerous, but mostly time consuming if you're well prepared) to gathering numerous ingredients that don't seem to make anything useful, you'll be doing plenty of busywork if you want your finances to stay afloat.

Conditional Drops [+200]- Outside of videogames, it really shouldn't be difficult to butcher specific parts of a monster to bring back to town in order to forge weapons. Your Guild, however, seems singularly unlucky- Battles damaging important parts into uselessness, mining and gathering giving less resources- You'll have to be exceptionally careful if you want to acquire those priceless materials that are really vital for the equipment needed to survive in the Labrynth's depths.

Original Release [+200]- People have...less than savory ways to make ends meet, sometimes. And you meet lots of those people, one way or the other- Corrupt guild leaders, princes which seek to exploit the wonders of the Labrynth, merchants willing to poach important wildlife- If your heart burns at the sight of injustice, it'll spend a long time burning.

Even in Jumpchain, FOE! [+400]- Wh- what is this?! You were just heading back to town, having forgotten your Warp Wire, and then-FOE! Powerful enemies, true beasts of the Labrynth, seem to hound your every steps. Whenever you make a mistake, whenever you're busy with a tough enemy, whenever you lower your guard, whenever you think to gather, you will feel that cold dread building up at the back of your mind, for you know, deep in your heart and amygdala- that an immensely powerful monster is approaching.

Wrath of the Stars [+600]- There are countless civilization beyond the stars that have been devoured- And there are those who wish to preserve worlds from destruction. Unfortunately, you shall be the one who has to face these threats- For a powerful monster on the level of the Star Devourer at minimum will arrive near the end of your stay, a "Superboss" among superbosses, as powerful as it needs to be to pose a legitimately lethal threat to you and all your companions. It wants nothing more than to devour you whole, and the Earth as dessert. Can you overcome this horrifying fate, or will you be cut apart and consumed?

Notes

V 1.0.

While I wanted to include a more detailed class section, there are many, many, many classes to account for- To simplify things, you may pick any class present in Etrian Oddysey 1 through 4 and Nexus. I won't stop you from using classes from V, but please keep in mind that this jump is built around the "mainline" setting- good luck explaining how your character got access to lore from Mars. Then again, Pugilists and Harbringers are in Nexus, so?

https://etrian.fandom.com/wiki/Category:Class_List